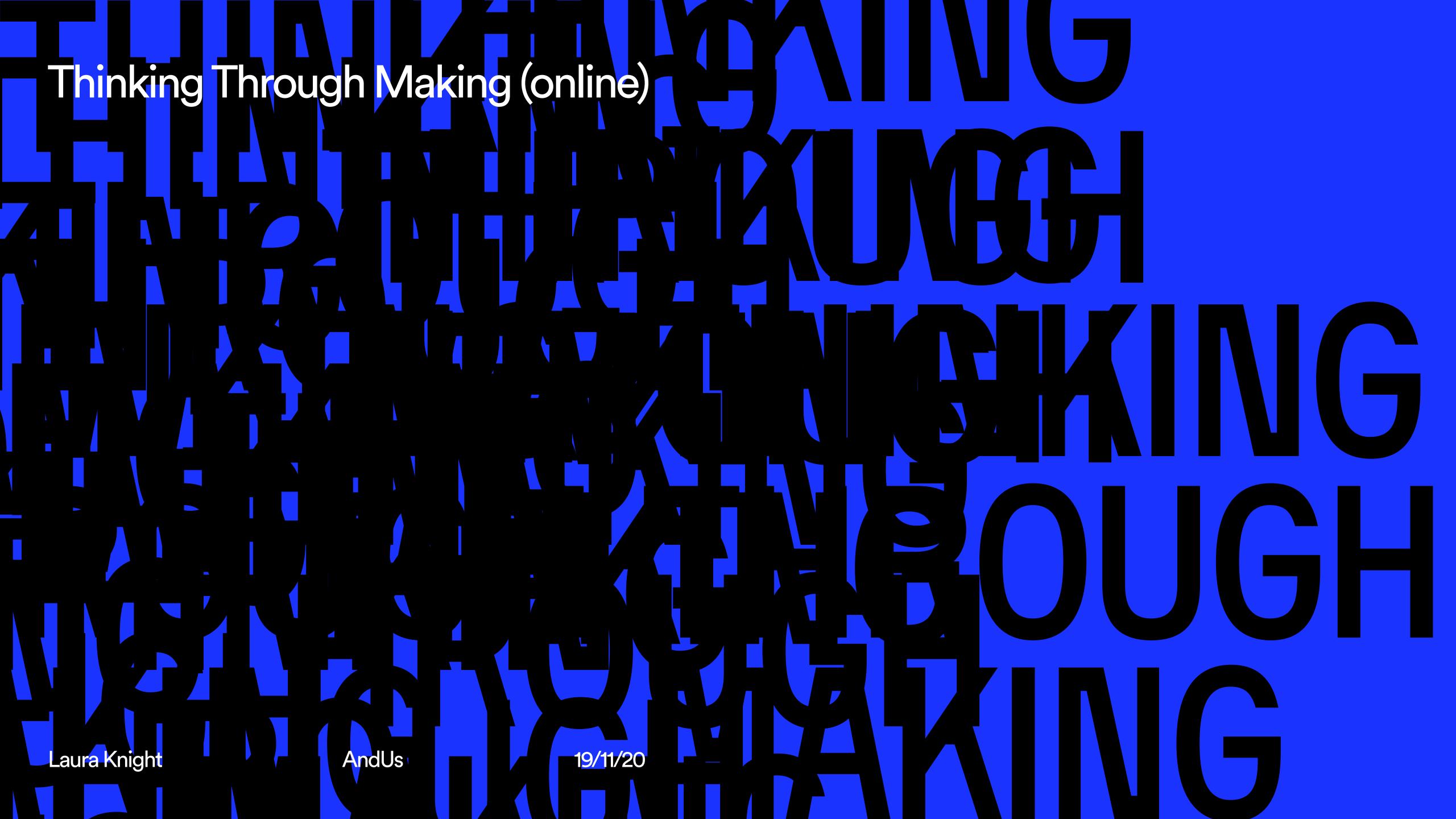
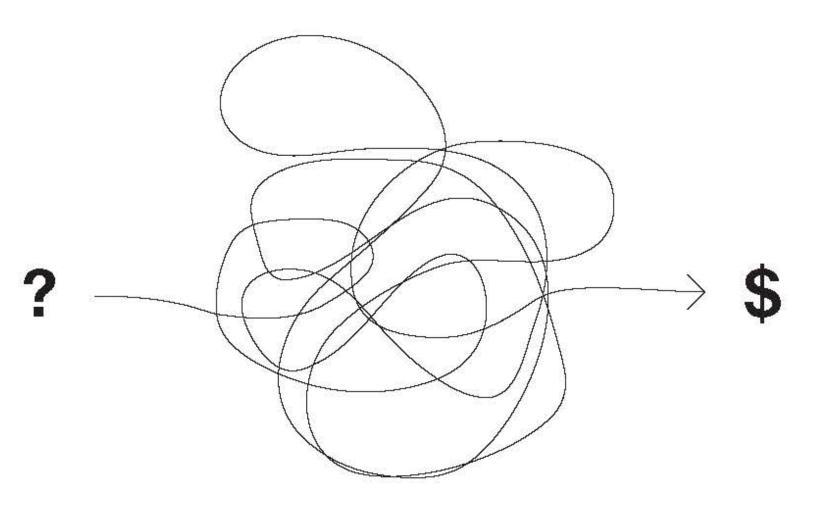
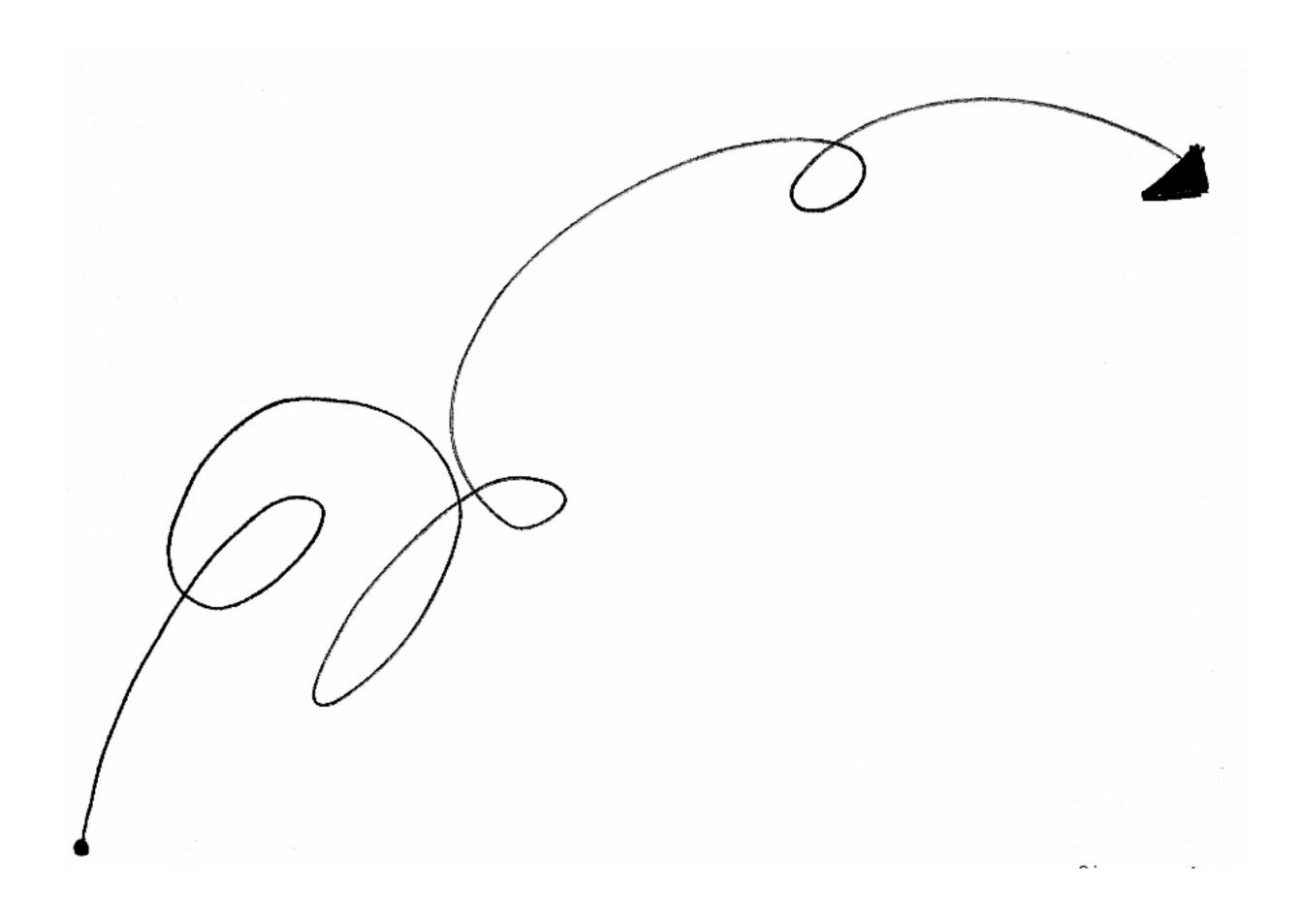
Thinking Through Making (online)

