

FINAL PROJECT_ <<CHANGE VIEWER>>

DUE WEEK #13 11.25.14 3-5 work-in-progress images posted to Canvas + send link to Learning Portfolio

DUE WEEK #14 12.04.14 presentation + description of project (5-7 minutes max.)

DUE WEEK #15 12.11.14 high quality documentation (minimum of 3 images posted to Learning Portfolio by Dec. 10) + final questionnaire printed out and ready for exhibition during final class

As artists and designers, we are charged with making big, sometimes invisible changes more relevant to public audiences by designing ways to invite them to pay attention to environmental changes — and to do this **in ways that are aesthetic and engaging**. For your final project, you will synthesize your semester's work through the production a **CHANGE VIEWER**. The **CHANGE VIEWER** reflects the reality that despite the difficulties of accepting and understanding contemporary environmental change, change is happening all around us — and artists/designers can help the public experience/view these changes in meaningful and necessary ways.

Your viewer should invite a specific audience (of your choosing) to consider or experience something about specific changing planetary realities **that you care about**. Your viewer should aim to inspire audiences to engage these realities and experience them differently.

Remember Morton's quote: "We need art that does not make people think (we have quite enough environmental art that does that), but rather that walks them through an inner space that is hard to traverse." Your project should also know something specific about the scientific realities of our contemporary moment, and share it in aesthetic ways (for example, know the data, but tell this story in ways that **only** artists/designers can).

We have framed resiliency in our class as the capacity to pay attention to and accept the changes we are experiencing on the planet, without turning away from them because they are too big, too scary or too depressing. How might your **CHANGE VIEWER** incite this kind of resiliency in an audience? For example, what kind of viewer might assist people living in Zone 1 in New York meaningfully consider the risks and realities of rising sea levels, rather than ignore/deny this change? What kind of viewer would enable Parsons' students to consider and remember the material effects of their daily energy usages? What kind of viewer allows you to think about climate change on daily basis without becoming depressed? What kind of **VIEWER** would invite people to slow down and notice the long-term impact of their waste/garbage? Central to this project is that it aims to offer a meaningful and creative experience for people to see/experience change — **YOUR** project should take people out of their habitual ways of viewing the world.

Your project might offer a literal "viewer" that audiences can look through, like glasses. Or, it might take the form of a performance, practice or event that invites strangers to share food or drinks related to changing planetary realities. It might be a sculptural headpiece or bodysuit that when worn offers a view onto everyday material effects of the Anthropocene. It might be a popup community center where ideas are collected and archived regarding changes in local communities. It's up to you to invent a way to view change **that matters to you and that you think matters!**

SPECIFICATIONS FOR SUBMISSION/PRESENTATION:

Your **CHANGE VIEWER** should be a prototype or artwork intended to be activated by a specific person, group, business or company **in New York** (these could be students at Parsons, inhabitants of Zone 1, your family, a local community organization etc.). Your project can be an aesthetic interpretation of a "viewer" but each element of its design should be motivated and carefully produced. **Ready-made elements are strongly discouraged**. The project should be your original creation inside and out. Carefully consider how your viewer activates "resilient" practices, meaning: it invites audiences to pay attention to and attune to change, and it further invites and inspires them to "be with" change instead of ignoring or turning away.

Your VIEWER can be any size or shape, but must be 3D. On **12.04.14**, for the final crit you will be responsible for presenting the **Viewer**, explaining its concept in relation to your work this semester and presenting **how your viewer materializes our frame of resiliency**:

Resiliency is the capacity to respond to complex events of change in ways that are both attentive and flexible. Resilient acts/practices do not ignore nor deny change, and they do not attempt to return to "what was" nor to endure through rigid "holding on to what is." Rather, resilient acts and practices invite responses to change that "move with" the inevitability of change in ways that lessen impacts of human actions on the far future.

FINAL PROJECT_TEST_RUN (11.20.14)

<<CHANGE VIEWER FOR RESILIENT FUTURES>>

For November 20th, come with this document filled out and be ready to pitch your project in 5 minutes or less, answer questions, and give feedback to classmates' pitches in return.

What is the core concept of your *CHANGE VIEWER* and why does it matter to you?

Is it intended to assist during the next hurricane? Is it a sculptural interpretation of a particular "wicked problem"? Is it an information kit, a map, a portable community center?

What overlooked events of change does it MAKE VIEWABLE or EXPERIENCEABLE — AND WHY?

Who is the audience for your *CHANGE VIEWER* and where are they located?

What is your *VIEWER* made of and why? What does this design make possible for your users' experience? (does it help them slow down, hear/see differently, relax, pay attention, imagine geologic futures, is it reflective, does it float, is it waterproof? etc.)

How does your project assist your intended audience in acting in ways that are more resilient (see definition on previous page) **AND "walk them through an inner space that is hard to traverse" -Morton?**