

MAKING SYSTEMS PERSONAL

PROJECT SPECIFICATIONS: VISUAL STORY MAP OR MODEL

What is a beautiful object/design that that you love, and use often — at home, your daily life, or for in your work at Parsons? The object could be a household good, textile, a food, a type of paint, paper, ink good etc. It must be something you care about and use regularly.

- 1) Create a 2D graphic story/diagram/drawing or 3D model (any size/format) **DESIGNED AS A PERSONALIZED, VISUAL STORY**, that shows at least 20 systems/relationships (including **air, water and energy etc.**) that supported the creation of this object. Many of these systems could be invisible or hard to recognize in the current design, and some of them might come from the deep past — and extend into the far future.
- 2) Visually highlight (through color or line quality etc.) 3-5 systems that are changing due to climate change and/or the Anthropocene.
- 3) What materials compose this object, before it became this design?
- 4) What will happen to this object (and it's materiality) when you no longer use it?
- 5) Visually highlight (through color or line quality etc.) what makes YOUR object different than someone else's object. How did it come to you? How do you use it in your daily life? What makes it unique?

TOPICS TO ILLUSTRATE IN YOUR PROJECT: AIR, WATER AND ENERGY SYSTEMS

- What kinds of specific materials compose this object?
- What kinds of agriculture, landscape (rock/metal etc.) support its existence?
- How did its creation rely on certain climate/weather conditions?
- How are water systems involved in its production, distribution and disposal?
- How much time do various components need to grow or be created (cotton vs. silk, or granite vs. plastic?).
- What SPECIFIC geographic locations, labor, forms of transportation, factories, distribution and chemical components are required to support this object?

How can you use words, images, lines and colors to show the complexity of this object? How can you show there is "no" end to how this material's systems interact and affect other systems? **THIS IS NOT** a poster illustrating how a product is **MADE** or life cycle story, but a visual art piece that aesthetically communicates how your object's materials relies and interacts with other systems **AND has personal stories embedded in it — both before it came this object, as this object, and after you no longer use it.**

SUBMISSION: DUE MARCH 1ST: Post file or documentation to your Learning Portfolio and bring hard copy for in-class critique. Use your own original drawings/graphics/photography (not clip art). To accompany your project, post a caption along with documentation of your project (photo or PDF) that analyzes your object based on the Okala EcoDesign Strategy Wheel.

- 1) Which of the eight strategies does it already meet?
- 2) What are 2-3 ideas you have for how this object can re-designed as an EcoDesign?