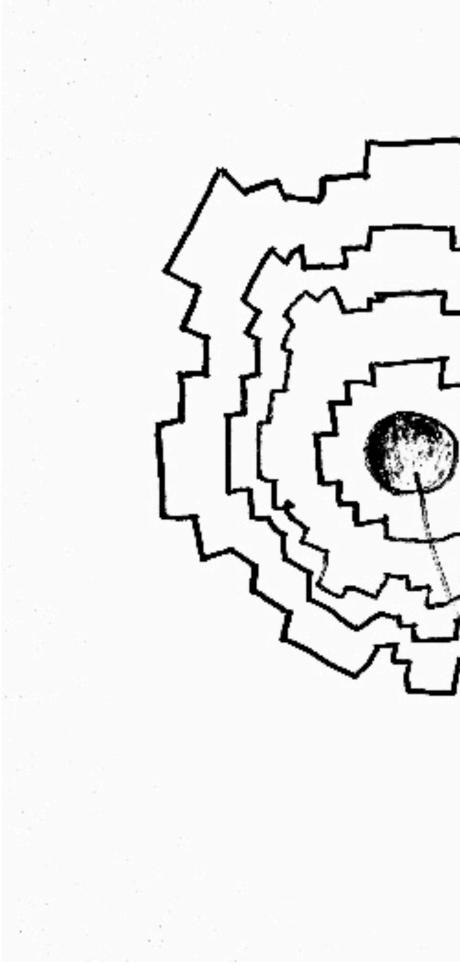




Tim Brennan (1990)

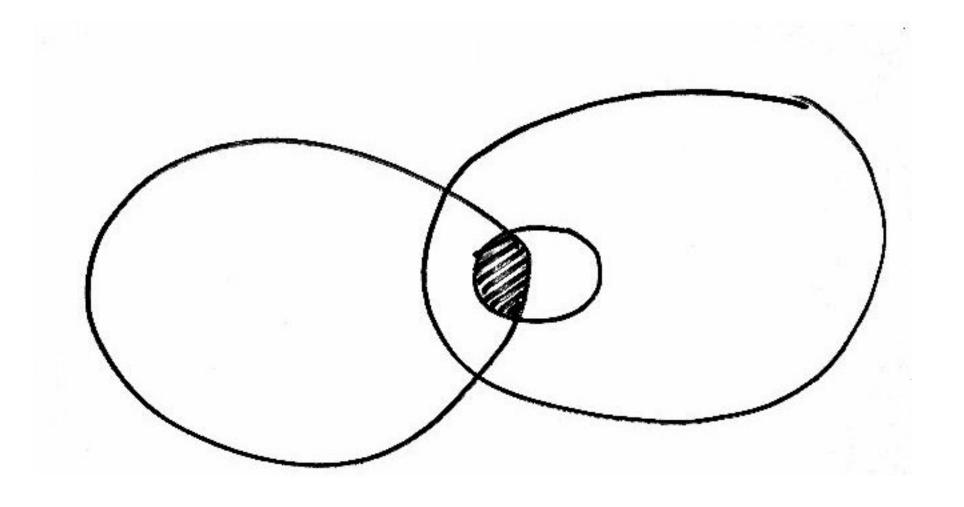


Knight & Vickress (2019)



