

# MAKING SYSTEMS PERSONAL

## PROJECT SPECIFICATIONS: SYSTEMS MAP OR MODEL

**What is an object that that you love, and use often in 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 etc. It must be something you care about and use regularly.**

- 1)** Title your piece and place an image or drawing of your object on your design. The rest of the design should be all the things (materials, time, systems etc.) that support the object.
- 2)** Create a 2D systems map (at least 11x14) or 3D systems model (any size) that **shows at least 20** systems/relationships (including air, water and energy etc.) that support the creation and existence 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.
- 3)** **Visually highlight (through color or line quality etc.) 3-5 systems that are changing due to climate change and/or the Anthropocene.**
- 4)** **YOUR MAP SHOULD ILLUSTRATE: Interconnectedness, Synthesis, Emergence, Feedback Loops and Causality between this object and other materials/forces of the world.**

### POSSIBLE TOPICS TO INCLUDE IN YOUR DESIGN:

- What kinds of **specific materials compose** this object?
- What will happen to this object, or its parts in the **FUTURE**, when you no longer use it?
- What kinds of materials (rock/metal etc.) from the **PAST** support its existence today?
- How does its creation rely on certain **climate/weather** conditions or **agriculture**?
- 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 on and interacts with other systems and materials.

### SUBMISSION:

**PART 1: DUE FEB 28<sup>th</sup>.** On your LP, name your object and list at least 20 systems you will include in your systems map. **Which 3-5 systems are affected by the Anthropocene? What specific systems connect with air, water and energy? Draw and post a rough sketch of your design plan. What medium will you use (Illustrator, 3D model etc.)?**

**PART 2: FINAL DESIGN March 14<sup>th</sup>:** 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 describing your design and choices made.**