

FACTS

**SECTIONS**

- 1 Mary Banas  
mbanas@risd.edu  
Room 210
- 2 Thomas Ockerse  
tockerse@risd.edu  
Room 211
- 3 Ben Shaykin  
bshaykin@risd.edu  
Room 209
- 4 Paul Soulellis  
psoulell@risd.edu  
Room 212

**ATTENDANCE**

You should arrive on time and fully prepared for each class (Mondays 1:10PM / Wednesdays 11:20AM). Three unexcused absences will result in failure of the course.

**GRADING**

Grades in DS4 reflect the necessary work that leads to successful end products. These criteria should be visible in process docs and final documentation, as well as successful completion of units as directed by the faculty:

*Contribution*

Attendance, participation, motivation and personal commitment;

*Inquiry*

Search, research, study, and networking of knowledge and insights;

*Breadth*

Range of experience, willingness to experiment, take risks and broaden horizons;

*Depth*

Attention to the quality of ideas, development of critical thought, authenticity and voice;

*Finish*

Demonstration of skills in craft, visual design, presentation and communication.

**ETIQUETTE**

Please turn off all cell phones. No texting, emailing or social media during class.

**PROGRAM OBJECTIVES**

- 1 Develop habits for self-directed work and inquiry.
- 2 Develop critical seeing, thinking and making skills.
- 3 Develop communication and presentation skills.
- 4 Encourage a pluralistic approach to design problems.
- 5 Encourage work with emerging media.
- 6 Address and participate in contemporary social and cultural issues (in design).
- 7 Place present day challenges within historical context.

**COURSE OBJECTIVES (DS4)**

- 1 Stimulate self-awareness, self-reliance, self-inquiry.
- 2 Develop collaborative skills that stimulate class community and engage with context.
- 3 Develop communication and presentation skills.
- 4 Stimulate authenticity and design authorship.
- 5 Bridge design theory with design methodologies and production.
- 6 Develop design experiences that reflect design practices.

**SEMESTER DELIVERABLES**

- 1 Results of work in a completed form that reflects the inquiry made.
- 2 A personal document (book or site) that records your creative process.
- 3 Reflective notes for personal insights, awareness, curiosities, excitements, experiences.

