

Scenario 3

Construction of a symbolic object, communication by values

Method: Creative Collaborative Approach (Design Thinking- creative Process in Ar & Design

Area/s of work: Creativity / Identity

Closed workshop

Duration: 2:30h

Goals of the training:

The main objective of this work was to allow students to create a self-representation exercise that presented their author (s), or the values presented as their own. The final form took on the premise of the identity of a blank sheet of paper and each developed a drawing that was freed from its two-dimensionality.

Exercises and their descriptions

As a form of integration into the activity, a first exercise is proposed:

The students are asked to stand in a circle, sitting or standing, contrary to the normal disposition of the classroom, since the most important thing was to be able to see all the classmates. It is a small presentation to the class, in which, each student intervenes saying two truths and a lie about him/herself, and the rest group should unveil what was the lie launched.

The second exercise focuses on value communication.

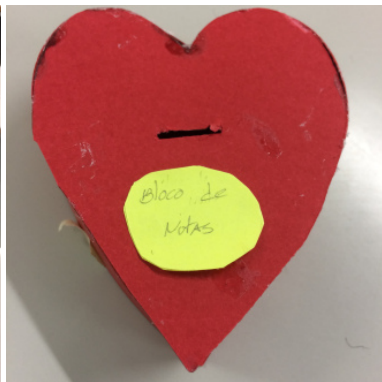
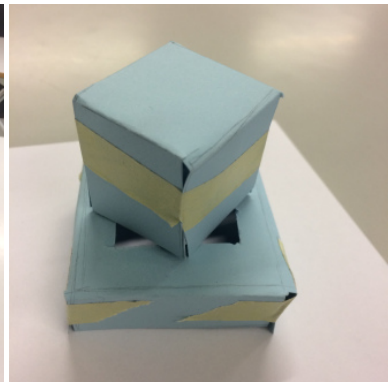
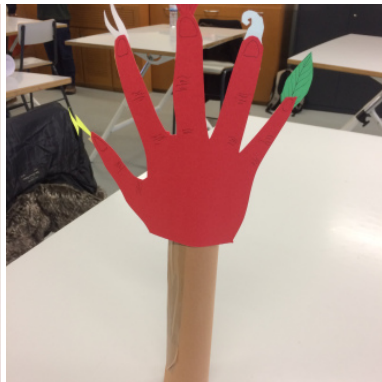
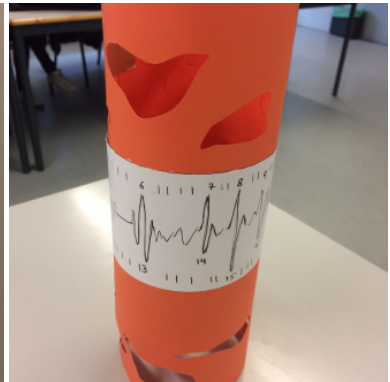
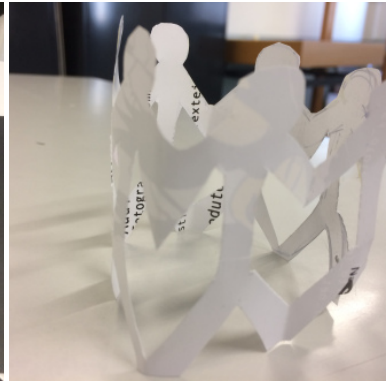
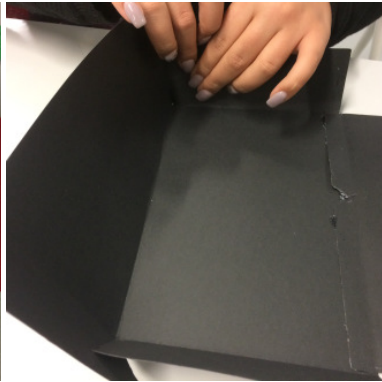
Still with the intention of creating a dialogue of presentation between the students, several images are shown, which are numbered. This time, they seat in their respective place, and they chose a proper value to communicate to the class. The images were in black and white so that attention was focused on the message that each one transmitted and not in any other detail. The absence of a caption was also purposeful, so that the students did not seek another meaning associated with it.

At the end of the exercise, each one communicated to the class what the image they selected and what the associated value meant to them.

These two exercises allowed, in totally different environments, an integration of the students in the class, as well as in the activity that I decided to develop with them.

After living in the same space, contrasting environments of agitation and silences, the proposal of work was launched.

The last exercise was the culmination of this project. It was proposed to students, from the individual presentations made to their colleagues, to construct, either individually or in pairs, a symbolic object.





Place: Soares dos Reis Art School in Porto

This activity took place at Soares dos Reis Art School in Porto, Portugal, and the participants were students who attend the 12th grade at the same school.

Material List

Cardborad, coloured card, diferent sizes paper and markers, glue stick

References:

Isaksen, S. G.; K. B. Dorval; D. J. Treffinger. Creative Approaches to Problem Solving: a framing for change. Dubuque, Iowa; Kendall/Hunt, 2002.

Tschimmel, Katja. Processos Criativos: a emergência de sistemas na perspetiva sistémica da criatividade, (Publisher, Place + DATE).

———. “Design Thinking as an effective Toolkit for Innovation” in Proceedings of the XXIII ISPIM Conference: Action for Innovation: Innovating from Experience. Barcelona, 2012.

———; Joana Santos; Dirk Loyens; Alexandre, Jacinto; Rute, Monteiro; Mariana Valenca. Research Report D-Think: design thinking applied to education and training. ERASMUS +. KA2 Strategic Partnerships. ESAD Matosinhos, 2015.