**DES 8114** [graduate design studio]
4 credits
Fall 2010
Steven McCarthy, Professor

Department of Design, Housing & Apparel | College of Design | University of Minnesota

*McNeal Hall 336*
Tuesday 6:15–8:15 entire class
Thursday 6:15–9:15 alternating A/B group

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**Office hours for Fall 2010**
Monday: 1:30–2:30 pm
[and by prior appointment]
McNeal 246c

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**Email:** smccarthy@umn.edu

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**University of Minnesota Student Learning Outcomes**
(A Upon course completion, students...)

*Can identify, define, and solve problems...*
By applying the elements and principles of design through the iterative design process; by proposing solutions, incorporating feedback and refining design proposals; by experimenting, innovating, and testing ideas involving image and text compositions.

*Can communicate effectively...*
By making oral and visual presentations; by participating in critiques; by developing a critical vocabulary; by concurrently considering message content and visual form.

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**Course Objective:** to provide hands-on, material-intensive, conceptually-immersive, heuristic learning experiences within the context of a critically informed environment.
**materials**: whatever is necessary to execute the project successfully. Bring a sketchbook with unlined paper and a writing/drawing tool to all classes.

**text**: none, but we're open to recommended readings, viewings, sightings and other experiential influences.

**assessment criteria**: quality of concept, appropriateness of solution, strength of execution, thoroughness of process. Feedback during the class critiques is taken into consideration; I will provide a written assessment of each project as well.

**attendance**: required, with the courtesy of a call or email if you must miss the class. Please be punctual.

**communication**: your 'student@umn.edu' email address will be the account used for email communication...check it daily. If you prefer another, set up your 'U' account to auto-forward.

**studio access**: as grad students, you can have access to McNeal 336 by getting your U-card enabled

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**project 1**: using previously developed skills, design a solution to a specific social problem/opportunity you've identified. [message? audience? user? process? materials? intention?]

**project 2**: create a design piece that documents, contains or structures a collection of artifacts. [chronology? hierarchy? taxonomy? organization? narrative?]

**project 3**: using new (to you) media, techniques and processes, create an experimental, expressive work. [craft? curiosity? access? medium?]

**option**: propose a project of a different nature that you can swap for one of the three above. Write a proposal about the topic, process and medium, and we'll discuss it.

**process documentation**: maintain a 3-ring binder with your developmental materials (notes, research, sketches, roughs, swatches, samples, scans, photos, screen-grabs, URLs, etc.)

**other (you can also recommend relevant influences)**: read an article, watch a TV show, visit a web site, go to a lecture, see an exhibition, attend a workshop, conduct an interview, mentor a classmate, etc. – as opportunities arise.

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**Statement of “Inclusivity”**
You are expected to be attentive during class, ask questions if you do not understand something, and offer your opinion. You are also expected to listen respectfully to other students and to me when speaking. Racism, sexism, homophobia, classism, ageism and other forms of bigotry are inappropriate to express in this class. Athleticism is okay.

**Grading Standards**
- exceeds expectations: A
- meets all expectations: B
- meets most expectations: C
- meets few expectations: D
- fails to meet expectations: F

**University Disability Services**
http://test.dss.umn.edu/
September
7 introductions, show-n-tell, project 1 ideation
9 A group meetings
14 project 1 presentation of competitive audit | feedback
16 B group meetings
21 self-directed work (instructor in Brussels at the Design-Craft conference)
23 self-directed work (instructor in Brussels at the Design-Craft conference)
28 project 1 rough designs/sketches | presentation/critique
30 A group meetings

October
5 project 1 final | presentation/critique
7 B group meetings
12 bring artifacts for collection project | discussion
14 A group meetings
19 project 2 relational investigation
21 B group meetings
26 project 2 articulation | presentation
28 A group meetings

November
2 project 2 prototype | presentation/critique
4 B group meetings
9 project 2 final | presentation/critique
11 A group meetings
16 project 3 ideation | discussion
18 B group meetings
23 project 3 material explorations | presentation
25 Thanksgiving break (no class)
30 project 3 experiments | presentation

December
2 A group meetings
7 project 3 prototype testing | presentation
9 B group meetings
14 process binders due | discussion
16 final presentation | public display