**COURSE WEBSITE**

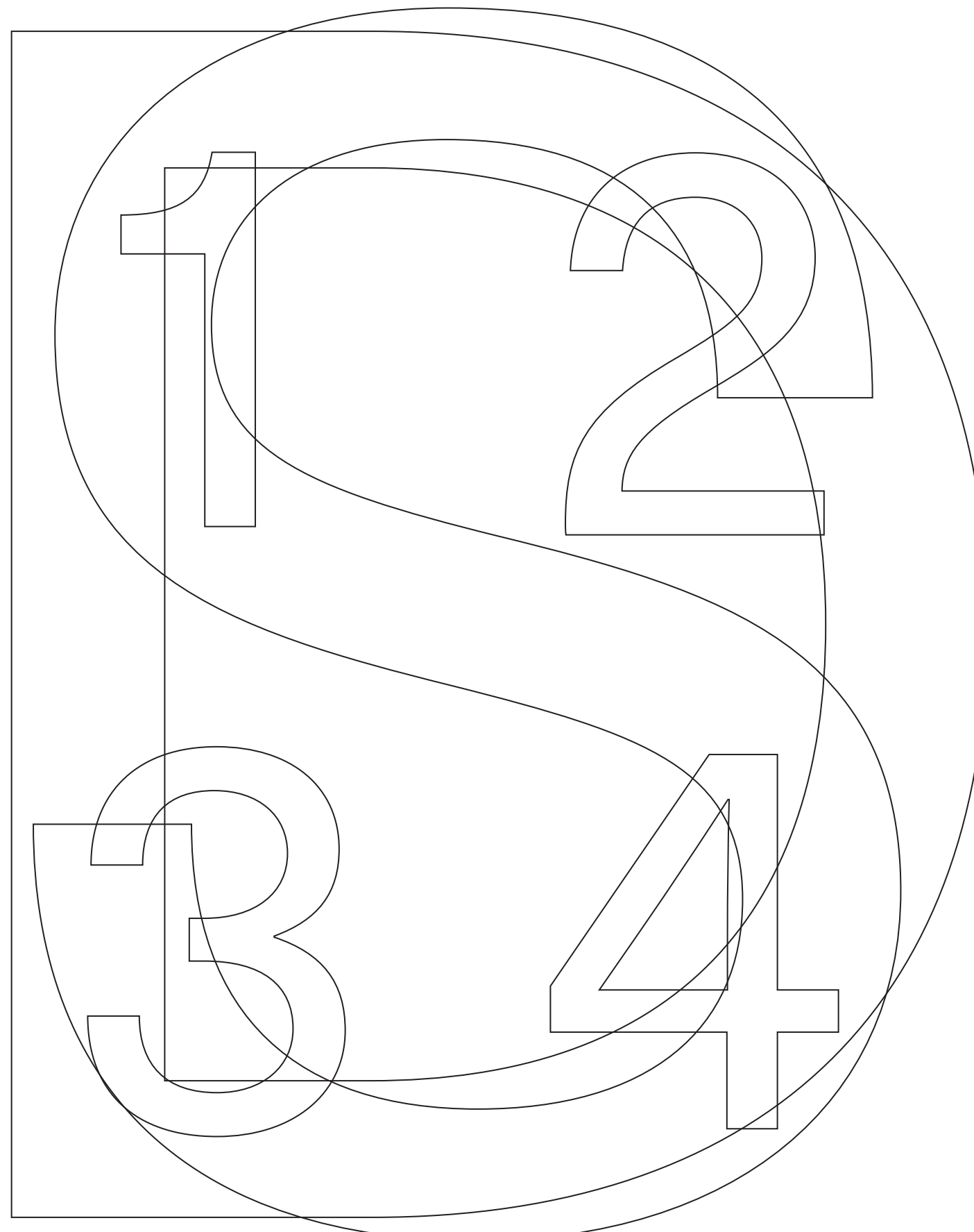
ds1416.risd.gd

TIME LINE

- 1 M Feb 22 Welcome, Unit 15
- W Feb 24 Unit 16, Start  
Feb 25 / RISD GD Lecture: Michael Rock, 6:30pm Chase
- 2 M Feb 29 Unit 16
- W Mar 2 Unit 16  
Mar 3 / AIGA RI: Ellen Lupton, 6:30pm PVD Public Library
- 3 M Mar 7 Workshop (Tom Ockerse)
- W Mar 9 Unit 16  
Mar 10 / RISD GD Lecture: Keetra Dixon, 6:30pm CIT  
Mar 10 / AIGA RI: Barbara Glauber, 6:30pm PVD Public Library
- 4 M Mar 14 Unit 16
- W Mar 16 Unit 16  
Mar 18 / RISD GD Senior Show Opening, Woods-Gerry
- 5 M Mar 21 Unit 16 Due / Review
- W Mar 23 Workshop (Mary Banas)  
Mar 24 / AIGA RI: Eniko Deri and Nora Demeczky, 6:30pm PVD Public Library
- [Mar 28–Apr 1 Spring Break]  
Mar 31 / AIGA RI: Panel Discussion, Debbie Millman, 6:30pm PVD Art Club
- 6 M Apr 4 Unit 17 Start
- W Apr 6 Unit 17  
Apr 7 / RISD GD Lecture: Vinca Kruk, 6:30pm CIT
- 7 M Apr 11 Unit 17
- W Apr 13 Workshop (Paul Soulellis)
- 8 M Apr 18 Unit 17
- W Apr 20 Unit 17
- 9 M Apr 25 Unit 17
- W Apr 27 Unit 17  
Apr 28 / RISD GD Lecture: Luna Maurer, 6:30pm CIT
- 10 M May 2 Unit 17
- W May 4 Unit 17
- 11 M May 9 Unit 17
- W May 11 Unit 17 Due / Review
- 12 M May 16 Unit 18 / workshop (Ben Shaykin)
- W May 18 Unit 18 / workshop
- 13 W May 25 Junior Reviews

