

Assessment criteria - Rules as Tools

A dive into the world of the unexpected

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1. Waste time

Do not be afraid to waste time during a project. Wasting time can lead to unexpected explorations.

2. If it feels comfortable to turn right, turn left

Sometimes I think it is healthy and valuable as a designer to move out of our comfort zone. Almost every passion or interest I personally have, has been created or explored by being uncomfortable.

3. Get feedback. Show your work

It can be terrifying showing your current work, especially before you consider it done, but getting feedback from someone with an outside attitude to what you are doing, can make you realize some aspects of your project you wouldn't think of on your own.

4. Facilitate. Creation suitable for others

Be a bridge between the designer and the physical outcome. Facilitate elements, materials and rules.

5. Use intuition. Listen to your gut feeling

Your gut feeling is evolving through your experience, and becomes better and better. You have to use it for it to develop, therefore I encourage to design while using intuition.

6. Argue before creating

When we are designing with an argumentation or statement as a base, it assures that the final outcome has some value no matter of the looks of the physical object, because of the starting point (argumentation)

7. Try to predict an outcome. But don't end up there

I think we should have a base in a project, and make up our mind where the project is going. What I do not think is favorable is to have a precise expectation of the final outcome.

8. Present it as a serious game

Even though I favor games and every pros that involves, I think it is necessary to bring a level of seriousness into the process, simply to encourage focus and patients.

9. Encourage to play

Pedagogically I have experienced that I have an easier time engage in something when I also are having fun while doing it.

10. Be aware of the rules you are using

To learn from a process, I think we should often stop for a moment, especially right after making any decisions, and think of which rules or feelings that led us to doing it.