# PROTEST DESIGN
PROVOCATION 01
due 20 feb 2019

If you see something that is not right, not fair, not just, you have a moral obligation to do something about it.   – John Lewis

Equity, poverty, human rights, civil rights, racial inequality, gender inequality, lack of transparency, "alternate facts", economic divide, immigrant rights, voters rights – now more than ever is the time to protest – to make a statement or action expressing disapproval of or objection to something. As humanists, scientists, students, and community members let us deliver a message. As designers let us rethink, reinterpret, and empower the medium of the protest. Protests come in all shapes and sizes. In fact, they vary widely in their scale, longevity, location, context, and medium of delivery. Protests often have a range of elements from signage, to chants, to logos, songs, hashtags, iconography. As designers, you will need to think carefully about all of these elements in designing a protest that is successful. In fact, even success takes many forms – from overturning a law, electing an official, or creating a neighborhood crosswalk. Protests can engage many different senses – sounds, visual design, interactive elements, clothing, tweets, and slogans. As designers, you must think carefully about all of these opportunities.

In this provocation, you will be designing and prototyping a novel protest object. This could be an improvement on an existing artifact within the landscape of a protest or the creation of an entirely new one. For your site of investigation, you are free to choose any protest or movement (or create your own)! It should be an issue that is of current concern – it can be vast and global or immediate and local.

Start by taking note of the activities, images, and visuals within current protests. Interview and interact with the individuals within a protest or movement. You may take the standpoint of any participant within the scope of the protest as your primary user. As detailed previously, you may take an existing object and reimagine and redesign it with new interactivity as informed by your subject interviews or you may create an entirely novel protest artifact. Your new object should be motivated by the cultural activities of the protest and provide a new opportunity within that landscape. Your final design may also incorporate some audio or sound component. You should think about how simply adding or altering audio feedback or interactivity to an existing object that currently has little or no audio or interactivity, may significantly change its purpose or experience completely.
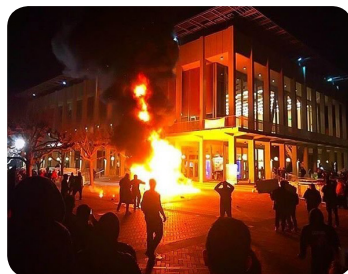
You are encouraged (but not required) to include the following elements in your design:

foamcore

laser cut cardboard, wood, and/or acrylic

3D printed designs and features

LEDs

motors

solenoids

buttons/knobs/sensors

GPS

WiFi or networked

fabric

clothing

screens...

Your team will be required to deliver an 8 minute presentation communicating:

documentation and images of your protest studies and investigation

motivation for your design (why should we care?)

a brief demo in class of your working prototype

a brief video (2 min max) of your prototype in situ

You will need to hand in the following materials online via bCourses:

a title for your project

a single representative image (landscape at 1600:900 pixels jpg or png)

one paragraph of text describing your project (max of 150 words)

your observational documentation

design process documentation (intermediate designs, sketches, ideas)

a stand alone video describing your project and showing it in use in situ (2 min max)

an instructable style process document describing the step by step making of the work

any code, STL, cut, or modeling files required to make the prototype

Grading:

40% Quality and originality of idea

25% Execution of object design and interactivity

15% Critique Presentation

10% Video

10% Documentation

The Revolution Will Be...Designed!