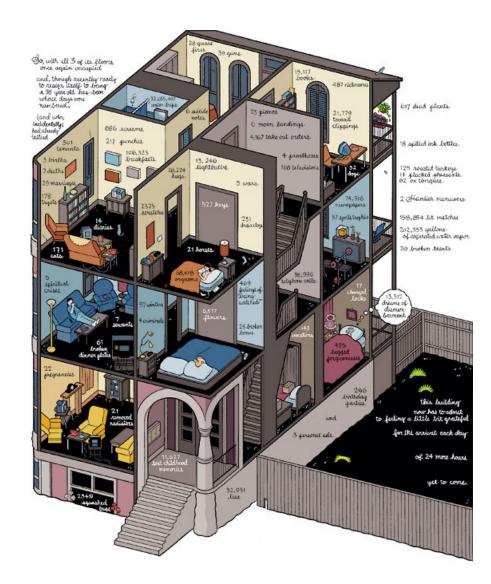
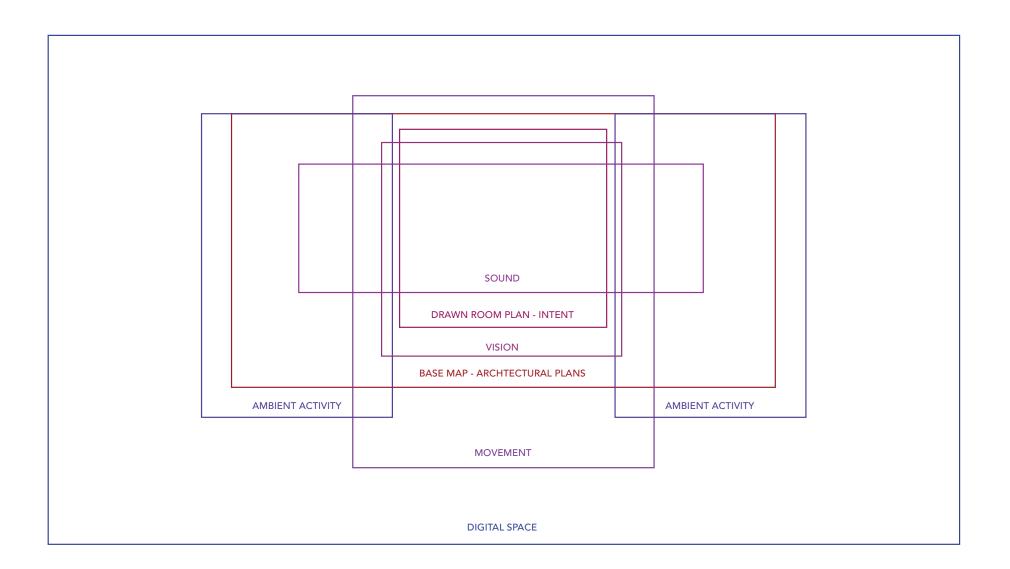
The design studio as a social organism and ecology.