Knight & Vickress (2019)

(difficule.) reservich From program program Best idea



Knight & Vickress (2019)

FIND A PLACE YOU TRUST AND THEN TRY TRUSTING IT FOR A WHILE. Rule 2 GENERAL DUTIES OF A STUDENT: PULL EVERYTHING OUT OF YOUR TEACHER. PULL EVERYTHING OUT OF YOUR FELLOW STUDENTS. GENERAL DUTIES OF A TEACHER: PULL EVERYTHING OUT OF YOUR STUDENTS. Rule 3 Rule₄ CONSIDER EVERYTHING AN EXPERIMENT. Rule 5 BE SELF DISCIPLINED. THIS MEANS FINDING SOMEONE WISE OR SMART AND CHOOSING TO FOLLOW THEM. TO BE DISCIPLINED IS TO FOLLOW IN A GOOD WAY. TO BE SELF DISCIPLINED IS TO FOLLOW IN A BETTER WAY. Rule 6 NOTHING IS A MISTAKE. THERE'S NO WIN AND NO FAIL. THERE'S ONLY MAKE. Rule Rule 7 The only rule is work if you work it will lead to something. It's the people who do all of the work all the time who eventually catch on to things. Rule8 DON'T TRY TO CREATE AND ANALYSE AT THE SAME TIME. THEY'RE DIFFERENT PROCESSES.

Rule 9 ENDER

HELPFUL HINTS: ALWAYS BE AROUND. COME OR GO TO EVERY-THING. ALWAYS GO TO CLASSES. READ ANYTHING YOU CAN GET YOUR HANDS ON. LOOK AT MOVIES CAREFULLY OFTEN. SAVE EVERYTHING-IT MIGHT COME IN HANDY LATER. THERE SHOULD BE NEW RULES NEXT WEEK.

IMMACULATE HEART COLLEGE ART DEPARTMENT RULES

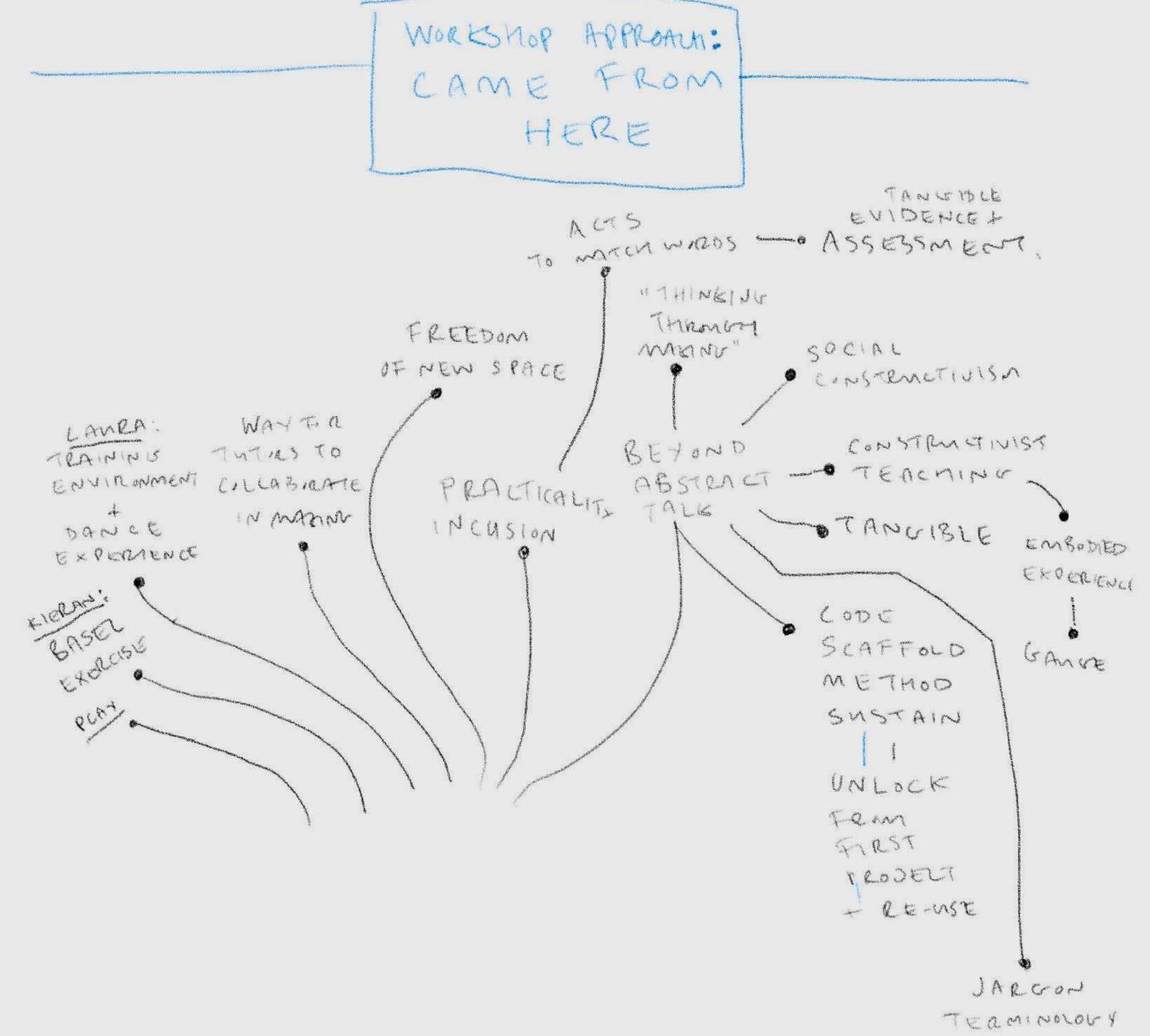
BE HAPPY WHENEVER YOU CAN MANAGE IT. ENJOY YOURSELF. IT'S LIGHTER THAN YOU THINK.

