The design studio as a social organism and ecology.

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LIFE'S A USER MANUAL: GEORGE PEREC
DRHA 2016 WORKSHOP: THE DESIGN STUDIO AS AN ORGANISM AND ECOLOGY

BASE MAP - ARCHITECTURAL PLANS

DIGITAL SPACE

AMBIENT ACTIVITY

VISION

DRAWN ROOM PLAN - INTENT

SOUND

MOVEMENT

INSPIRATION: DR ALISON BARNES, 2011
STUDIO INTERACTIONS : THE TEAMS
STUDIO INTERACTIONS: THE PROJECT
VISUAL METHODS: THE PROJECT
VISUAL METHODS : THE PROJECT
PSYCHOGEOGRAPHIES: Merlín Coverley (above) Guy Debord (right)
DRHA 2016 WORKSHOP: THE DESIGN STUDIO AS AN ORGANISM AND ECOLOGY

STUDIO INTERACTIONS: THE DIGITAL STUDIO
DEAR-DATA.COM : GEORGIA LUPI/STEFANIE POSAVEC
Algorithmic
Mathematical
Visualization
of ideas
and concepts

Time by time development of the visualization of the musical piece. The development and interpretation is more emotional rather than logical or calculated.
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?