

Spring 2019

ART 6933 Area Methods: Rotating Topics (3 credits), Section 5858

Graduate Seminar: Designing with People

Meets Mondays 8–10 (3–6pm) in FAC 310 with studio visits as needed, Wednesdays 3–6pm

Course Pre-Requisites: Consent of instructor and graduate program adviser.

Instructor Information

Maria Rogal, Professor of Graphic Design

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Office Hours (FAC 313D): Monday 7 (1:45–2:45pm) and by appointment

The most effective way to reach me is by email or via Canvas (M–F, 24 hour turnaround time); I will provide leadership and direction, mentor you, and work to facilitate your learning so that you can excel. You must work diligently and independently, have intellectual curiosity, be devoted to your work, and be willing to own your education. Feel free to come to me if you have any kind of concerns, problems, or want to discuss course materials or your project. If there is something you are not getting or want more of, I will ask you to let me know.

Course Description

Readings, discussions, and/or studio exploration of various art [design] issues.—UF Graduate Catalog
This section focuses on design research and practice with people. Our primary goal is to approach designing with people in a way that is respectful and considers their needs, autonomy, and context. Some of the key concepts and methods we will explore include horizontality, relationality, decoloniality, co-design, sustainability, participatory action research, and ethnography. This seminar intends to inform a future-thinking, life-long design practice—one that is framed by each participant’s personal curiosity, flexibility, and humility, combined with active explorations, collaborations, and iterations. Given that participants are at different phases in their graduate education, this course also aims to support a range of individual needs and goals.

Course Objectives

1. Learn key concepts and methods central to a respectful, sensitive approach to designing with people and develop contextually appropriate solutions;
2. Learn and apply research methods to build capacities and skillsets;
3. Design and develop projects to explore and support your research interests relative to the seminar theme and graduate level study;
4. Further develop a holistic design practice; and
5. Identify and articulate your personal and professional values and interests.

Materials and Supply Fees

\$30 (for printing)

Required Textbooks and Software

Texts (provided by the instructor on Canvas)

Adobe Creative Cloud (CC) software appropriate for design, including fonts, computer able to run CC

Schedule

This semester-long course is organized around three phases:

Phase 1: mindset

January 7

- Introductions
- Expectations and goal setting
- Co-design activity
- Reading discussion—Co-Design: Sanders, Escobar (Introduction)—bring questions to class

- ✓ after this date, on weeks when readings are assigned, reading responses and questions are due on the previous Sunday by 11:59pm

January 14

- Reading discussion—Co-Design: Manzini, Buchanan, Sanders
- Intellectual Autobiography + Values introduction
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January 21

- No Class (MLK Day)

January 28

- Reading discussion—the Global South: Corona, Björgvinsson, Fry
- Intellectual Autobiography + Values draft due (final due May 1)
- Draft booklet/document/system design (final due May 1)

February 4

- Reading discussion—the Global South: Fry & Willis, Corona, Fry
- Intellectual autobiography draft due (final due May 1)

February 11*

- Reading discussion—the Global South: Corona, Fry, Walsh
- Intellectual autobiography draft due (final due May 1)

Phase 2: exploration

February 18*

- Reading—Methods handout: Learning to look and listen, Stilgoe, Kumar
- Exercises: Observation, Interviewing

February 25

- Reading—Irwin, Ethnography Field Guide
- Draft questions (due 2/24, point of departure)
- Exercises: Observation, Interviewing

March 4

- No Class (Spring Break)

March 11

- Reading—Institutional Review Board, Denscombe, Handout
- Draft IRB/Project proposal and methodology due
- Fieldwork Exercises

March 18

- Finalize IRB if applicable
- Approach framework due
- Fieldwork Exercises

Phase 3: practice

March 25

- Project Work, Group and individual meetings
- Fieldwork/Sitework TBD

April 1

- Project Work, Group and individual meetings
- Fieldwork/Sitework TBD

April 8

- Project Work, Group and individual meetings
- Fieldwork/Sitework TBD

April 15

- Project Work, Group and individual meetings
- Fieldwork/Sitework TBD

April 22

- Project Work, Group and individual meetings
- Fieldwork/Sitework TBD

May 1 (12:30–2:30pm)

Final presentation of all semester work, instructions on format provided

* These dates may be impacted by lectures. If so, an alternate meeting time will be scheduled.

Studio visits and extracurricular exercises are a part of the course and will be scheduled during the first two weeks of the semester.

Time estimate per week: expect 03 hours for the class meeting, 09 hours of work outside of class meeting time, including small group/individual session with instructor. This is a minimum, not an average.

Grading & Evaluation

The purpose of grading and evaluation is to pinpoint the strengths and weaknesses of your performance. Grades are earned and are a measure of your overall observable performance. Your semester grade will be based on the criteria below.

- 25%: Mindset—you take an active role in learning key concepts, methods through readings, writings, reflections, and discussions
- 25%: Explorations (design research)—you openly explore and apply concepts and methods to support a co-designed practice and problem identification, develop approach framework
- 25%: Practice—you put what you learn into practice through problem identification, fieldwork, collaboration, and project work
- 25%: Participation/Professionalism—where you actively and constructively participate in all course activities throughout the semester and turn in all required materials on time

Grades in this course follow the UF grading policy found in the 2018–19 UF Graduate Handbook, page 35.

