

CONCEPTUAL PROJECT



Elizabeth, Feng jia, Li zunding , Quentin, Lauryne, Florian



What is the International Jam Session ?

International Jam Session

by Atlantique Young Creative Hub

Time: 10 - 12 May

Designer & Manager: 2 City-Care design lab Students

Non-Designer: 5-8 Young worker from Spain / Portugal / Ireland

Age: 18 - 29 yo

Goals: Employ young workers to prototype their ideas in a three-day creative workshop and enjoy the design process.





Event Planning

Planning



1st day



concept

2nd day



prototype

3rd day



final presentation

Planning

	1st Day	2nd Day	3rd Day
Morning	<p>Presentation Story maker 10' What is Design? 15'</p> <p>Ideation phase Simulation Game 30' IDominos 25'</p>	<p>Meeting with Expert</p>	<p>Prototyping</p> <p>Test TryMe 30' - 60'</p> <p>Making of the presentation Presentation guide</p>
Afternoon	<p>Development of the ideas</p> <p>Formulation + Vote</p> <p>Mute Presentation</p>	<p>Prototyping</p>	<p>Final presentation 10'</p>



1st day

Goal: Find a final concept

Tool Kit

Story maker

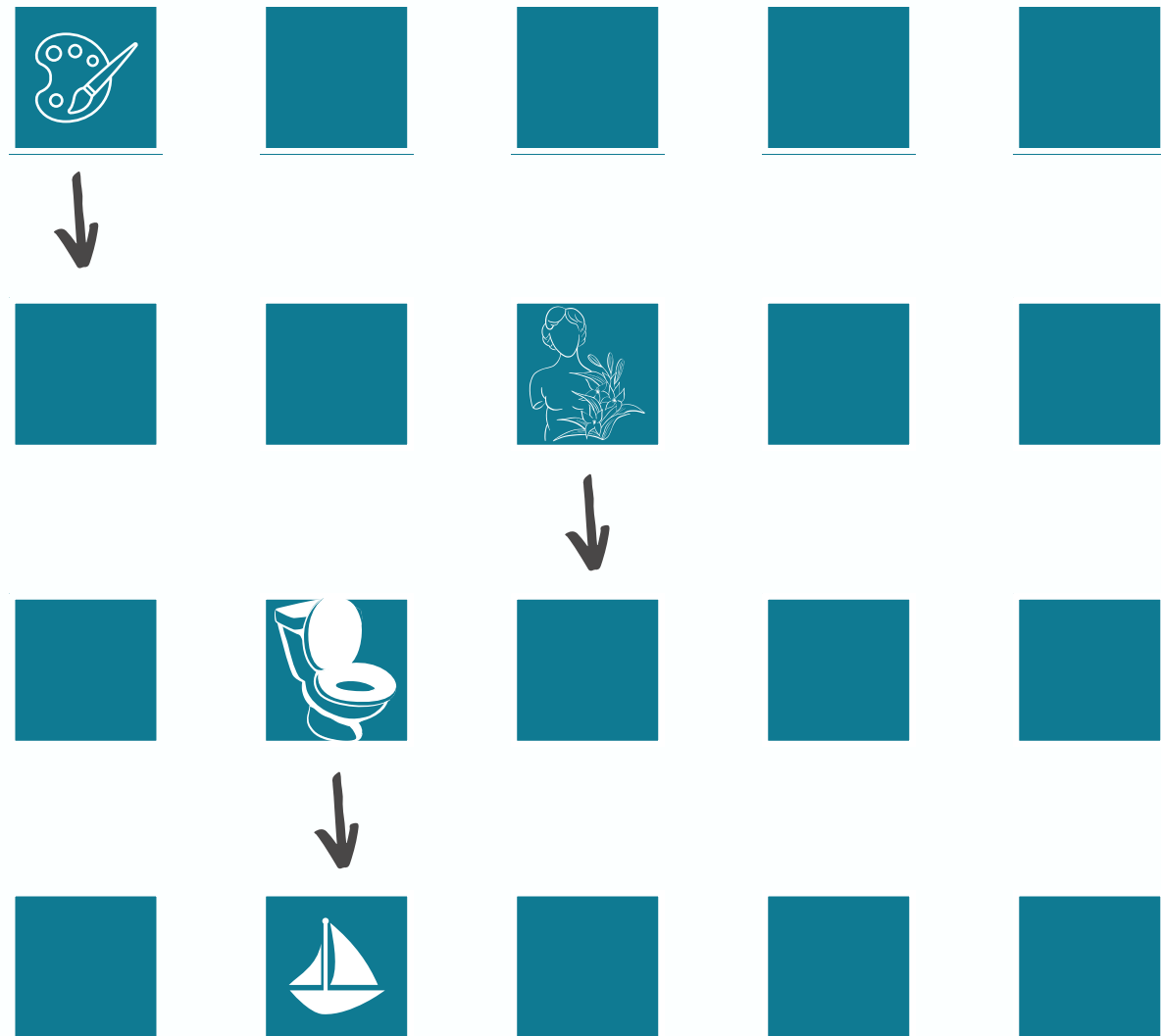
What is Design?

Simulation Game

IDomino

Story Maker

Present Yourself :



- Time : 10'
- Rules : It is a drawing game where the participants have to present themselves to the rest of the team, the final goal is to create a story with all the draws.
- Goals : The purpose of the game is to create a communication line and show how the ideation work.

Inspiration



What is Design?