RULE IO "WE'RE BREAKING ALL OF THE RULES. EVEN BY LEAVING PLENTY OF ROOM FOR X QUANTITIES." JOHN CAGE

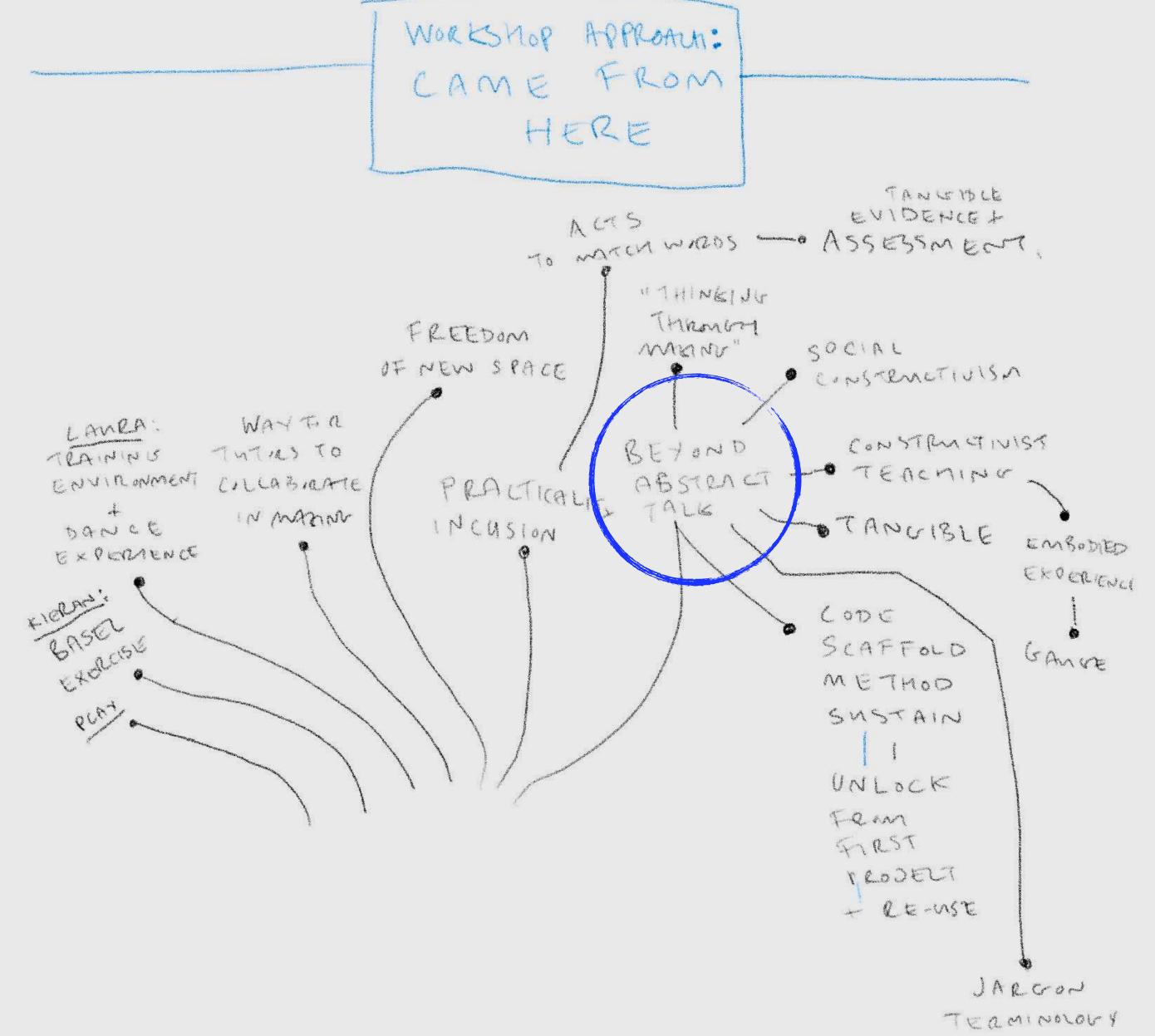
Don't try to create and analyse at the same time. They're different processes

