



QCA Session Plan - 9 September

SLQ Wiki Fabrication Lab 2024/09/27 08:01

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Facilitated by Rozina Suliman and Ashley

Part 1 - Check in

Check in and establish what the day's work will be

Part 2 - Student Concept Pitch

- 1x A3 PIN-UP - of selected Imagined Thing (annotated) to dissect design elements for potential exploration and sub-group allocation
- Cardboard mockup demonstrating some early Form / Texture / Scale / Interactivity



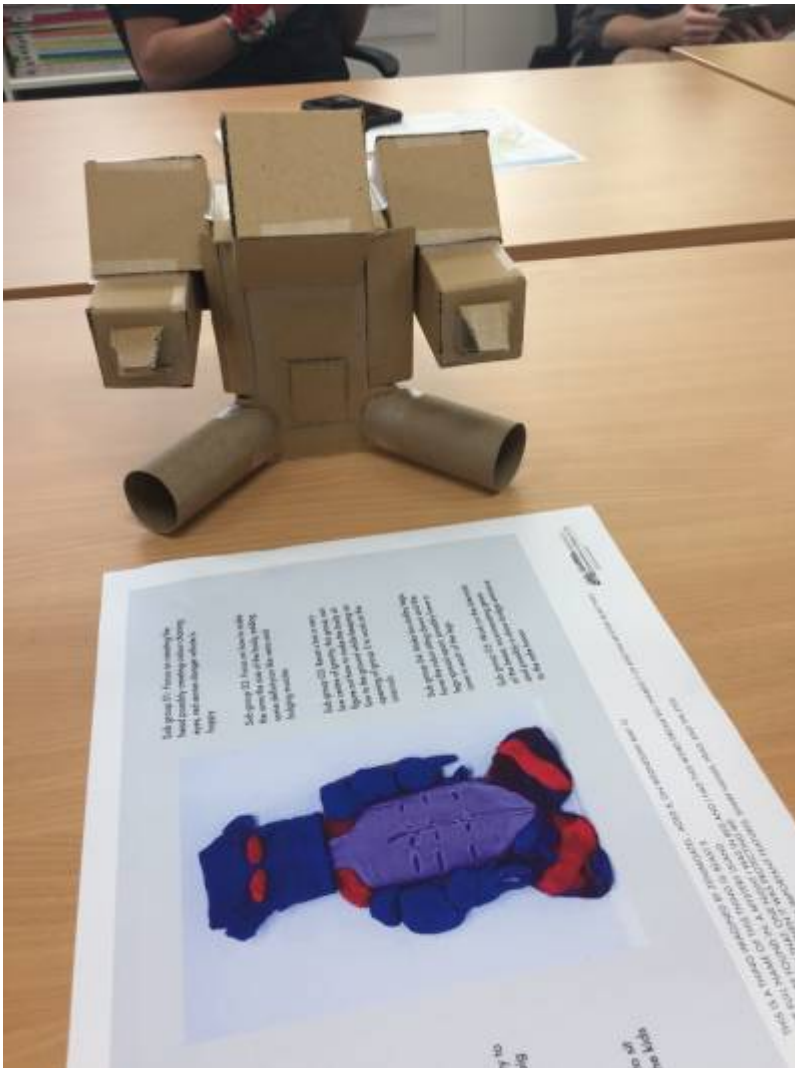
Part 3 - Concept Selection

- Group decision making around which concept to translate into the real – reddots favourite to take forward

Part 4 - Concept Selection

Concept Development – Building on the chosen concept [#49 Beast X](#)

- Extract key concepts, ideas and feel of the work/world
- Discuss subgroups and subgroup tasks (research and experiments)

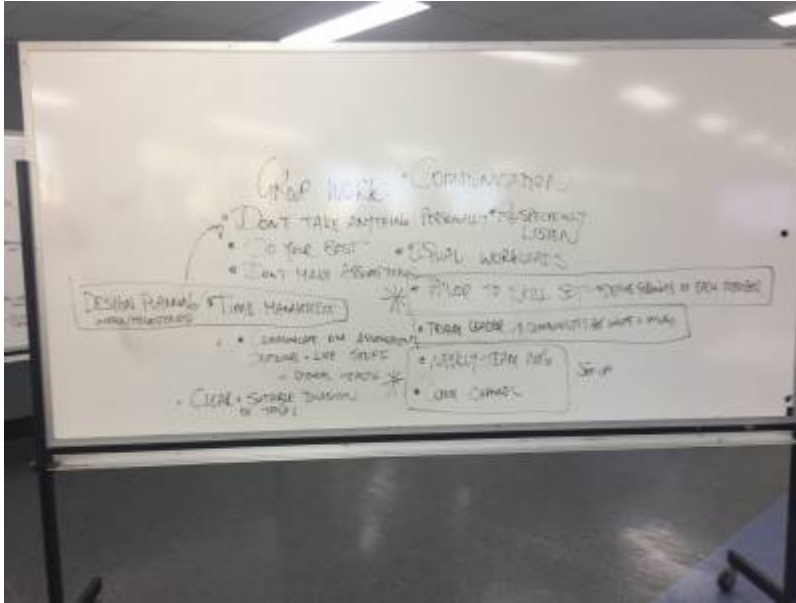


Part 5 - Responsible Design - Communication & Collaboration

- Agreements for working together collaboratively

“Miguel Ruiz (1997) The Four Agreements are: Be Impeccable With Your Word Don't Take Anything Personally Don't Make Assumptions Always Do Your Best”

- How we are going to make decisions
- Agreements mapping task
- Skills and interests mapping task



Part 6 - Documentation & Communication

- Documentation the session (SLQ Wiki)
- Homework tasks given
- Next week: split into subgroups and design
- Check out

HOMEWORK (~5hrs)

Subgroup Tasks (as determined by chosen concept and concept development work in class) • Research/experiment to develop the idea/design • Research dynamism, tension and mass • Research child centred design/play based development

RESOURCES TO SHARE ON TEAMS

Dynamism, tension and mass

<https://www.theparisreview.org/blog/2019/12/18/a-figure-models-brief-guide-to-poses-through-art-history/>

Child centred design/play based development

<https://www.startingblocks.gov.au/other-resources/factsheets/the-importance-of-play-in-children-s-learning-and-development/>