Lil' Visionaries

an Educational Speculative Critical Design Project for Children

Can children's (ages 10-12) visions of the future help adults to navigate the "smart-society"?

Weekly meetings on Wednesdays between 26/7/17 – 24/1/18 (6 months) **(Time with STRP until DDW?)**

Position: Guide / Designer / Film-maker / Facilitator

Goals: Developing an educational design research program for children

Engaging children with topics which they wouldn't normally be engaged with

Educating children to think critically and creatively about their futures

Getting funded for materials, tools, accommodation, storage, transportation and food

October '17 (Dutch Design Week) - have visions ready for street performances

February '18 (DAE Graduation) - have AR commercials and installation ready

26/7 – Critical Thinking - First Meeting / Project Presentation / Group Formation

Provide kids with blank-paged notebooks and have them write down their names inside

Kids enter one at a time and are presented with a wall filled with keywords (list at end of document), which are extractions of their own answers and opinions from the interviews

Each child chooses the things that fascinate them most, writes them in the notebook and hands it back

The child exits the room and sits back down, without sharing at any point of the session what they chose

This is done to avoid same answers / choices as happened before, during the interview phase

Once everybody is done, my translator / assistant will tell the kids about the project:

What it's about (it's for my graduation project, no one asked the kids at STRP, mixed kids, mixed ideas for the future smart society, the interviews were the beginning of the research, explain where this is heading with double diamond)

What they will be learning (about the future, critical design thinking, object definition and making, presenting, performing, different roles of film-making and augmented reality)

How long it will take (including "milestones")

Research the topics together with the kids and develop future visions

Develop speculative products / services and their use within those visions

Communicate them through street performances and AR commercials that are made by, and feature the kids

Expose the content of the notebooks, give them back to the kids, reseat them according to their fascinations

Who wants to participate?

_HW: Read online and talk about your topic with your family and friends

Write down 3 things that you found interesting

2/8 - Critical Thinking - Discussions

Define personal research questions for every child within the context of their group

Critical group discussions about the future

_HW: Continue reading and talking about your topic

Collect and bring random and old objects that no one wants or needs

9/8 - Object Definition

Analyse the shape, color, material and size of objects that were brought in

Which object or parts can be combined - how, why, what's the new purpose of the combination?

_HW: Continue reading and talking about your topic

Sketch ideas for combinations of objects or parts of objects

Write down what the new purpose of this combination is

16/8 - Object Making 1

Begin to assemble objects together with the sketches as reference

_HW: Continue reading and talking about your topic

Continue sketching and writing down ideas

23/8 - Object Making 2

Continue to assemble objects together with the sketches as reference

_HW: Continue reading and talking about your topic

Continue sketching and writing down ideas

30/8 - Object Making 3

Finish to assemble objects together

_HW: Reach a conclusion about your topic and what role your object plays in it

Write down and sketch your vision

6/9 – Presentation 1

Present your object to your group and explain your vision for this product / service and how its' to be used

Give feedback to each other

Reach a group conclusion, what is your collective vision?

Create a collective presentation for your collective vision.

_HW: Rehearse your part of the presentation with family and friends

13/9 - Presentation 2

Present your objects and collective vision to the other groups

Give feedback to each other

Analyse the feedback, what are the external opinions? Do you want to adjust your vision?

_HW: Rehearse your part of the presentation with family and friends

20/9 – Presentation 3

Present your objects and collective vision to a group of opinionated strangers

Receive feedback

Analyse the feedback, what do they think about your vision? Do you want to adjust it?

_HW: Rehearse your part of the presentation with family and friends

27/9 – Presentation 4

Present your objects and collective vision on the street to ordinary people – as many as possible

Write down the feedback given

_**HW:** Analyse the feedback, what did they think about your vision? Do you want to adjust it? Write it down

Rehearse your part of the presentation with family and friends

4/10 – Performance 1

Refine and finalize your collective vision with your latest inputs and begin to design your performance

What is the mood? Scenery? Clothes? Language? Does anything need to be built?

Write down and sketch ideas for how you see the best way to perform your collective vision

_**HW:** Collect and bring materials that no one needs, which you think you would need for designing

Rehearse your part of the presentation with family and friends

11/10 – Performance 2

Build your performance with the materials you have brought in

_**HW:** Perform your part of the presentation with all of the new additions for family and friends

18/10 – Performance 3

Perform your vision on the street to ordinary people – as many as possible

_**HW:** Perform your part of the presentation with all of the new additions for family and friends

21-29/10 – DDW – Street Performances

1/11 – Film-making 1

Watch footage of the street performances during DDW

Introduction to different roles of film-making augmented reality

Footage given as gift on SD card for every child – to be used in later stages of the project

_**HW:** Watch and analyse your street performances from DDW, what are your thoughts? Are you satisfied?

Think about what a commercial is, and what if augmented reality was part of it

8/11 – Film-making 2

Discuss what adjustments you had in mind for your collective vision with your group

Story-board as a group what you would like to create as final vision for your augmented reality commercial

Begin to redesign your collective vision, set, clothes, text, movements, anything that you would like to adjust

15/11 – Film-making 3

Refine your story-board – why will adults need this in the future?

Continue to redesign your commercial

22/11 – Film-making 4

Refine your story-board – why will adults need this in the future?

Continue to redesign your commercial

29/11 – Film-making 5

Finalize your story-board

Finish the design for your commercial

Assign different roles for film production

6/12 – Film-making 6

Begin filming your commercial

Adjustments? Different lighting? Need extra people?

13/12 – Film-making 7

Re-filming your commercial

Change Roles

20/12 – Augmented Reality 1

3D scanning of objects and children (if needed) for augmented reality

Design installation for graduation

27/12 – Augmented Reality 2

Re-scanning (if needed) and re-touching / coloring of 3D scans

Begin to edit commercial and inserting 3D scans in them

Begin to build installation for graduation

3/1 – Augmented Reality 3

Continue to edit commercial and inserting 3D scans in them

Continue to build installation for graduation

10/1 – Augmented Reality 4

Continue to edit commercial and test augmented reality

Continue to build installation for graduation

17/1 – Augmented Reality 5

Continue to edit commercial and test augmented reality

Continue to build installation for graduation

24/1 – Augmented Reality 6

Finish commercials

Finish installation for graduation

31/1 – Graduation