Sister Corita Kent

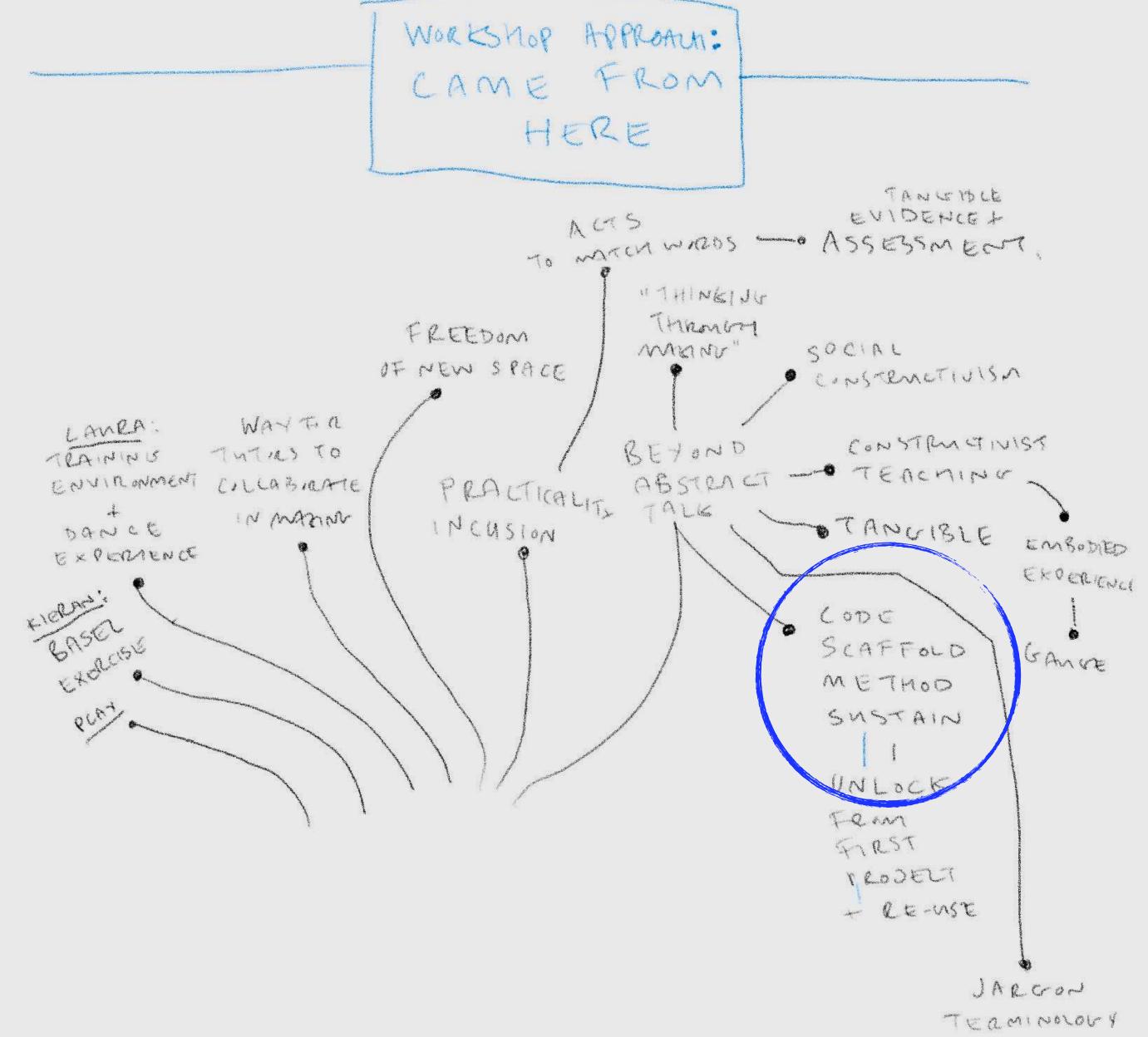
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—rules-based exercises
—frameworks for experimentation
—removing thinking time

