

WORKSHOP ONE

# Mini Design Challenge

## Use XMP to inspire a culture of sustainability at UC



Time Needed  
110 minutes



Step 1  
Discovery

### Sustainability at UC: 20 minutes

Beth Mitchell from campus planning and development will present the UC sustainability plan and proposed UC community garden. Your role is to ask great questions, listen, and learn about the project.

Tip: Don't forget to ask "Why?"

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Step 2  
Interpretation

### Interpret their needs: 10 minutes

Now, search for meaning in what you just learned. In groups of 6-10, comprising a mix of each discipline (Graphic Design, Media Arts and where possible IT and Creative Writing). Discuss the proposal and as a group identify the following.

Identify 3 unique aspects of having a community garden at UC

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Profile three user groups who might interact with the garden

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Step 3  
Ideation

### Brainstorm: 20 minutes

Now's your chance to imagine new solutions. In your groups sketch 4-6 radical ways to communicate the unique aspects of the community garden to a specific user group. Don't worry about being perfect, draw your ideas quickly to capture them. Use more paper if you need!


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Step 3  
Ideation, continued

### Reality check: 5 minutes

Share your ideas with the person you're designing for. Get feedback from them. Don't sell your ideas... find out what they really think! See if you can find out what excites them about your ideas, and learn more about what they might wish for.

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Step 4  
Experimentation

### Prototype: 20 minutes

Ok. You got some feedback. How do you want to revise your design to reflect that feedback? While you are iterating on your idea, you can move into the next step: building a simple prototype of your idea. This could be a model, a diagram, or a more detailed drawing. Don't be shy about going tangible... it's great to grab some scissors, construction paper, tape and markers (or anything else around you!) and make that idea real. In any way you can. This way you can share your brilliant design(s) with others!

### Present: 2 minutes per group

Your group will get 2 mins to pitch the final prototype!  
**THEN WE VOTE FOR THE BEST DESIGN!!**  
**THERE ARE PRIZES**