This studio is an exploration of the relationship between digital technologies and analog objects. While digital technologies are transforming many aspects of our existence, including how we as designers conceive and make objects, users experience these objects as analog. At the same time these technologies are transforming the ways that we learn and the physical settings in which this learning takes place.

The central question of this studio is how can we as designers integrate the digital learning technologies of today and tomorrow with the analog environment in which they are embedded and through which we experience and use them. We will investigate how the physicality of the analog object can facilitate the digital learning environment of tomorrow. We will be working closely with the Center for Innovation in Teaching and Learning here on campus. They are our client for the design and prototyping of furniture for their new technology-enhanced Innovation Studio currently being designed and constructed in the Armory Building. They have asked you to contribute your expertise as designers and students to this effort by designing several fixtures and furnishings for the Innovation Studio. We will have a real budget. One design, as selected by the client, will be fabricated and used in the Innovation Studio.

Most studios you have been involved with have been simulations of reality in that you work on a hypothetical design problem. This studio is different. Our client expects a prototype by the end of the semester that is on budget and buildable.
There are 8 pieces to be conceptualized as a suite. Thus, our first goal is to come up with conceptual designs for the suite. Working individually you will propose a set of guidelines. With the client input, 5 of these ideas will be shortlisted. Then, working in teams of 3 you will conceptualize and detail all 8 pieces and create a working prototype of the central worktable. In addition to the prototype you will be expected to develop a set of documents that represent both the conception and the construction of your design.

Hugh and I will be working closely in the studio as coequals. We will spend most Fridays of the semester in the Fabrication Shop. This time is critical for you to advance/test the design and construction of your ideas. Both Hugh and I will be present during these sessions. In addition, it is during these sessions that you will be instructed in the use of both the analog and the digital fabrication tools of the shop.

There will be 5 exercises varying in length from 1 week to 10 weeks

Grades for the studio will be based on 50% individual work and 50% teamwork.

A small budget will be allotted to each team to offset prototyping costs.

**REQUIRED MATERIALS:**

Available from Amazon for $28.89

**SOFTWARE:** Autodesk Sketchbook Pro
Available at [https://www.sketchbook.com/](https://www.sketchbook.com/) $24.99 for a 1 year subscription

**HARDWARE:** A connector as required to connect a VGA device to your computer.