Laura Knight

AndUs





ACTIVE EXPERIMENTATION

Laura Knight

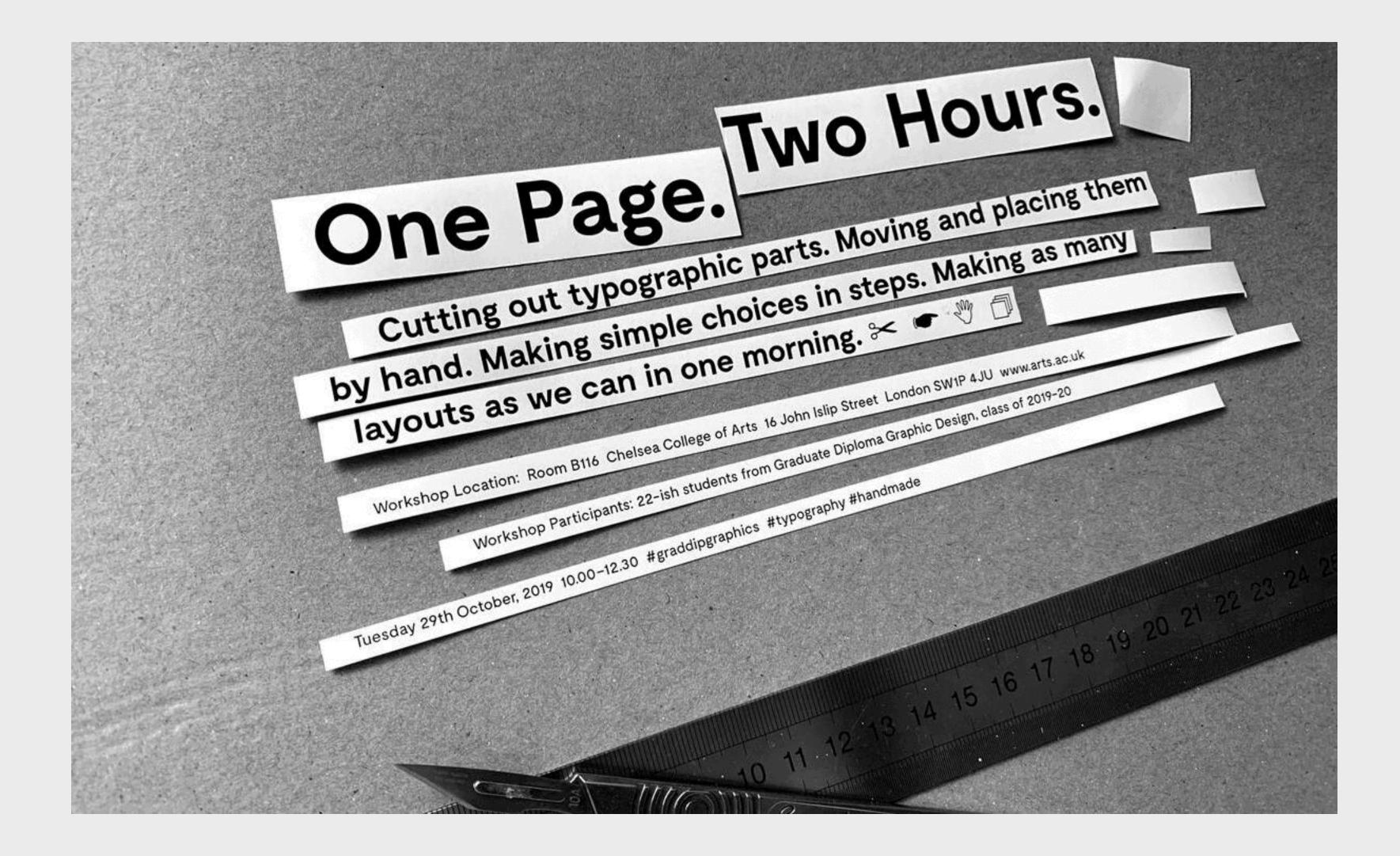
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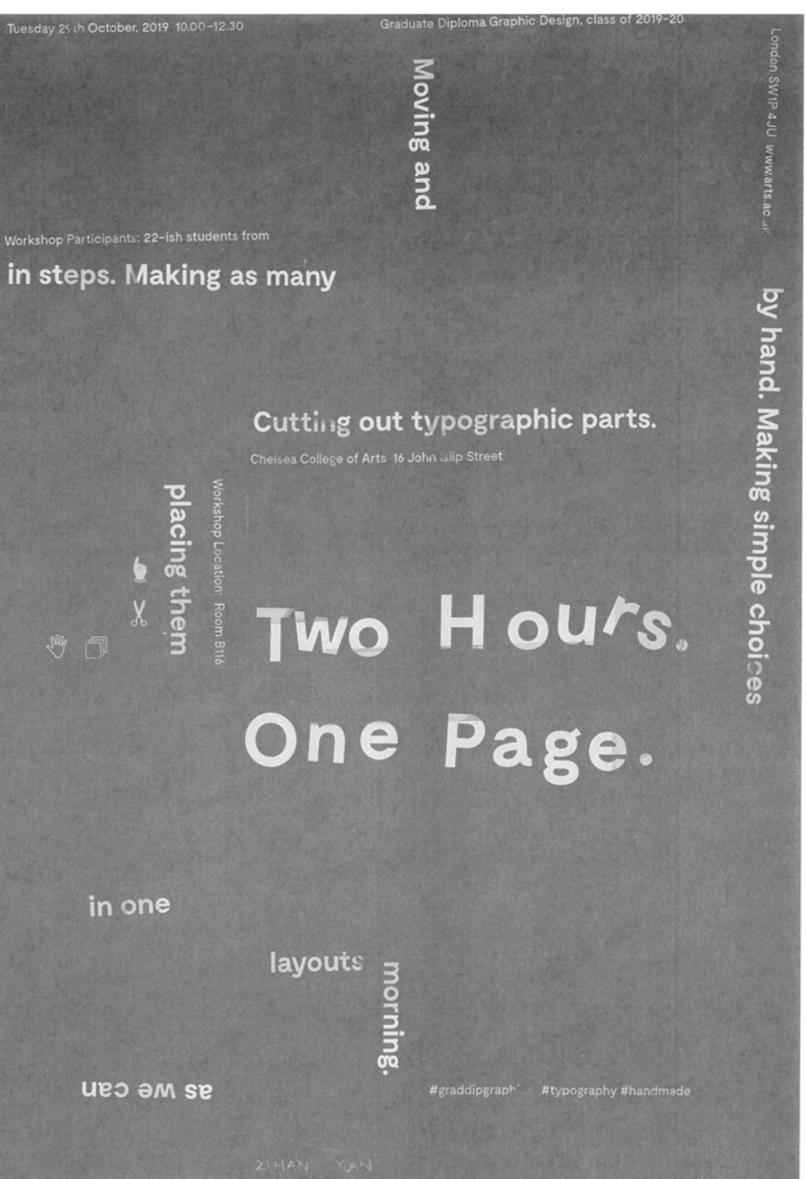
19/11/20

