

Instruction Sets for Strangers (Public Space Project)

Location: To be decided by the student

Duration: approx. 6 weeks.

Description:

Working in groups design an intervention for a space that enables strangers to interact. In order to complete this assignment you will need to:

- 1) Determine a space to work in
- 2) Observe the space over time and document/communicate your findings
- 3) Propose a designed intervention. This can be of any type, scale, or media.
- 4) Iterate your ideas and prototype realistically within your chosen space
- 5) Communicate your results in group presentation and critique

Guiding Questions:

1. What are effective methods for observing and documenting activity and interaction between people and groups?
2. What does it mean to “maximize” or “minimize” a system of social interaction within a space?
3. What design and narrative strategies exist to help in the design of non-textual interfaces? What role might semiotics play in understanding how visual language is interpreted?
4. What are guiding principles of basic interaction design?

Reading:

- “The Social Life of Urban Spaces Chapter 1” William Whyte
- “The Social Life of Urban Spaces Chapter 2” William Whyte
- “The Social Life of Urban Spaces Chapter 5” William Whyte
- “Cultural Probes” Bill Gaver, Tony Dunne, & Elena Pacenti
- “Experience Prototyping” Marion Buchenau and Jane Fulton Suri
- “Cardboard Computers” Pelle Ehn and Morton Kyng