Proj 1: Museum of Intimate Bureaucracies

Role-playing as design consultants, research, design, and propose an interactive installation for a potential Museum of Intimate Bureaucracies, based on a particular artist/activist/educational group that will function as *tutor* (eg. The Yes Men, Guerrilla Girls, Operation Rescue, etc.). Your client is a local community investing in organizations modeled on ideas from Deleuze, Mierzoff, and Saper, one that takes shape as a physical or virtual museum installation. Options include:

> *Option 1: Position your tutor group as an early practitioner/precursor of intimate bureaucracies or experimental universities and propose an installation to educate visitors of its cultural significance and contribution to our historical moment.*

> *Option 2: Position your tutor group as an inspiration for a new sort of intimate bureaucracy or experimental university and propose an installation that enables visitors to connect and contribute to a contemporary community or problem.*

As consultants, you'll want to describe and justify your proposed installation using concepts and perspectives drawn from our design readings and exercises and your engagement with the materials and work of your art/activist/educational group. You'll want to get inside the heads and hearts of the group's you're researching, studying how they mix conceptual, aesthetic, and technical practices to pursue very different missions with very different audiences.

The client requests four deliverables: a 1500-word **proposal** with supporting graphics, **a model** of the installation, a 10-minute **multimedia presentation**, and a **web archive.** While you'll train in InDesign and either Prezi, SketchUp, or ARIS for your deliverables, the installation you propose can contain any imaginable technology or media: objects, kiosks, machines, games, laptops, iPhones, iPods, wii, windmills, etc. Likewise, a team's research, production, and communication can also proceed by any media necessary.

Develop your ideas by first analyzing and documenting the groups' own experience design, information architecture, and information design (its xD, iA, and iD, respectively), and then translate these into the xD, iA, and iD of your installation. Your group's task is to develop and communicate a creative concept that interweaves conceptual, aesthetic, and technical elements. Your designs work toward a prototype: you're proposing, not building, an installation. Proposal and presentation should explain and justify your design decisions using terms from the CAT and UX design frames. Your proposed installation and model should embody your vision, just as *The Interventionists* show and book presented the vision of the curators.

Evaluation – Projects will be evaluated on their conceptual, aesthetic, technical, and organizational merit. Organizational merit refers to the collaborative dimension behind the project. Students will contribute to the evaluative process in two ways: by assessing the presentations of all groups, and by assessing the contribution of your own group's members.

Deadlines: 2/8 - STS: Prezi/ARIS/SketchUp   3/4 - Preview Pitch   3/18 - Project Due