

Fall 2018

## AD 463-001: Guerilla Studio

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### Recommended Citation

Altin, Ersin, "AD 463-001: Guerilla Studio" (2018). *School of Art and Design Syllabi*. 17.  
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## AD463 Collaborative Design Studio | **Guerilla Studio**

M: 12:00-5:55; Th:12:00-5:55  
W651



### **Course Overview**

Prerequisites: (DD 364 or ID 364 or FA 364 or INT 364 or ARCH 364) and PHYS 102.

Many people experience cities with the suggestions they find in travel guides, websites, in official information centers and alike. However, they wish to act like “locals:” find the unknown neighborhood gem restaurant, visit places unknown to tourists, shop at a secret little store, or discover a freshly painted graffiti and know who made it. This studio asks students to create a system that functions as informal “information kiosks” that are neither located nor created centrally. Instead the dynamic information offered is created collectively to be used by everyone.

This studio aims to explore ways to communicate a more comprehensive and inclusive notion of a city to its occupants through design, whether they are tourists, locals, activists, passivists, whether they are well- or under-represented. So this design task provides a chance to think about social responsibilities by widening the area that design serves and strategizing design processes as a social task by representing the underprivileged through design.

Final product of this studio for each team will be the design of a temporary structure for two different exhibition scenarios taking place in two locations. Students can develop a wide range of design approaches that varies from adding elements of design to existing structures to “hack” a

certain dominant narrative to more literal approaches that propose physical or digital “kiosks” that communicate this collective alternative information about the city.

The connection with the urban environment will be realized through various hands-on procedures and experimental methods, such as situationist exercises (meaning experiencing the context), unconventional design tasks, movie/video screenings/productions. Also experiencing city through digital sources and working with existing digital data (that can be acquired from platforms such as Yelp, TripAdvisor, Google Maps to name a few) will accompany the collaborative design process in studio.

## **Learning Objectives**

This is an interdisciplinary design studio. Students are expected to work both individually and as a team. Performance of each member from different design disciplines will directly contribute to the collaborative work. The key is that all design works produced during the semester should reflect the collaborative work, the integration of the different design disciplines, rather than the sum of individuals’ separate work.

Throughout the term, we will have opportunities to rigorously examine a number of issues. Studio process will contribute you as follows:

- Develop the ability to approach design systemically;
- Understand the notion of design within the global context;
- Understand the notion of identity and its design outcomes;
- Develop a critical approach and understand design with its cultural implications;
- Appreciation of collaborative practices;
- Engage in collaboration, consensus building, and team work;
- Cultivate a critical relationship between design work and dynamics that realize it;
- Develop skills for researching, accessing the knowledge and contextualizing it in the design process;
- Analyze relevant precedents;
- Develop an awareness and knowledge of emerging technologies in various sectors and their national/cultural indications;
- Contemplate new design strategies that exploit the expertise of a multidisciplinary design team;
- Develop effective representation and communication skills and demonstrate the ability in generating effective and compelling forms of communication.

## **Course Requirements & Grading Criteria**

### **[Subject to change during the semester]**

Design work is graded according to many factors. Quality, invention, and development of the design product are essential to superior work; completion of the assignment does not guarantee a passing grade. Each studio day will be divided into three parts.

Attendance for the duration of any class review is mandatory. Attendance will be taken three times a studio day (Each studio day will be divided into three parts). Results will be used to calculate attendance/participation grade. Students should document his/her absence officially (see Attendance) to not lose any points.

In the course of the semester you will be given design problems as well as a series of exercises, tutorials, and other assignments. Your grade for the semester will be determined based on your

performance in these assignments as well as your performance and participation in class. Since each team member will have specific tasks (this will be explained in each assignment description), members of the same team may have different overall grade.

