

Julian Staddon Mexican Trip Info

BIO (see other attachment)

Photos of me (see other attachments and just choose one)

Workshop Series Overview

This workshop series is designed to encourage bridging identified gaps between theory/practice and thinking/making, through introducing models and methods with a focus on critical design thinking, open design methods and transdisciplinary collaboration, that situate outside of regular student learning pathways. Through an iterative and adaptive approach, these workshops will embed current emergent trends in digital technologies with the range of study programs LCF offers, undebased on three core nodes: Theory-Method-Practice. Through the introduction of a range of practice-based research models, contemporary theoretical discourses (from philosophy, media and design theory) and relevant, appropriate technologies, students (individuals or groups) will initiate projects that will be embedded in their chosen study pathways, but with a focus on digitally mediated, human centred design and user experience. As part of this learning process, certain approaches would be used to produce concepts and outcomes that are both innovative and valuable to participants and have the potential to be further developed and evolved into larger future projects and collaborations. These workshops have been developed as a result of over 12 years of lecturing across 4 continents and 13 years of publically engaged arts education and practice.

Workshop 1. The Random Cards/Oblique Strategies Approach to Design Ideation.

Duration: Full day (8 hours including 1 hour break)



or



This workshop will look specifically at developing a design ideation process, that will enable students to develop concepts for a product-service-system for the Fashion Industry, that will integrate new technologies and media into new and existing content delivery formats. Following a brief overview of contemporary design processes, the Random Cards/Oblique Strategies Method (Stadon, 2015) will be introduced and used to develop a practical framework for seamlessly integrating new technologies, innovative media formats, content delivery methods and audience interactions, to produce rigorously developed ideas and concepts, that are sophisticated in their understanding of user groups, interface strategies, emerging trends in museology, content strategy and cultural impact/value creation. The workshop will consist of two sessions:

Session1. Intro to RCOS (3 hours)

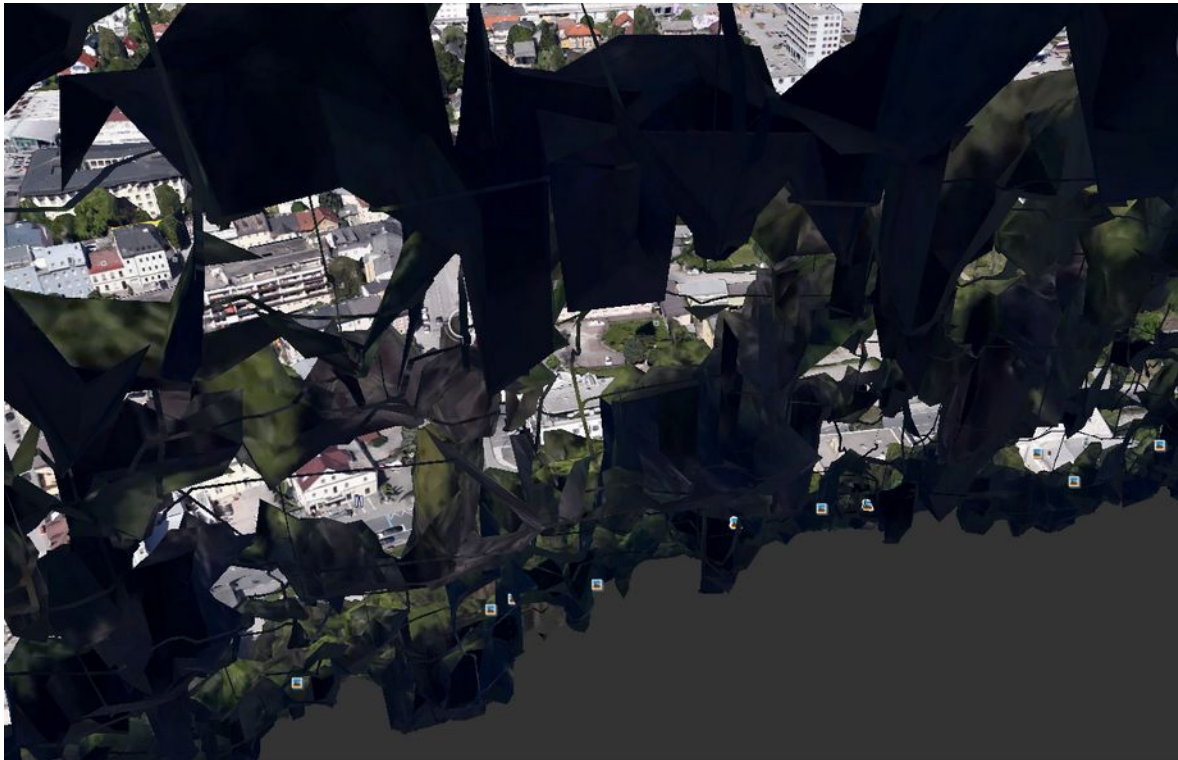
- Intro to design theory
- Intro to Critical design and its history
- Intro to Speculative design and its history
- Intro to Open design and its history
- Intro to The Design Cycle
- Intro to Design Ideation Processes and Models
- Introduction to Random Cards/Oblique Strategies (RCOS) Method
- Defining RCOS Parameters
- Putting RCOS into Practice (activity)
- Analysing Outcomes and Disruptive Review Strategies
- Integrating RCOS into an Iterative Design Method