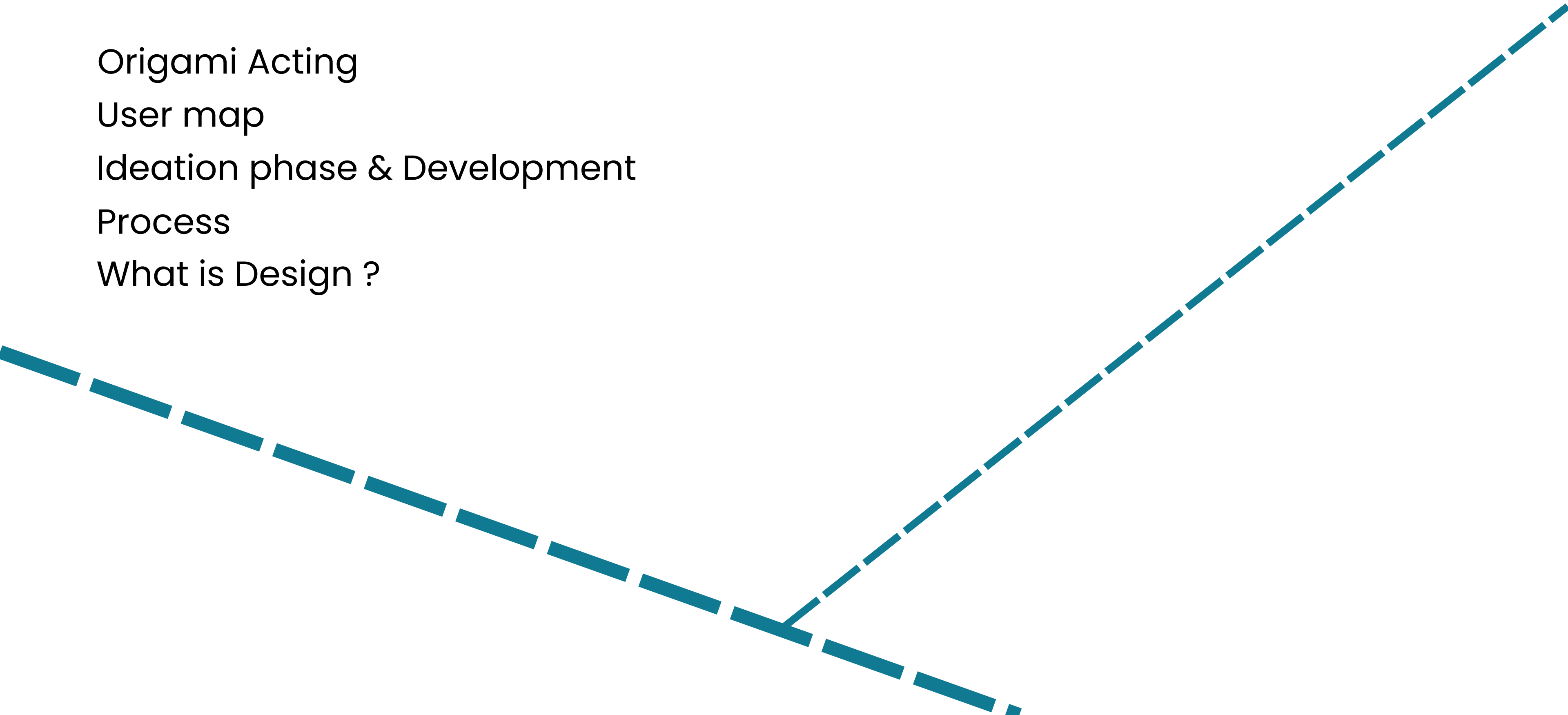
Origami Acting

User map

Ideation phase & Development

Process

What is Design ?



Simulation Game



- Time : 30'
- Rules : Participants have to play the role of different users in a specific situation to find problems/opportunities they can help with as a designer
- Goals : To help the group understand the context of the topic, allow them to put themselves in the user's shoes to find weaknesses and opportunities in the scenario being played out.

Inspiration



Mute Presentation

Title

Context

Description of concept

users

Problematic





2nd day

Goal: Develop the concept

3rd day

Goal : Test Finalize and Present

Tool Kit

TryMe

Presentation guide



PROTOTYPE TEST GUIDE

PROTOTYPE TOOL

Lets start!

- 1 FIND A USER TO TEST YOUR PROTO-TYPE
- 2 ASK HIM FOR FEEDBACK AT THE END WITH THESE SIMPLE QUESTIONS :
 - I. HOW DOES HE FEEL WHEN HE USED YOUR PROTOTYPE ?
 - II. WHAT WORKED FOR HIM, AND WHAT DIDN'T WORK WHEN HE WAS USING IT ?
 - III. WHAT CAN BE IMPROVED ACCORDING TO HIM ?
- 3 OBSERVE THE USER AS HE USES YOUR PROTOTYPE (CHECK DIFFICULTIES HE/SHE IS HAVING, HIS EXPRESSION, BODY LANGUAGE, THE WAY HE IS USING IT)
- 4 TAKE PICTURES OF THE TEST IF THE USER GIVES CONSENT

PROTOTYPE TOOL

This is a little card to given to the students to guide them through their prototype testing and gaining feedback from their user.

Presentation guide

This is a card to help them explain their prototypes clearly.

WHY	WHAT	WHO	WHEN	WHERE	HOW
Problematic	Product	User	Situation	Place	Function





Our Recap Of the Week

Recap of the week

- To explain something you have to understand it
- We have to be inclusive and anticipate
- Design never ends, keep rethinking the problematics and continually improve
- Working in big groups requires communication and understanding

Teams

Freda & Quentin

Lauryne & Florian

Li & Elizabeth

THANK YOU !



Elizabeth, Feng jia, Li zunding , Quentin, Lauryne, Florient.