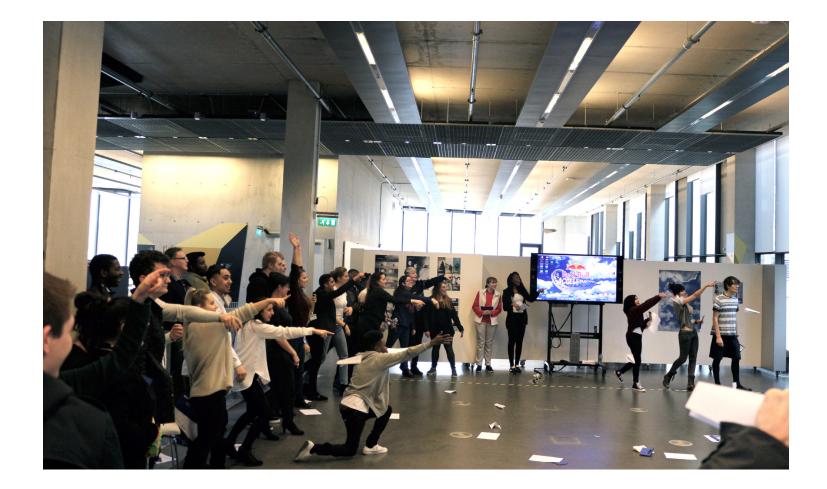
MIRIAM SORRENTINO & NICKIE HIRST



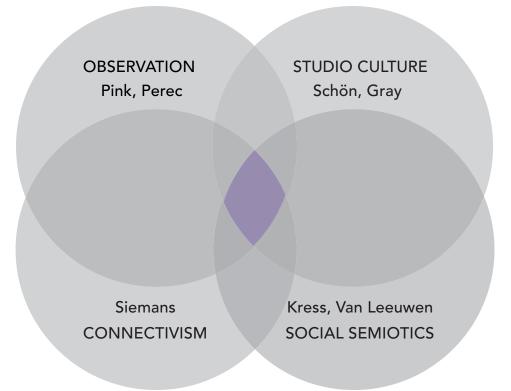




STUDIO INTERACTIONS : THE TEAMS



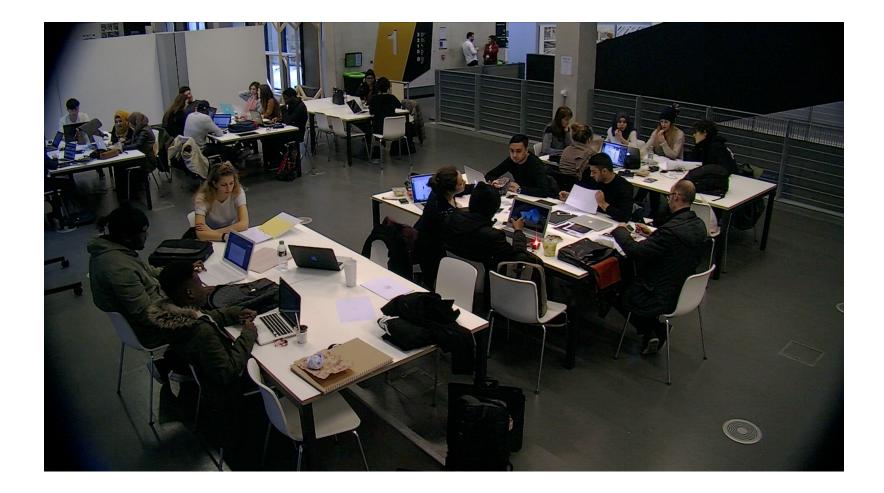
STUDIO INTERACTIONS : THE PROJECT



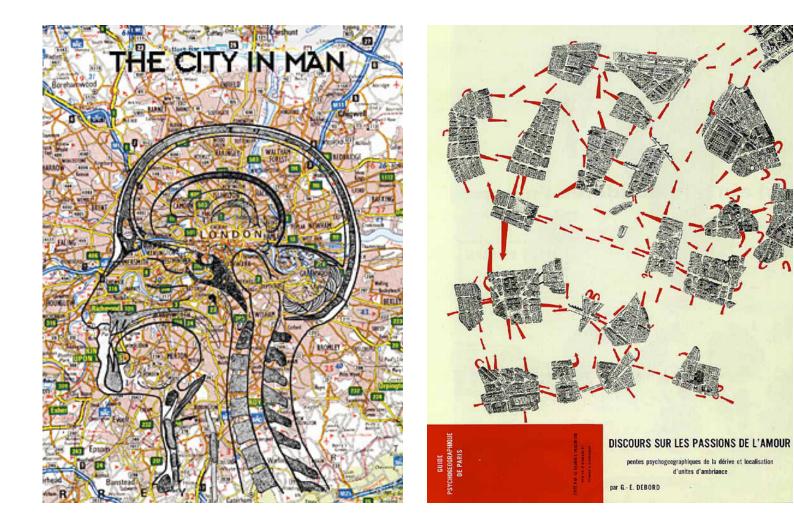




Marken Ma



VISUAL METHODS : THE PROJECT



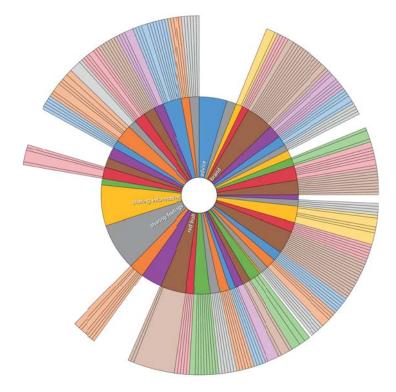
PSYCHOGEOGRAPHIES : MERLIN COVERLEY (ABOVE) GUY DEBORD (RIGHT)

