



224.453

Research and Development

2013, College of Creative Arts, Spatial Design
Lecturer_ Stuart Foster /Jen Archer
Coordinator Ant Pelosi



Rebecca Horn
Finger Gloves

Spatial design Research and Development is an intensive research-oriented paper which

integrates design experiments with theoretical investigations.

*"A text, whether a book, paper, film, painting, or building, can be thought of as a kind of thief in the night. Furtive, clandestine, and always complex, it steals ideas from all around, from its own milieu and history, and, better still, from its outside, and disseminates them elsewhere...A text is not the repository of knowledges or truths... so much as a process of scattering thought, scrambling terms, concepts and practices, forging linkages, becoming a form of action. A text is not simply a tool or an instrument...Rather, it is explosive, dangerous, labile, with unpredictable consequences ...**Texts, like concepts, do things, make things, perform actions, create connections, bring about new alignments...** Deleuze's project ... is in part about thinking, about **how to think, to think while making or rather while doing: to think as doing.**"*

Grosz, *Architecture from the Outside: Essays on Virtual and Real Space*, Cambridge & London: The MIT Press, 2001, p. 57-62

This project allows for a range of approaches to research, but does privilege a research mode that amalgamates design and theory. It offers the potential of rethinking theory, thinking it as active, 'thinking while making, thinking as doing'. You may therefore **use your design makings as a way-finding device, a means by which to track across your conceptual territory. Your project will unfold as you work into it, but there is some utility in considering semester two and whether you may develop a design method or performative process, or a drawing, mapping or fabrication techniques for use within the second half of the year.**

Your documentation of this research may also be strongly inflected by the design process or theory underpinning the work. Such a design-driven process helps to establish a research trajectory that takes you into Semester 2 with a strong sense of the spatial implications of your research topic or question. This does not disallow those who wish to write an extended scholarly essay. What is required is a suitable process, resulting in a balance between text, image, and artefact that is appropriate to the chosen topic and to your particular research methodology. The paper relies on self-direction throughout this process, and you will have to organise regular consultations with your tutor and with other academics working in your chosen field.

THE PROCESS:

For the duration of the semester you will engage in a reflexive process of practicing theory and theorising your practice. You will:

- _develop an ongoing design process of making, experimenting, or constructing as a means of critically exploring a spatial idea or process
- _and will reflect upon, analyse and theorise this work in a text-based research document that grows incrementally

The design work should:

- _generate design experiments or outputs that critically reflect upon or highlight an issue or topic relevant to spatial design and have potential for use within your semester two project

The writing should:

- _outline your proposed field of research, question, idea or process and discuss how this relates to your design makings

_locate your topic within a **theoretical field and methodological framework** [and should quote specific theorists]

_locate it also within a **discipline or practice [spatial/art/performance etc]** and in reference to the **work of practitioners in that field [designers/artists/crafts people etc]**

Communicating your research: **the research snapshot:**

title of research project:

research statement or question (eg this research project explores a pervasive architecture of air):

design strategy (eg making paper darts / mapping their flight / developing spatial designs from this):

discursive field (eg spatial design, performance design, exhibition design etc):

key theorists (names, texts and short quotes):

key findings (eg exploring an architecture of air enables a spatial design practice focused on temporality and flux):

Presenting your work:

This is an important part of the process of articulating and drawing out your ideas. **Please practice and time your presentations for the critiques.**

PROJECT REQUIREMENTS

You will be required to hand in:

part 1a: *research snapshot*: an A4 proposal which locates your key IDEA/PROCESS/QUESTION; identifies the FIELD (spatial/performance/exhibition/art practice etc); outlines key THEORY (include quotes) + *images of initial design gestures*

part 1b: [critique]: written *research snapshot* (as above) + *exploratory design material*

part 2a: *draft essay with title [1000-1500 words]* which outlines and builds on your *research snapshot* + includes images of *design investigations*

part 2b: [critique]: *research + design investigations*

part 3: *developed draft essay with title [1500-2500 words]* which outlines and expands on your *research snapshot* + discusses your *design investigations* (include images) + *findings*

part 4: [final critique]: present your developed *research snapshot* + *design investigations* + *key findings*

part 5: [final hand-in]: resolved design research explored in a completed research text of 4000-6000 words which discusses your key IDEA/PROCESS/QUESTION; FIELD (spatial/performance/exhibition/art practice etc); key THEORY (include quotes); DESIGN INVESTIGATIONS (include images) and KEY FINDINGS. Include also an annotated diagram or image that outlines how your investigation could manifest in relation

to spatial ideas or processes, site, and program - all in preparation for the second semester project.

Note: The final text should be between 4000-6000 words in length. The exact length depends on just how much evidence there is of 'design research' in the presentation of the document. A submission with a large amount of images, artefacts, and design experiments can afford to have less text. However, a document that combines 'resourced' imagery and research should have a lot more written investigation of the topic.

Submission protocol:

ALL TEXT [ESSAYS/RESEARCH SNAPSHOTS] submitted as googledoc. Naming convention:

<paper number>_<lastname-firstname>_<item number>_<year>

453_LASTNAME-FIRSTNAME_part1 or 2,3,4,5 etc eg **453_Foster-Stuart_part1_2013**

ALL POWERPOINTS etc submitted as dropboxed **PDFs**

FINAL SUBMISSION TO INCLUDE 3-4 HERO IMAGES of work for publication, plus PDF of work, ALL DROPBOXED.