DESIGN

STUDIO 4



**Your final semester in the four-phase Design Studio program is a pivotal moment, one that moves you away from a beginner's view and onto firmer land. In DS1–3, you were introduced to an array of questions that positioned you within various graphic design territories. By approaching from multiple directions we began to see the plurality of design methodologies and philosophies that make up the graphic design landscape.**

**In DS4, we will encourage you to consider your own voice and identity as a graphic designer. This is a search that certainly does not end here; our goal is to equip you with strategic tools for looking, thinking and making that continue to evolve well into your future. As we approach your senior year, we'll encourage you to test your own design interests and values by applying them to projects that sketch out your new creative practice.**

**Ambiguity, experimentation, discovery and play were celebrated in DS3 and this spirit of open inquiry continues in DS4. But there are differences: new ideas and techniques are added to the mix to**

**increase the depth and character of your exploration, like design development, refinement, collaboration, negotiation, surprise and design authorship. Throughout this semester, the emphasis will be on developing your own questions and lines of inquiry, and to confront the challenge of designing design. This culminates, of course, in next year's degree project, and DS4 will directly prepare you for that experience.**

**DS4 has been designed with a structure that provides longer views and deeper dives. Two major projects split the semester in half, with an ongoing, semester-long reflective unit that runs in parallel—to provide space for critical awareness and insight. Think of this unit as an inward-facing extension of your practice that dynamically bridges learning with experience and reflection.**

**In addition to the four units, we will offer workshops throughout the semester to supplement unit ideas and experiences, taught by the individual DS4 instructors or guests, and experienced collectively by all four sections.**

Unit 15 (1 day)

### **What are my design values?**

Often, we are called upon to respond to a design challenge with solutions. But deep insight into a design process begins with awareness, self-directed inquiry and questions, not answers. If we allow uncertainty and risk into our practice, even vulnerability, we might get closer to our own values and identity as a designer. Unintended consequences and surprise can be key ingredients in the search for our own position in the world of design. In this introductory unit we will practice a questioning stance as preparation for your last semester in the Design Studio sequence, and for the faculty to take note of your needs and interests.

Unit 16 (4.5 weeks)

### **How can all of our senses be used to experience and communicate design?**

As graphic designers we tend to privilege a visual perspective. But experience actually relies on all our senses (touch, sound, smell, taste, visual), inevitably part of one's total nature for experience. When we set out to capture experience, with the goal of informing others, can we do so in multiple dimensions? How might the sense of touch, smell or even taste enhance visual understanding? In this unit, we'll look at translating sensory input — in the form of a fully immersive, shared experience at the RISD Museum — into experiential output.

Unit 17 (6 weeks)

### **How do we design Design?**

More and more, designers are expanding their traditional role as service providers into positions of greater agency. Today, the designer as author, producer, entrepreneur or cultural critic is common. Whatever the challenge, designers are now also able to activate their own ideas and shape projects and products for users and audiences directly. How do we design the design process to best serve these relationships? In this unit you'll begin by developing a creative brief around your own interests, leading to an investigation that reflects your own questions, values and identity as a designer.

Unit 18 (11 + 2 weeks)

### **How do reflection, documentation and synthesis facilitate awareness?**

Throughout the semester you will develop your own reflective process, running parallel to the other units. Nurturing a daily practice that notes your experience and insights (experiments, failures, interests, questions, methodologies) is a bridge to learning. In this unit you will give yourself a space to nurture this practice. In addition, a final Reflective Process Document will be prepared during your final 2 weeks of the semester.