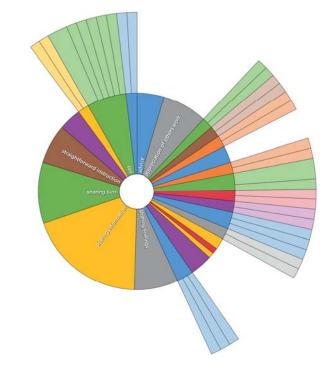


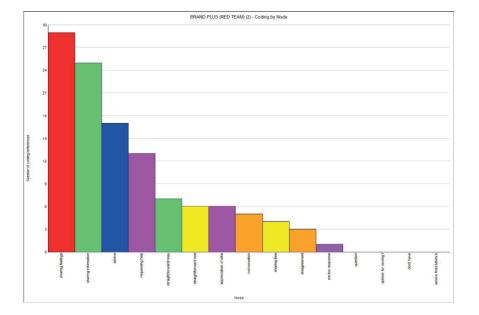


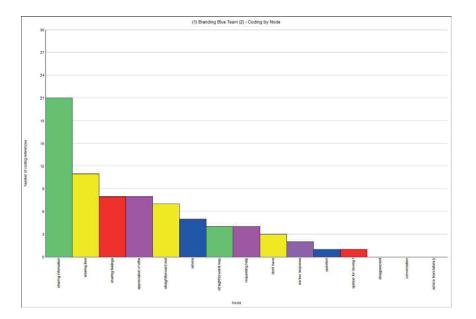
STUDIO INTERACTIONS : THE PHYSICAL STUDIO







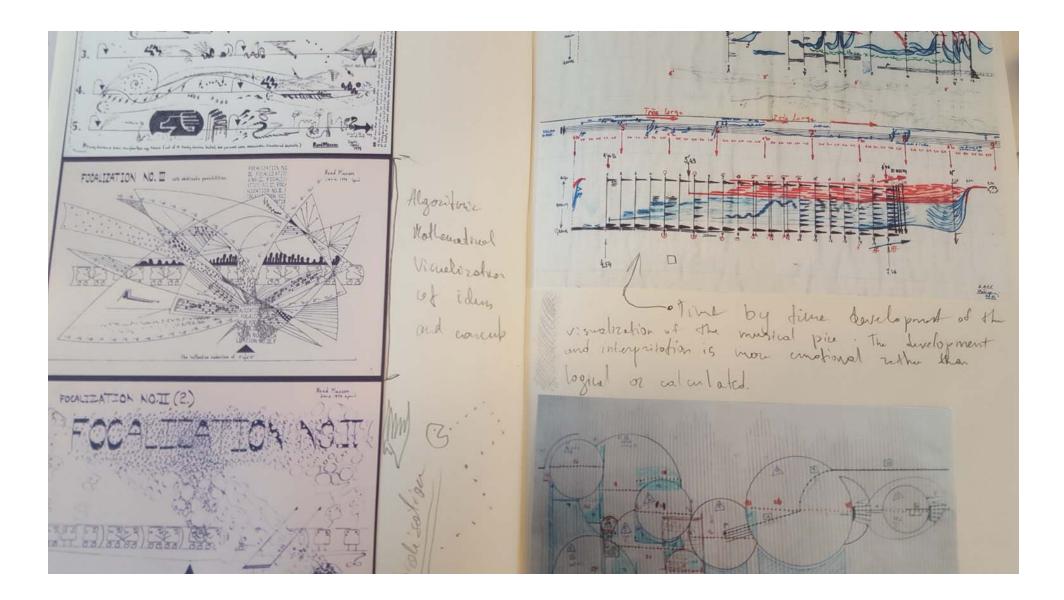








BODYCLOUD : RACHEL PERRET



This workshop provides participants the opportunity to explore their relationships, both visible and non visible, with others within different design studio contexts. Mapping/Image/Soundscapes/ Data flow/Participatory observation/ Psychogeographies/Information organisation/Data visualisation/ Information design

Ice-breaker

Workshop triad

Three people per group. Two *Participants*, one *Observer*.

Roles rotate every 3 minutes. Topic changes every 3 minutes. Studio rotates every 3 minutes.

Participants speak to each other for 3 minutes sharing thoughts about a topic - what they feel, think, observe or see, or describing something in a multi sensory way. *Observer* 'visually' records activity for 3 minutes.

Possible topics (Participant role)

- An example of a creative task or role what did you do? who else was involved? what was the impact? surroundings? etc.
- A picture or product
- Description of a space marks, graffiti, previous occupation, present occupation
- A holiday where did you go? temperature, surroundings, how did you get there?
- A childhood memory or another special memory

Possible observations (Observer role)

- Gesture and posture
- Language
- Contact and proximity
- Movement
- Repetition
- Tone of voice, intonation, agitation

Synthesis

- Compare visual outputs and synthesise
- What have they noticed?