CONCRETE EXPERIENCE

REFLECTIVE OBSERVATION

ABSTRACT CONCEPTUALISATION





Graduate Diploma Graphic Design, class of 2019-2

Moving and

0 rning.











STAY CONTROL SAVE ALERT THE VIRUS LIVES

symbolise

GradDipGraphics

Symbolise Workshop

2020/21

collide

GradDipGraphics

Collide Workshop

2020/21



Select one icon from this board

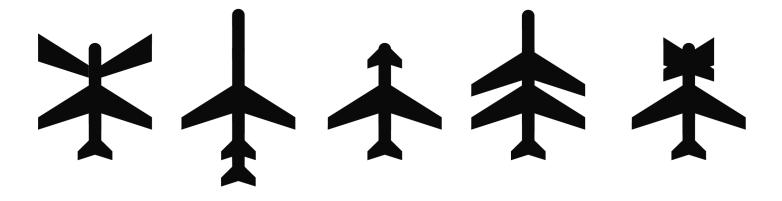




Paste two copies of it here Collide using: <u>all parts</u> of both



Paste two more copies here Collide using: all of one and a small part of the other

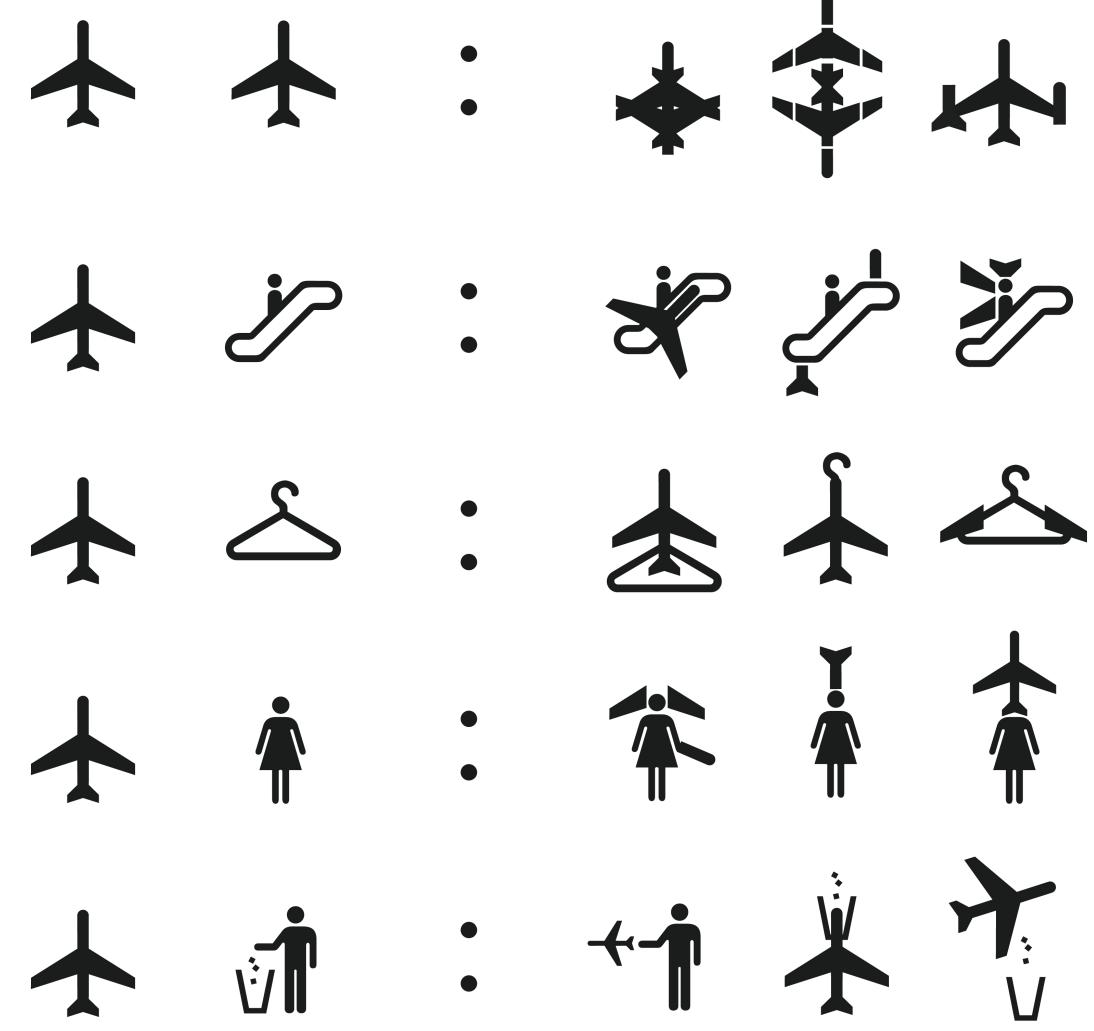


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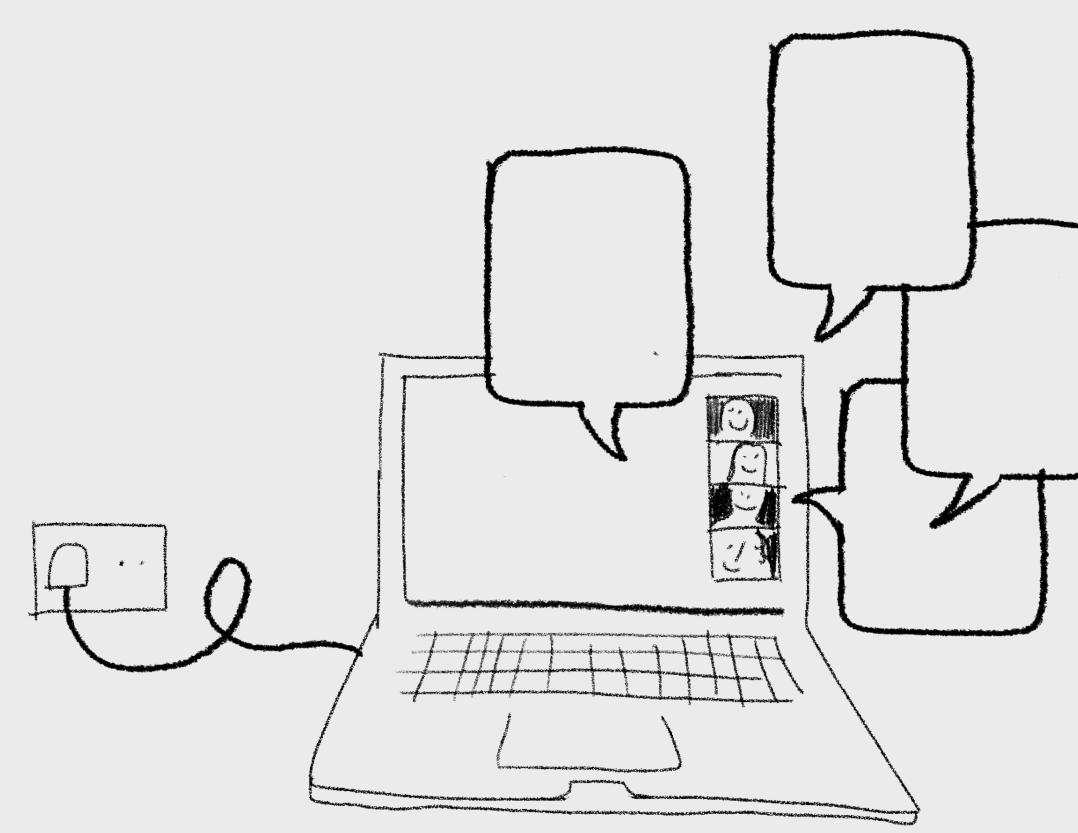
Nothing is a mistake. There's no win and no fail, there's only <u>make</u>.