Attendance Policy

- One unexcused absence is permitted. Every unexcused absence beyond this may lower your participation grade and may inadvertently affect other grades depending on where they fall in the course calendar and how they affect your performance in the course.
- Late arrivals (more than 5 minutes after class start time) will be marked tardy and 3 tardies will be counted as 1 unexcused absence
- Leaving early (any time prior to class dismissal) is considered an absence.
- Arriving more than 20 minutes after the start of class is no longer considered tardy and will count as an absence.
- Missing 4 or more classes may result in failing the course.
- Excused absences are consistent with university policies in the Graduate Catalog and require appropriate documentation. Additional information can be found [here](#).

Deadlines/Schedule

- All deadlines will be announced in class and on Canvas.
- All assignments are due on the day and time given. A project is late after work has been called for. A late project will only be accepted up to one day after it is due and will be automatically marked one grade lower in all areas of evaluation.
- No projects are accepted late unless there are documented, extenuating circumstances and, even so, how they are handled and evaluated is at the discretion of the instructor.

Makeup Work

- You are eligible for make-up work or a deferred deadline in the event of an excused absence.
- Work may be different from what is originally assigned. It is your responsibility to ask for make-up work within 5 days of the absence.
- If you are absent or tardy it is your responsibility to obtain missed information from another student in the class.

POLICIES

Students Requiring Accommodations

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, <https://www.dso.ufl.edu/drc>) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

Course Evaluation

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu/evals>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results/>.

University Honesty Policy

UF students are bound by The Honor Pledge which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code (<https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

Software Use

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

Student Privacy

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see: <http://registrar.ufl.edu/catalog0910/policies/regulationferpa.html>

Campus Resources

Health and Wellness

U Matter, We Care:

If you or a friend is in distress, please contact umatter@ufl.edu or 352 392-1575 so that a team member can reach out to the student.

Counseling and Wellness Center: <http://www.counseling.ufl.edu/cwc>, and 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS)
Student Health Care Center, 392-1161.

University Police Department at 392-1111 (or 9-1-1 for emergencies), or <http://www.police.ufl.edu/>.

Academic Resources

E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learning-support@ufl.edu.
<https://lss.at.ufl.edu/help.shtml>.

Career Resource Center, Reitz Union, 392-1601. Career assistance and counseling. <https://www.crc.ufl.edu/>.

Library Support, <http://cms.uflib.ufl.edu/ask>. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. <https://teachingcenter.ufl.edu/>.

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers. <https://writing.ufl.edu/writing-studio/>.

Student Complaints Campus: https://www.dso.ufl.edu/documents/UF_Complaints_policy.pdf.

SA+AH Policies

Studio

- Do not use spray adhesive in the studios or in the building. There is a professional and safe spray booth on the 2nd floor for your use.
- Never use or harm animals or the environment in your projects. Use of animals in projects is strictly regulated. For more information, see <http://www.arts.ufl.edu/resources/forms/forms1.html>
- With questions related to your computer system and technology (network, printers) in the graphic design studio, you can contact our technical lab technician— Michael Christopher, mchristo@ufl.edu. He can help diagnose problems and recommends solutions.
- When working in the evening or when few students are present, you should keep the studio door closed. Do not reveal the door pass-code to anyone outside of the program. Never leave the studio open and unattended.
- Access to individual classrooms, laboratories and the studio facilities is limited to those enrolled in the program. If you notice any strangers, feel free to question or report them to the University Police. See <http://police.ufl.edu> Dial 911 for emergencies or 352-392-1111 otherwise.
- Lab fees are used to supply the printers with ink and paper. Be conservative in your use of these materials not only because they cost money, but because they create waste. Keep a balance between what you need to do your work and resource use.

- If you encounter other problems in the classroom or studio, first speak with your instructor outside of class or talk with any graphic design area faculty member. If the instructor cannot resolve your concerns, contact the SAAH graduate student advisor. After consulting faculty members and the art advisor, the other authority to contact is the Director of the SA+AH in 101 FAC.

Health and Safety Policies

- The goal of the SA+AH Health and Safety Program is to protect the health and welfare of all faculty, staff, and students and to cooperate with the University of Florida's Department of Environmental Health & Safety (EH&S). The SA+AH H&S policy and handbook is online at www.arts.ufl.edu/art/healthandsafety.
- Michael Christopher is the Health and Safety administrator for the Graphic Design program. While there are very limited health and safety risks with the materials we typically use for graphic design, be aware that materials used in other areas often carry risks.
- It is your responsibility to store everything you bring in the studio safely. Do not bring in any materials that are hazardous or combustible as the graphic design studios are not equipped for this type of storage. Knowingly or repeatedly storing such items in the studio may result in disciplinary action and loss of access to studio space outside of class time as well as loss of storage space.
- Batteries, some monitors, and lamps from digital projectors, if broken, may release mercury. There are no known health hazards from intact materials.
- Follow Graphic Design Studio Rules as found in your syllabus.
- Do not use spray adhesives. Ever.
- Do not do hazardous work in the studios.
- Do not block aisles, halls or doors with stored items or when working—a violation of fire codes.
- Take items which do not fit into the trash to the dumpster, follow dumpster guidelines.
- All users must follow the S+AH Container Policy.
- Note: the GD Area policies prohibit use of hazardous materials, this applies to materials used in other areas. They may not be stored, ever, in the GD studios