

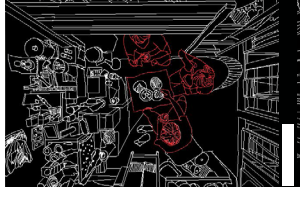
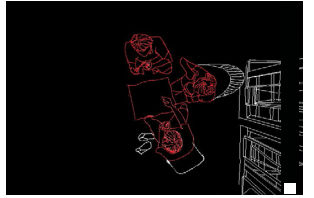
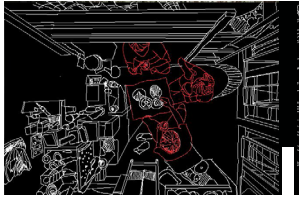
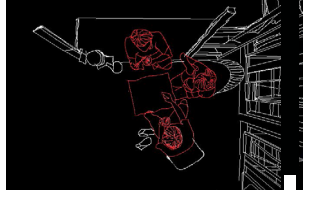
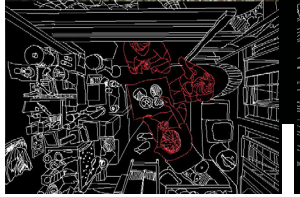
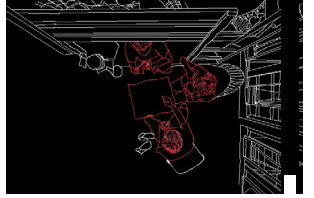
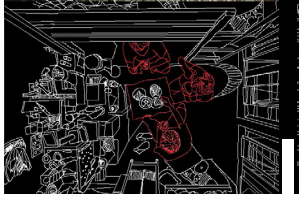
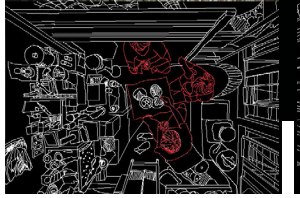
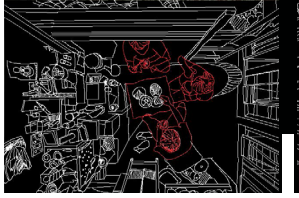
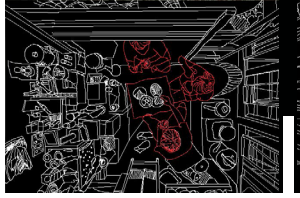
SKILL REPORT

Helan Miao
Semester 1-2 (9/2014-6/2015)

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Graphic Design Workshop



The graphic design workshop with Gert Dumbar helped me to improve the way of present my project. At beginning, Dumbar suggested me to use the E-textiles in the house, that means with the E-textiles, we can use this material to make furniture, products. For example, i don't need so many clothes with different colors. This is a good idea, but from my starting point, i didn't want my house full of high technology. That is because nowadays, our life have already full of many kind of high technology, that also makes me feel choice Syndrome and confusion. So i told my idea to teacher, he was quite support me, and gave me some nice suggestions, he said that i can do a small video or a booklet, because my theme is simplified house , so it was more like process of simplify the house. So finally, i made a flip book to show the process from complicated to simple with the living environment. If you take this small book and read quickly , it will be an animation.

From this workshop, I think Dumbar is a very experienced designer. He can easily catch the core of the project, even though he might not know the whole context, and can use the right way to express the concept sharply. I think that is what i need to learn from him.

In my opinion, for Dumbar, it is better to be more strict. It is fun to be free teacher for student, but sometimes it makes students always disagree with him even though his idea is quite nice with his experience.

For this workshop, I think the way of improvement for the next time is to clear which phase we were in. Because at beginning, we don't know a lot about the design of our studio project, it was on the research step. So when Dumbar asked us how are we going to present our own project, we really have no idea at that moment. Maybe it is better for him to show some examples of how did he do the presenting thing in the past, and give us more inspiration. After that, we can really think of how to present. This is only my personal suggestion.

Presentation Workshop

The first year, we have two presentation workshops. It is the most terrified class for me. Honestly, I don't like to do the presentation frequently. I think my personal characteristic is easily to be shy, not open. When I am in the place that collecting gaze, I feel a little bit nervous. But this

presentation workshop really train me to be open to others, and talk freely in public. The teacher Lucas told us when doing the presentation, it is good to use body language, because the body language could make the speech more lively, at the same time, the audience will be attracted by speaker. But for asian, the body language is not always use during the talk. So it is still a bit difficult for me to use the right action or

gesture. Also I knew from him, when you doing the speech, don't hold shoulders, that is because of holding shoulders make distance between the speaker and audience. After taught us these skills. We did two rounds presentation. One is talk about anything we interests in, another one is to pick several pictures from Lucas, and then tell a story with the picture. Or tell the story line about our own project. I chose to speak my concept of the project, because i felt more confident with the thing I familiar. Then Lucas gave us feedback one by one. For me, I always tend to stand far away of audience on the corner. He said I should stand in the center of stage. He also found that when i talk about something, I really care about the audience, whether they can understand my words, and if I saw someone with the puzzled and confused eyes looking at me, I cannot continue the talk.