Sister Corita Kent



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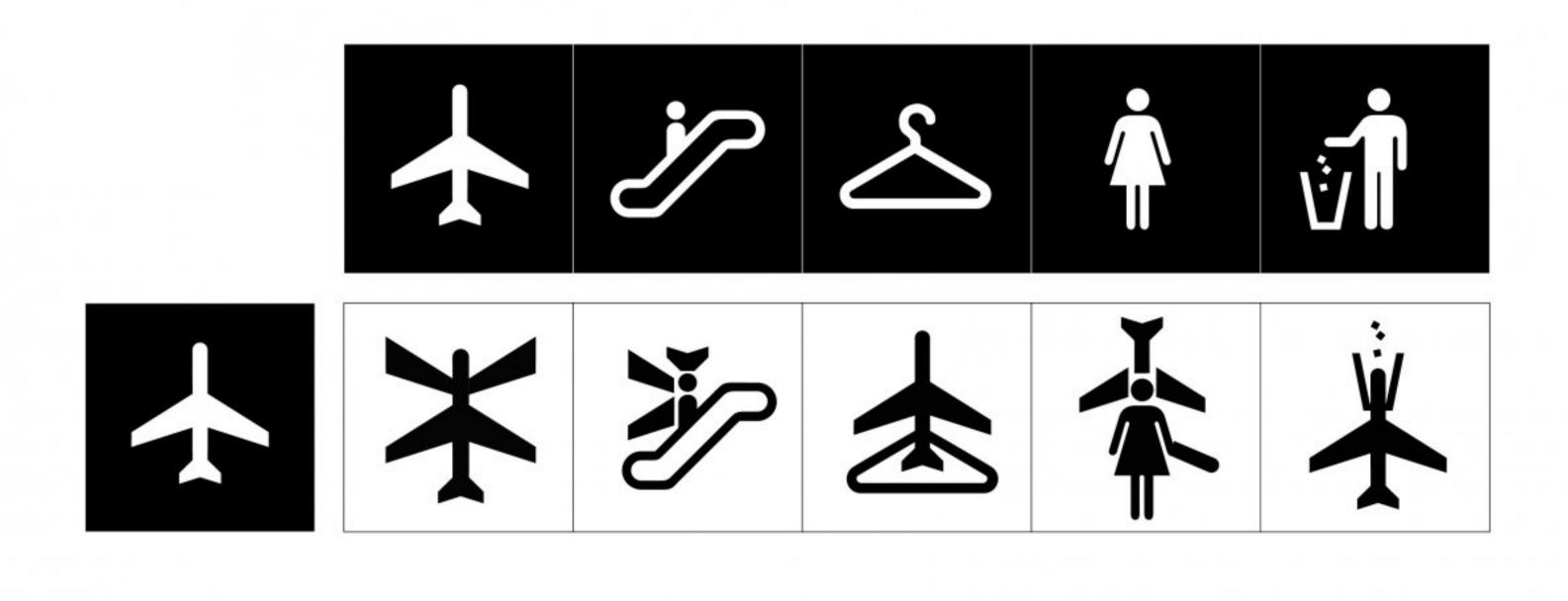
Warm up Generate –Discuss



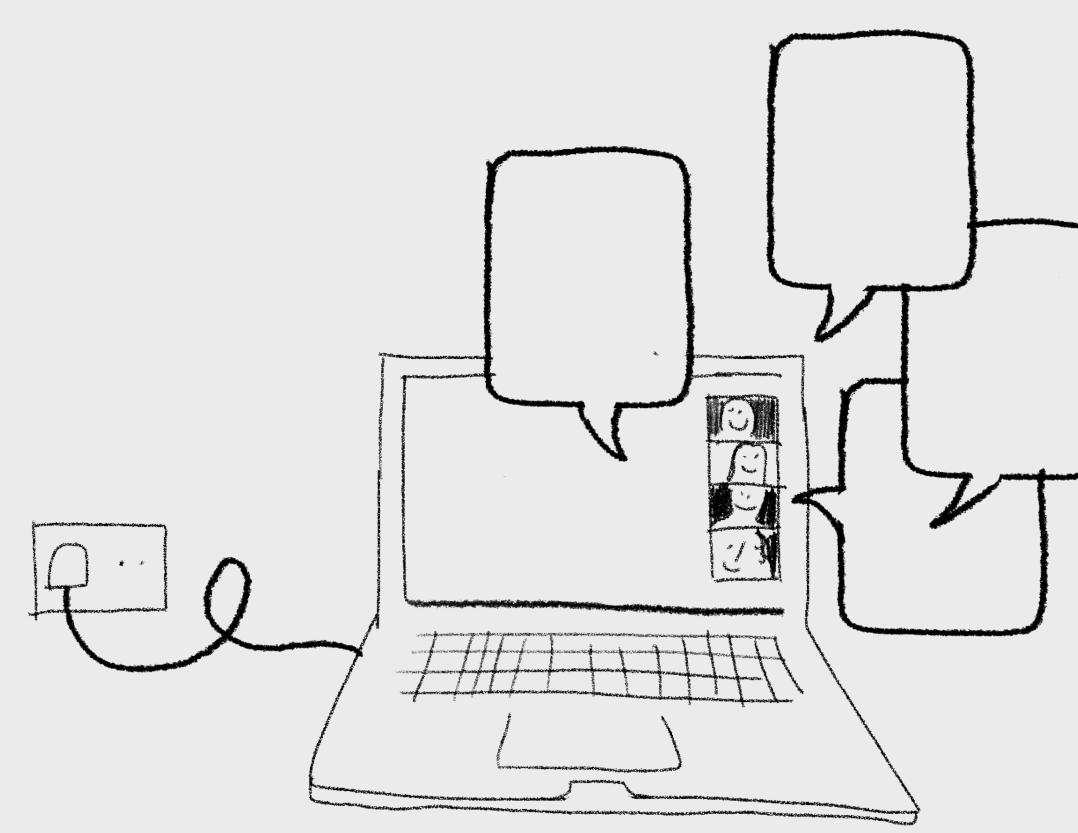


Warm up Generate Discuss --Select

Warm up Generate Discuss Select --Refine



Warm up Generate Discuss Select Refine -Discuss





| ** | × Follow up task - grid.ai @ 8.39% (CMYK/GPU 预 | 苋) | | | | | | |
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This workshop made me realize that we must not overthink during the making process, we must convince ourselves to "play."



What inspired me a lot is the idea that making is a kind of thinking. While I found it hard to separate, I see that the making process is a kind of iteration.



I have discovered the unexpected joys in continuous attempts.



I was inspired by the idea of constraints versus possibilities. We were given limited time and elements, but it turns out we created all kinds of possibilities. I think this idea could applied to any creative process.



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Don't try to create and analyse at the same time. They're different processes

Sister Corita Kent

Thank you



