**Purpose**

The purpose of this brief is to detail The Edge’s requirements for a new workshop series or activity that a facilitator/contract is being engaged to develop and plan for The Edge.

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| **Workshop Name** | **Zoomorphic Masks Try It Workshop**  |
| Delivery Timescales  | Prototype & draft resources/materials list and costings. **4 September 2015**Complete lesson plan and learning resources submitted  **7 September 2015**First Delivery **12 September 2015**  |
| Objectives  | In 2015-16 The Edge has create a number of slots in its program for what we are calling *Try It Workshops.* These workshops are responsive, short notice, opportunistic, low cost, and or experiments in programming. These workshops will usually cheep or free using low cost materials and may be facilitated by internal staff. From time to time *Try It Workshops* may be delivered by a partner organisations or informal residents seeking to make an in kind contribution to The Edge. The Zoomorphic Masks Workshop is one the first of these *Try Its*. The Edge wants to test the cardboard mask making workshops with our participants for a couple of reasons:* They are cool.
* The activity uses cheap materials that are easily accessible for participants.
* The activity could be scaled up to a more involved process using other materials and utilizing tools available in the Fabrication Lab (laser, 3d printer, Sewing machines, electronics).
* The Edge is interested in exploring mask making in terms of how this might connect with the cosplay and gaming community.
* The Edge is interested in exploring mask making in terms of how this might connect conceptually with programing in the areas of SciFi, Bio Engineering and or Zenobiology.
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| Brief | 1. Develop a prototype
2. Develop a list of materials and equipment required for the workshop that falls within the parameters of the budget ($ approx. $4/ seat)
3. Develop and draft workshop plan that introduces the skills, knowledge and sensibilities that will allow participants to fully explore

**All with a view to participants gaining the skills and confidence to design and fabricate their masks independently at home.** * The workshop plan should also present reasonable opportunities for participants to get assistance with aspects of activity that they struggle with and or creative experiments
* It would also be advantage for the workshop activities to be structured in a way that:
* Caters to a range of learning styles and participant backgrounds.
* Encourages participants to continue independent learning/ experimentation with the resources available at The Edge between workshop sessions and at the completion of the project.

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| Target Audience | This workshop is targeting participants who: * May have already completed tool inductions in hand tools and soldering, 3D printing or laser cutting or other fabrication workshops and are interested in new ways to use these tools.
* Have an established interest in cosplay, cosuming or mask making.
* Have an establish interest in use of cardboard or recycled materials construction.
* Looking for a creative and fun activity.
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| Workshop Breakdown | To be determined in consultation with The Edge  |
| Skills and knowledge developed, social and aesthetic sensibilities explored  | * Cardboard construction skills
* Representing biology in cardboard
* Mask making
* Creativity in SciFi
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| Challenges / Concerns / Risks | If Participants try to make something too complicated to complete (or at least make reasonable progress on) and miss out on learning /trying important aspects in the later part of the process. Literacy Issues or a disability impacting on participation  |
| Estimated Costs | To be consistent with the price structure of The Edge’s other offerings the Try It workshops should be free or approx. $25/ seat (including materials). *(nb The Edge’s workshops and activities are delivered as part of the State Library of Queensland and are subsidized by public funds. As such The Edge workshop program is subsidized by 50% of market rate (eg tertiary education sector, for profit training sector. Its important to remember that workshop should still represent this market value.)*  |
| Expansion | * The Edge intends on running 12 Try It Workshops in different skill areas throughout the year.
* Try It Workshops compliment the access to resource made available to members of the community in The Edge’s DML, Recording Studio and Fabrication Labs.
* The Edge encourages organisations and individuals seeking access to these resources outside of our Open Lab times to apply via The Edge Creative Manager.
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| References |  |
| Important Information for Edge workshop developers/ facilitators.  | **Development/Facilitation Deliverable and Fees** The Edge pays workshop developers/ facilitators a flat rate of $45/ hour. In most instances it pays a standard number of hours development time for different length workshops:2 hour workshop = 1 hour of development3 hour workshop = 1.5 hour of development 4 and 5 hour workshops = 3 hours of development The Edge will, where appropriate, entertain arguments that some activities require more in-depth development. Contractors engaged to develop a workshop for The Edge’s program will submit the following deliverables within the agreed timeline. * Draft workshop plan, draft resources/materials list and costings and prototype of workshop output where appropriate.
* Amendments to workshop plan or designs made in the course of the first or subsequent deliveries.

 **Intellectual Property**All Edge workshops (except under specific exceptions) are developed to be open sourced under a [Attribution-Share Alike (CC BY-SA)](http://creativecommons.org.au/learn/licences/) . As such The Edge, the contractor or any other entity are able to use and remix the work as long we/you/they attribute the author.   |