And then he suggested me don't care about others too much, just think and talk with my own logic, or if seeing people's face could disturb me, then don't see.

In the second semester, we did the same workshop again. This time, I was forced to pick four to six pictures, connect them and tell a story. Actually there is not so much relation between the images. I thought I have already prepared well, but when I presenting I suddenly feel nervous, i need to look the pictures which can remind me what I should say. Lucas said I did not well and let me do it again without images. Just remember the main meaning of my topic, keep it in mind and gave me a lot encourage. I was shocked how can i do it well without reminder. But actually the second time is pretty better than the first time. Yes without image. I spoke fluently and more relaxed.

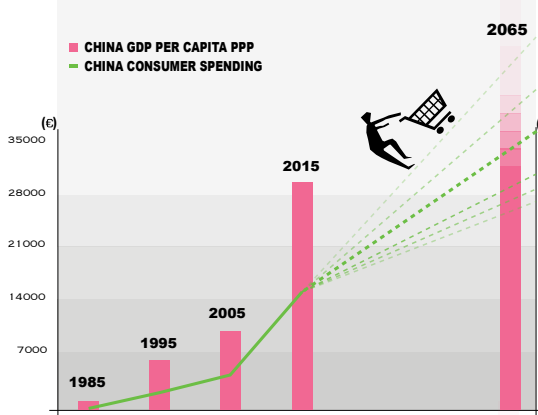
Cloud Collective Workshop

In the data collective workshop, Gerjan streng started with showing us many kind of way to present the data information. Like use chart map, table, bar chart and pie chart .He explained how to translate the original data from excel to graphic information. Also told us how to find the useful and believable data, then how to analyze so much data and pick out the most important idea.

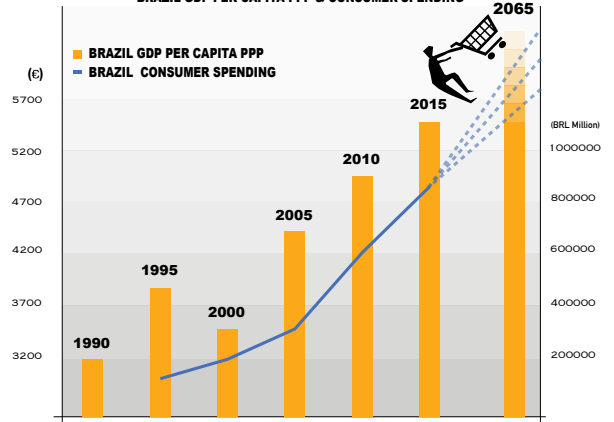
For me, I think i learned how to make the grapgic information more readable. Gerjan gave me a image that have all kind of icon, that means if i want to show something, not only i can write down the name of issue, but also to show the image that can represent the issue. It is quite helpful to do the resaerch before design.



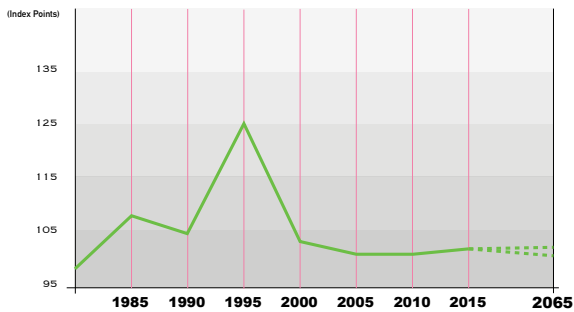
CHINA GDP PER CAPITA PPP & CONSUMER SPENDING



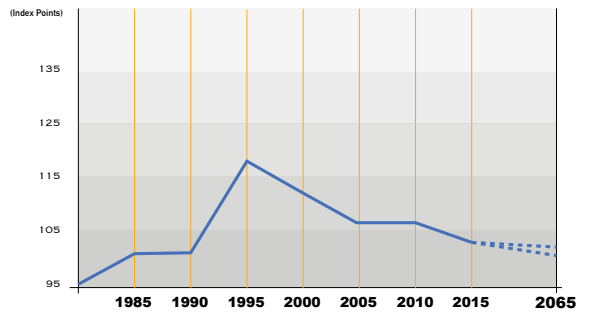
BRAZIL GDP PER CAPITA PPP & CONSUMER SPENDING