ASSESSMENT:

Projects are assessed and moderated by the Spatial Design team.

The project will be assessed in relation to whether it:

1. Demonstrates an understanding of design research methods, processes and practices relevant to Spatial Design.
2. Identifies an area of focus for research and formulate a design research proposal, utilising appropriate methods, processes and practices.
3. Contextualises the chosen design research topic within an existing field of literature and creative practice
4. Engages design research with critical analysis, self-reflection, risk-taking and innovation
5. Identifies and employs media appropriate to the topic and its articulate communication.

There will be a written pass/fail assessment following the 2 formal critiques but you are also expected to arrange for notes to be taken for you as *the verbal critique is the primary feedback mechanism*.

LEARNING OUTCOMES:

On successful completion of this paper students should be able to:

- 1 Demonstrate an understanding of design research methods, processes and practices relevant to Spatial Design.
- 2 Identify an area of focus for research and formulate a design research proposal, utilising appropriate methods, processes and practices.
- 3 Contextualise the chosen design research topic within an existing field of literature and creative practice
- 4 Engage design research with critical analysis, self-reflection, risk-taking and innovation

5 Identify and employ media appropriate to the topic and its articulate communication.

TUTOR RESEARCH FIELDS:

Stu: Ontology; interactive environments, light & sound; interface between physical space and digital space; digital fabrication technologies

Jen: (Nondual) design philosophy; interconnection (ecological, social); temporal, performative & transformative environments; (re)active practice; collaborative, interdisciplinary & multimedia design

Email the tutors to arrange a meeting time if you wish to meet during their office hours. Note also that other academics within Spatial Design are available for you to talk to in relation to their specialist areas.

CONTACT DETAILS:

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Jen Archer / 10B15 / x 63227 / email: j.archer1@massey.ac.nz

REFERENCES:

Borden, I. & Rüedi, K. (2000) *The Dissertation: an architecture student's handbook*. Oxford, U.K.: Architectural Press.

Doloughan, F.J. (2002) The Language of reflective Practice in Art and Design. *Design Issues*, 18(2), 57- 64.

Downton, P. (2003). *Design Research*. Melbourne, Aust.: RMIT University Press.

Laurel, B. (Ed.) (2003). *Design research: methods and perspectives*. Cambridge: MIT Press.

Wood, J. (Ed.). (1998). *The virtual embodied*. London, U.K.: Routledge.

WEEK AND SEMESTER SCHEDULE

Week	session	224.401 studio V	224.453 R+D
Wk1	Monday	Vertical Studio: FEAST	
	Tuesday		
	Wednesday		
	Thursday	Project intro and research outline	12.30pm Project Intro
	Independent	Research in groups	
Wk2	Tuesday	Group or individual critiques [concept image/s for design]	Presentation of concepts Group discussion, then critiques [curate or summarise your presentation in a paragraph on key idea and theorist/practitioners and how your makings relate - include image/s]
	Independent study	Compile research in groups	
	Thursday	Present Part 1 Studio research Group discussion.	
	Independent study	Sketch Design	
Wk3	Tuesday	Table critiques (site visit?)	Group discussion, then critiques

	Independent study	Sketch Design	
	Thursday	Part 1 Studio V Interim Critique	
	Independent	Keep designing	
Wk4	Tuesday	Small group desk critiques	[Part 1a] HAND IN 9am: A4 research snapshot / proposal with images. 12.30pm Group discussion, then individual critiques towards Thursday presentation.
	Independent	Keep Designing	
	Thursday		[Part 1b] 9.30am R+D Critique: research snapshot and design material [critics: Jen Archer, Stu Foster, Ant Pelosi]
Wk5	Tuesday	Group or individual critiques	Group discussion, then critiques
	Independent		
	Thursday	Part 1 Studio V Presentation & Critique	
	Independent		
		STUDY BREAK	STUDY BREAK
Wk6	Tuesday	Intro Part 2	Group discussion, then critiques
	Independent		
	Thursday		[Part 2a] HAND IN 9am: a 1000-2000 word draft with images 12.30pm Group discussion, then critiques
Wk7	Tuesday	Studio V Final Critique 9.30 am	
	Independent		

	Thursday		[Part 2b] 9.30am R+D critique [critics: Ant Pelosi,tbc,tbc]
	Independent		
Wk8	Tuesday		Discuss feedback on part 2 draft
	Independent		
	Thursday		Writing feedback
	Independent		
Wk9	Tuesday		[Part 3] HAND IN 5pm: a 1500-2500 word developed draft with images
	Independent		
	Thursday		Design/writing tutorial [stu,jen]
	Independent		
Wk10	Tuesday		Discuss feedback on part 3 developed draft
	Independent		
	Thursday		Tutorial
	Independent		
Wk11	Tuesday		Group discussion [parts 4+5 + semester 2], design/writing tutorial [stu,jen]
	Independent		
	Thursday		Design tutorial [Stu]
	Friday		[Part 4] R+D Final Critique [critics: Ant Pelosi, tbc ,tbc]
Wk12	Tuesday		Group discussion [part 5 + semester 2], design/writing tutorial [Stu,Jen]
	Independent		
	Thursday		Design tutorial [Stu]
	Independent		
Wk 13	Thursday		[Part 5] FINAL HAND IN 5pm: pdf document. Dropboxed [under 20MB]