Session2. RCOS in Practice (4 hours)

- a. Applying RCOS to a Specific Design Problem
- b. Creating a Design Brief
- c. Creating a Conceptual Prototype Using RCOS
- d. Building a Prototype for Presentation

Workshop 2. Mixed Reality Interfaces for Remediating Cultural Heritage

Duration: 2 Full Days (8hours per day with 1 hour break=16 hours)



This workshop will introduce the field of mixed reality from a humanities perspective, in contrast to current computer science and media interpretations of the field. Starting with an overview of historical understandings of reality within philosophical discourse, it will then shift to a contemporary inquiry into post-digital, post-internet and post-biological understandings of 'reality' and its many variants, focusing on interface approaches within media production, particularly as a remediation method for cultural heritage design and public engagement.

This workshop is a departure from most current introductory mixed reality workshops, as it does not focus on tech unicorns/fads, rather on building solid critical understandings of technologies, media and state of the art methods in the field, in order develop thinking and production methods and considerations that produce meaningful outcomes and go beyond token industry gimmicks. Through an introduction to the prehistories of digital mixed reality, current technologies and project examples, participants will, over 2 days develop concepts that will then be prototyped and prepared as working demos and other documentation.

The sessions consist of:

Session1a. (3 hours)

- a. Intro to Mixed Reality, Immersion and Embodiment
- b. Beyond the Reality Continuum: Non-Didactic Approaches to Reality
- c. Networking Reality
- d. The User: Interfacing Mixed Reality
- e. Beyond the Obvious: Innovation Beyond the Technology

- f. Negotiating User Experience in New Media
- g. Immersion and Simulation in Fashion Media
- h. Identity, Subjectivity and Meaning in Mixed Reality
- i. Embedding Mixed Reality Design into Cultural Heritage Projects
- j. Case Studies from Previous Projects and Workshops and Discussion

Session 1b. (4 hours)

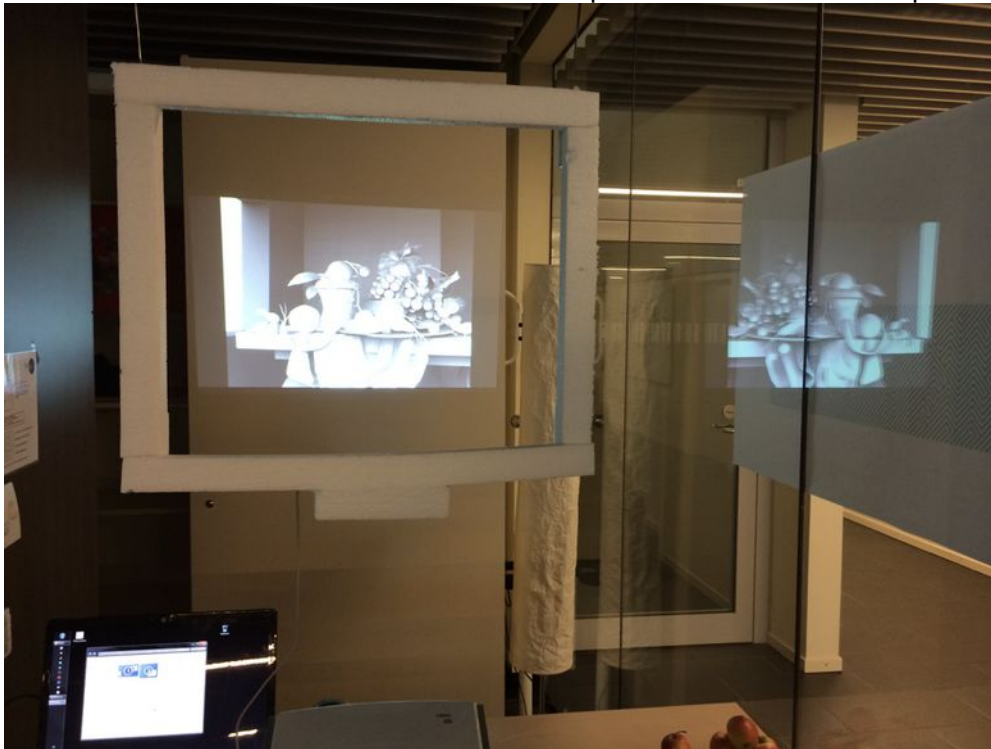
- a. Full Group Visit To *** Either cultural site (archaeological site, old museum etc.)***
- b. Full Group Conceptual Brainstorming and Random Cards Ideation
- c. Defining Projects and Establishing Transdisciplinary Project Groups
- d. Developing a Project Brief
- e. Project Group Breakout Session to Finalise Project Concepts a Individual Roles