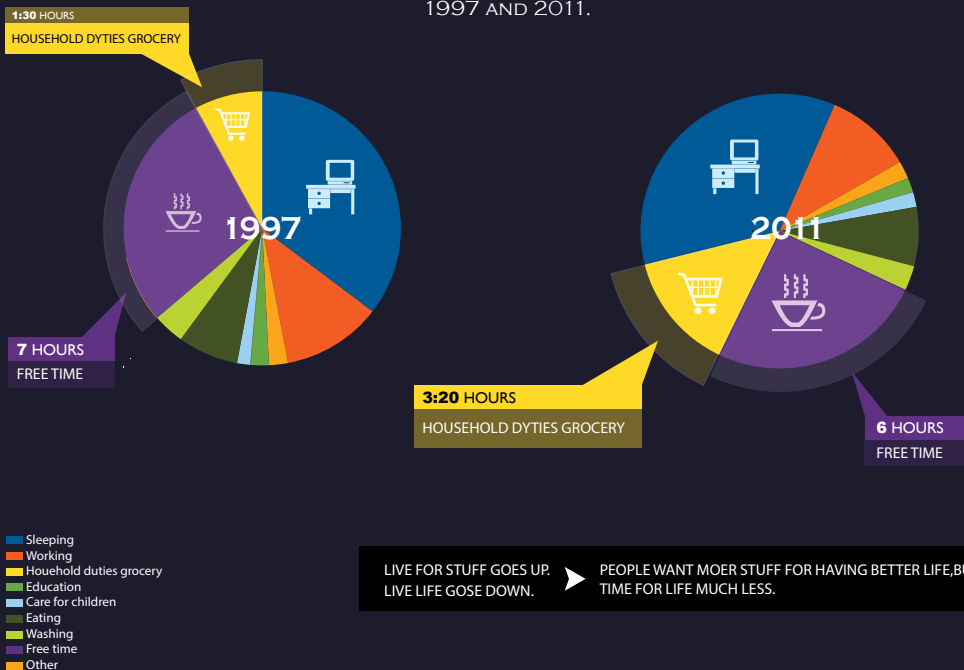
CHINA CONSUMER PRICE INDEX



BRAZIL CONSUMER PRICE INDEX



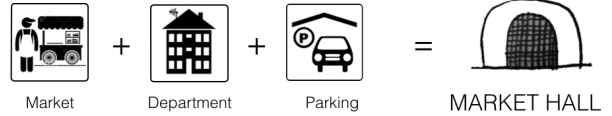
COMPARISON CHART SHOWS PEOPLE SPEND TIME ON ONE DAY BETWEEN 1997 AND 2011.



LIVE FOR STUFF GOES UP.
LIVE LIFE GOES DOWN.

▶ PEOPLE WANT MOER STUFF FOR HAVING BETTER LIFE,BUT MAKE TIME FOR LIFE MUCH LESS.

Theory Workshop

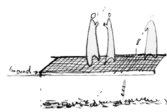


MARKET HALL becomes one of the famous tourist attractions in Rotterdam.

It is a new and fresh icon which already has attracted large quantities of international press and visitors.



Smoking area in outdoor.



People can directly throw the cigarette end on the ground, cigarette end will fall down.



WHAT ARE PEOPLE DOING HERE?

Taking picture

Most of the visitors are tourists.
Many visitors take picture inside.



Selfie



Taking pictures for other people.



WHAT ARE PEOPLE DOING HERE?
Eating



Eating in restaurant.



Eating on the top of shop.



Standing Eating and watching the interior.

Honestly, I am not very clear the relation between theory and assignment. At beginning I thought it was a research of a public interior. So I intended to find of some analysis of the building, and how the building impact people. But actually, at the end I knew that more like observing people and the relationship of people's behavior and building. So I think it was a phenomenon exercise not a theory skill.

Gameful Design Workshop

The gameful Design workshop with Jeroen van Mastrigt was really interesting, although it was only three days. Jeroen showed several game projects and analyzed how to design a funny and meaningful game. First, I need to observe people's behavior and habit, and then create a new thing or change the old, that makes people's behavior changed with a funny way. Like the stairs example that Jeroen showed to us, beside the stairs that people go through everyday install a slide. Then some people will enjoy slide instead of stairs no matter male, female, old or young. From the video, I can see that this game not only save time (because take slide is faster than go stairs), but also gave more fun to people. Let them go back to the childhood.



In our own assignment, we were required to design a game in public. At beginning, I intend the public lavatory. But it is half public and half private, so I changed to the BINNENHOF SQUARE, because it is a gathering place on a street and between buildings, Social place and can connect architectures. We found that lots of travellers would like to take pictures with this royal building. So we did some funny thing when people taking picture. Put the old half image of the building on certain point, invite people to take the picture with this. Or sending the half image to traveller, encourage them to find the same building with the picture. So they not only can know about the history look of the building but also can enjoy the process of adventure treasure.

