Project Studio Description

This project studio investigates the making and use of civic media through speculative, participatory, and collaborative approaches to interaction and information design. Subjects include: collective practices and methods in design, the computational representation of civic data, the design of software and services for the exchange of civic information, and the role of design in contemporary politics.

Each semester this class engages a different domain of civic life and explores how design might contribute to that domain. Past projects have included mapping and visualizing food systems, working with local non-profits to design and implement web services and social media, and designing informal learning experiences to build technological fluency in urban communities.

In the Spring 2015 Project Studio we will partner with the Atlanta Community Food Bank to develop a digital map that documents grants, gifts, and other funding initiatives in the Westside communities. This map will serve to provide greater transparency to these funding initiatives and the myriad community projects in the Westside neighborhoods.

This project studio combines design research and practice. Activities will include reading across the disciplines of design, human-computer interaction, and science and technology studies; the analysis of existing products and services; design ethnography; and the design and production of digital media products and services.

MS Learning Outcomes

Devise, design, create, and assess prototypical digital media artifacts, services, or environments and contextualize them within recognized traditions of practice

Compare, critique, and appraise digital media artifacts, services, and environments using formal terminology

Summarize work orally and in written form using formal terminology

Justify design choices

Formulate and test design hypotheses

PhD Learning Outcomes
Identify and analyze a domain within the field and identify areas for original contribution as well as methods to pursue these contributions.

Formulate original interpretations and design original prototypes that reflect an understanding of the humanistic context of digital media.

Identify and define a suitable research problem in digital media design and apply appropriate disciplinary or interdisciplinary research methods to address it.

Conduct original research.

**A Few Other Things to Know**

This project studio will require you to interact with people outside of class and beyond Georgia Tech. This project studio will also require you to attend meetings, workshops, and events, off-campus, in the evenings and on weekends. These activities will occur outside of the normal class time and will require that you use public transportation or arrange for transportation with classmates.

**Attendance & Participation**

Class attendance and participation is mandatory. Participation in class discussion is imperative because it allows you to explore the readings, projects, and themes collaboratively, and in the process, discover meanings and issues that you probably would not discover on your own. Participation in class also challenges you to continuously question, refine, and articulate your own ideas and interpretations.

In addition, much of this class is based in critiques, which require full participation and cannot be replicated outside of class. Extensive teaching and learning occur through critiques: it is through critiques that you will develop your skills for both making and discussion of the made.

*Missing more than 3 classes will result in the loss of 1 letter grade for the course.*

*Tardiness for more than 4 classes will result in the loss of 1 letter grade for the course.*

**Grading**

If you complete all of the requirements for the assignment reasonably well, you should expect to earn a B. In order to earn an A, you must complete and go "above and beyond" all of the requirements and your work must be exceptional across grading factors.

**Assignments and Their Value**

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<thead>
<tr>
<th>Assignment</th>
<th>Value</th>
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<tbody>
<tr>
<td>Reading Responses</td>
<td>10 points</td>
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<tr>
<td>Individual Assessment 1</td>
<td>30 points</td>
</tr>
<tr>
<td>Individual Assessment 2</td>
<td>30 points</td>
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<tr>
<td>Contribution to Final Project</td>
<td>20 points</td>
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<tr>
<td>Individual Essay</td>
<td>10 points</td>
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Information for Students with Disabilities

Please notify the instructor if you have any disabilities with which you need special assistance or consideration. The campus disability assistance program can be contacted through ADAPTS: http://www.adapts.gatech.edu

Honor Code Statement

Students are expected to adhere to the Georgia Tech Honor Code: honor.gatech.edu

COURSE OUTLINE

January 05  In-Class Activity: Introduction to course

Assignment for Next Week
Do: Research for group presentations, Reading responses

January 12  In-Class Activity: Discuss readings, Group presentations

Assignment for Next Week
Read: Gordon & Baldwin-Philippi “Making a Habit Out of Engagement: How the Culture of Open Data Is Reframing Civic Life” (BT); Black & Burstein, Local Scale and Local Data (BT); Flowers, Beyond Open Data: The Data-Driven City (BT); Wood, The Power of Maps Chapter 1
Do: Iterate group research, Prepare for meeting with core team

January 19  No Class - Holiday

January 26  In-Class Activity: Meeting with core team

Assignment for Next Week
Read: Corner, “The Agency of Mapping”; Crampton & Krygier “Introduction to Critical Cartography.”
Do: Continue map design and development, source additional data

February 02  In-Class Activity: Discuss Readings, Introduction to digital mapping

Assignment for Next Week
Read: Any two civic mapping projects (will discuss in class)
Do: Begin map design and development, source data

February 09  In-Class Activity: Discuss civic mapping projects, Discuss design heuristics
Assignment for Next Week
Do: Continue map design and development, source data

February 16  In-Class Activity: Discuss readings, Initial review of map design and functionality
Assignment for Next Week
Do: Continue map design and development, source additional data

February 23  In-Class Activity: Discuss readings, Review map design and functionality
Assignment for Next Week
Read: tbd by PhD students (Open Gov, Open Data, and interactive map, research, assessment and evaluation methods)
Do: Continue map design and development, source additional data

March 02  In-Class Activity: Discuss readings, Prepare for presentation to stakeholders
Assignment for Next Week
Read: None
Do: Prepare materials for presentation to stakeholders

March 09  In-Class Activity: Present map and materials in-progress to stakeholders
Assignment for Next Week
Read: None
Do: Document feedback from stakeholders, Create assignments for iteration to design and functionality based upon feedback from stakeholders

March 16  No Class – Spring Break

March 23  In Class Activity: Review stakeholder feedback, Prepare for presentation to core team
Assignment for Next Week
Read: None
Do: Iterate design and functionality based upon feedback from stakeholders, Prepare materials for presentation to core team

March 30  In Class Activity: Present revised map and materials in-progress to core team
Assignment for Next Week
Read: None
Do: Iterate on map design and documentation

April 06
In Class Activity: Discuss documentation and presentation content

Assignment for Next Week
Read: None
Do: Draft documentation, Draft final presentation, Write individual essay

April 13
In Class Activity: Review documentation and final presentations

Assignment for Next Week
Read: None
Do: Iterate on final presentation, Write individual essay

April 20
In Class Activity: Rehearse final presentations