

Typically, students' time and energy is consumed in design studios doing design. While this is essential for the "learning-from-doing" approach of studio education, it is not always sufficient to get the most from the studio learning experience. Students can extend their "learning-from-doing" in many ways. One is to review selected aspects of their semester's work, like how their design scheme developed, and consider the successes and problems related to those aspects.

This working paper asks that you do just that. Your focus should be the development of your schemes for the shuttle bus stop. First draft 6 to 10 pages which documents what happened and what you did. Be very specific and use sketches when appropriate. Also note what problems you had and how you resolved them. Then after documenting what you did, try to summarize how you seem to go about designing and making decisions. Include in this summary examples of how you make other decisions, whether selecting a profession or a new shirt. If you identify problems with the ways you design or make decisions, then propose what you might try in order to resolve those problems in the future.

Due Friday at noon with your studio notebook and whatever drawings and study models you have.