- Reading Assignments - 5%
- Assignment 1 (Wall)- 15%
- Assignment 2 (Niche) - 10%
- Assignment 3 (Encounters) – 10%
- Assignment 4 (Occupation) – 25%
- Assignment 5 (Cargo) –15%
- Exercises – 5 %
- Attendance/Participation 10%
- Documentation 5%

Grading will adhere to the following University policy:

|             |           |               |            |
|-------------|-----------|---------------|------------|
| A (100-90): | Superior  | C (74-70):    | Acceptable |
| B+ (89-85): | Excellent | D (69-60):    | Minimum    |
| B (84-80):  | Very Good | F (59 below): | Failing    |
| C+ (79-75): | Good      |               |            |

## Documentation

Design studio is an intense experience. Documentation of this experience will be very useful for students. Not only the final work but the realization process and how the student manages it should be documented. Each student is required to digitally document the entire work of the semester. The documentation for each assigned project is to be submitted on the day of each review, before the presentations. The instructor will give detailed instructions on how to submit the documentation.

## Academic Integrity

Academic integrity and honesty are of paramount importance. Cheating and plagiarism will not be tolerated. The NJIT Honor Code will be upheld, and any violations will be brought to the immediate attention of the Dean of Students. All students are responsible for upholding the integrity of NJIT by reporting any violation of academic integrity to the Office of the Dean of Students ([www.njit.edu/doss](http://www.njit.edu/doss)). The identity of the student filing the report will remain anonymous. The “University Code on Academic Integrity” can be found at ([www.njit.edu/academics/pdf/academic-integrity-code.pdf](http://www.njit.edu/academics/pdf/academic-integrity-code.pdf)).

## Mobile Devices

The use of cell phones and other communication devices during class time is not permitted. Before the start of each class students should turn off their devices. Gaming, chat, and social media have their place in our digital world but not during studio.

## Attendance

Attendance will be taken during each class. After three absences students may be docked one-half grade for each subsequent unexcused absence. There is a one-half grade penalty for each absence after the third. In case of medical, religious or other special circumstance such as family emergency, you need to submit the documentation that shows your excuse to the Dean of the Students.

## Contact Information

Professor Ersin Altin

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Office Hours: Monday 10:30 pm - 12:00 pm in Room 346 or by appointment

## Schedule

| <u>Week</u> | <u>Date</u>                    |   |
|-------------|--------------------------------|---|
| 1           | 9/6                            | <b>Introduction – Moving in: Reading 1 issued</b>   |
| 2           | 9/10<br>9/13                   | <b>Group Presentations on Reading 1. Assignment 1 issued.<br/>Project development</b>               |
| 3           | 9/17<br>9/20                   | <b>Assignment 1 due. Group Presentations.<br/>Reading 2 &amp; Assignment 2 issued<br/>No class.</b> |
| 4           | 9/24<br>9/27                   | <b>No class.<br/>Assignment 2 due. Group Presentations.<br/>Reading 3 &amp; Assignment 3 issued</b> |
| 5           | 10/1<br>10/4                   | <b>Group Presentations on Reading 3.<br/>Project development.</b>                                   |
| 6           | 10/8<br>10/11                  | <b>Project development<br/>Project development</b>  |
| 7           | 10/15<br>10/18                 | <b>Group work.<br/>Project development</b>  |
| 8           | 10/22<br>10/25                 | <b>Mid review. Assignment 3 due.<br/>Assignment 4 issued.</b>                                       |
| 9           | 10/29<br>11/1                  | <b>Project development<br/>Project development</b>  |
| 10          | 11/5<br>11/8                   | <b>In class review. Assignment 4 due.<br/>Assignment 4 issued. Exercise 1 issued.</b>               |
| 11          | 11/12<br>11/15                 | <b>Project development<br/>Exercise 1 due. Project development. Exercise 2 issued.</b>              |
| 12          | 11/19<br><b>11/20</b><br>11/22 | <b>Project development.<br/>Exercise 2 due.<br/>No class. Thanksgiving recess.</b>                  |
| 13          | 11/26<br>11/29                 | <b>Project development<br/>Project development</b>  |
| 14          | 12/3<br>12/6                   | <b>Project development<br/>Project development</b>  |
| 15          | 12/10                          | <b>Final Review</b>   |