Session 2a. (3 hours)

- a. Prototyping Methods for Mixed Reality and User Centred Approaches
- b. Groups Revise Project Concepts and Decide a Prototyping Approach
- c. Mentored Design and Development in Project Groups
- d. Prototype Development

Session 2b. (4 hours)

- a. Project Group Pitches and Wizard of Oz/Paper Prototype User Testing
- b. Continued Prototype Development
- c. Presentation of Prototypes and Feedback
- d. Discussion About Documentation Options and Further Development





Workshop 3. Hacking Fashion: Wearables, Embodiment & Data Body Creation **Duration 6 Hours**

This workshop will introduce innovative fashion technologies, along with a range of conceptual, technical and practical methods for implementing them. Beginning with a theoretical overview of embodiment, wearable computing, data body creation and post-biological aesthetics, this workshop aims to engage participants in a deep critical discourse regarding what fashion technologies mean for designers, the industry and the consumer and how these often problematic and impractical technologies can be better understood and implemented within fashion industry scenarios. Following an overview of current trends, technologies and projects examples, participants will be introduced to the specific technologies driving this field, along with several demonstrations of how to use them. Focussing on sensor driven wearables, a range of user design problems will be proposed. Solutions will then be developed, through several group projects that will use rapid prototyping methods to produce outcomes that are practical, in terms of functionality, usability, economic viability and user focus.

The Workshop Will Consist Of:

Session1. (3 hours) Introduction to Wearables and Embodiment

This will focus on how such technologies interface with the body and how we as producers weave our audiences into the fabric of these new digital media. Looking at a large range of wearable technologies, this lecture will explore the opportunities and restrictions that such new media offer, again with a focus on the body and embodiment in the context of Fashion.

- a. Introduction to Wearables and Embodiment
- b. An Overview of Data Body Creation and Distribution
- c. Post-biological Identity Aesthetics
- d. Interactive Materials and Interfacing Embodiment
- e. Introduction to Wearable Technologies (hardware and software)

- f. Networking Wearables: Big Data, Biodata, Life Logging etc.
- g. Examples from the Field
- h. Demonstration of Available Technologies for the Day and Play Session
- i. Allocation of Groups and Group Meet and Greet Over Lunch

Session2. (4 hours) Designing Wearables for Consumer Needs: A Practical Approach

This session will put the previous session into practice through defining a future need or current problem and designing a wearable solution for it. Working in groups, participants will conceptualise options for technologies, user groups and delivery methods in order to develop a solution based on this and then build a prototype, using the technology that is available on the day. At the end of the session, participants will have a project concept and a working proof to support the viability of their idea. During this session, groups will address:

- a. Content Strategies for Wearable Media Technologies
- b. Speculating Use Case Scenarios and User Needs
- c. Defining Problems for Wearable Solutions
- d. Choosing the Right Technologies for User Needs
- e. Rapid Prototyping and Iterative Design for Best Case Solutions.

I am trying to find a good image... BUT>>> not decided...