Think about what I have learned, honestly cannot say I got a lot of skills after this workshop. I think it was just have look of how to design a game in public.

Work With Brussels Student



In the workshop with brussels student, I really got inspiration from Brussels student. I thought their observation is interesting. Like observe smoking people, how far the sound can spread in the street, which location is better to spread and so on gave me deep impression.

And also how they present their observation is quite diversity. With video, drawing, timeline, or all information in one A2 page and fold it to a small book. I like them very much.

For the assignment, me and Linde explored the Chinatown, yes i guided Linde travel a bit of place that i know more. Because this place for me is familiar , but for her is not. So we have different opinion about China. The Chiantown give the strong impression to western people. But actually is not the real face of China. The Chinatown just create a environment that looks like China. For instance, the gate was built with combining the wood and stone, but in China, this kind of gate only use wood actually. So like this kind of fake thing give the wrong information to western people. That is not good i think. It seems like put a chinese face on a western body. But anyway this cooperation is nice.

Model Workshop

The model workshop in Rotterdam is a particularly meaningful class. For me, the model workshop isn't just a skill course, it provides a platform that exercises us to have the ability of solving problems and organizing all work. It also trains us to realize the imagination. So in this model workshop, we stop daydreaming and be realistic, really begin to practice to operate the machine. Model making is a worthwhile studying course, because during the process of making model I still have to think how to express the concept with the model, so making model and improving the concept was proceeding simultaneously.

I also found that model making course was quite interesting under Vincent's guidance. Before making the model, I need to think lots of questions, like what kind of material can be used, does the material can match each other, and how to make different materials being together and then imagine how the model looks like. After thinking in this way, I found there still exist a lot of problems during making model, like there is no glue or no way to connect plastic and metal so that made me to choose other materials. Some details I want to do but it really takes me long time, so I have to abandon it in order to finish the model on time. There are advantages and disadvantages when these kind of things happen (like change materials, abandon some details), the advantage is that the beginning idea may not be perfect or suitable to the project, after changing the materials or way of making model, maybe the model will have better effect than before. But the disadvantage is that the ideal had to compromise to reality. When this kind of thing happens, I need to think why the result can not be what I imagine before and in order to avoid happening again I have to go back to the original idea, what's the problem, what I ignored and what I did the mistake.

After compromising and solving the problems, a complete model was born, this model not only expresses the design ideas, but also recorded the working process.

This is what I have thought during the whole making model process and what I have learned from the workshop. I really enjoy this kind of course because I think it is more practical and it really teaches us the way of making dreams become a reality.



Flows Mushroom Workshop

Through the introduction of Jan and Lizanne, the understanding on the flows is, where the various of energy flows in Life come from ,where to used and how to use again. With "mushroom" as an example, in the beginning, it was difficult to understand about growing mushrooms ,we majored in interior architecture, why we need to learn how to grow mushrooms. After completion of whole curriculum, I realized that the spatial design is based on the series of element based energy, the functional space layout with energy and sources also have close ties. In the business model lesson, I have leant how to use brainstorming to make the concept expansion with a single original element in order to developing a working business model. Marketing concept lesson let us know what is the first thing that we need to think about and several important commercial basic elements in the market : product, price, place, promotion. I have never contact with this kind of knowledge before.



Compared with the past knowledge I have learned, This workshop is more operational that taught me what are the important thing, is to consider the starting point before designing a space . And then guidance on how to design the layout space, how to make this space running and how to make people have more fun. Like growing mushroom, we not only grew mushrooms with a specific temperature with recycled waste coffee, and then made brochures, posters ,booklet to present the reuse concept to people. But also sold the food of mushrooms that we planted successfully on Binckfestival.

Control Space Workshop

We started the control space workshop under the leadership of peter, one day cycling around The Hague. And a lot of space to be controlled and some elements for controlling the space (doors, blanket ,fence ,line, etc.) were found in the city. People can use any props to create a space for reminding others to know there is forbidden going in.

We visited the ICC, the original purpose of the ICC building is a parking . Down ceilings , narrow windows, giving the strong impression of a repressed controlled.



Then, one week in cooperation with the Palestinian students, we completed a out off control space projects together in order to make a serious controlled space becomes more interesting. From this project, I studied the powerful "action" from foreign students. In the beginning of the project, in fact, we all just have a general idea, and then do it. That made me realized that the implementation is more important than thinking. During the operations , we can face the problem and find ways to solve the problem.



At the end, I came out a question, Is people control space or space reacts to people. The result i think is the relationship of people , they want a controlled space to control other people. Therefore, studying artificially should be the important foundation for the space design.To think more about people.