



Credits

A *design comment* is a delivery we have on your course. It is a small work, in the media of your choice (e.g., object, photo, gif, animation or video), that catches an essential point with an interview that you have done with someone that interests you: a class-member of MA2, or someone else at KHIO+.

This is a *small* assignment in which making a point is the point. That is, catching the essence of the interview [see next page, *verso*], *without* transcribing it. We should see/hear what it is about. And you do it with a *twist*. It can also be a *critical twist*. *Not* wicked, but with a *twinkle*.

The point is to convince yourselves and the rest of the class that both the content of a conversation, and its conceptual implications, can be articulated *without* writing anything. So, in the design comment you only write the time, place and the name of the person. Adding *at most* a keyword.



Credits

Friday October 1st we are going to have a *class-discussion* the same slot as Ilayda Keskinaslan presented to us the week before: the *second* slot, from 10:00-11:00. Please come “armed” with ~6 *questions* for the plenary, based on your *notes* in Theory 1 the week before. So, please *review* your notes.

We will not be able to discuss 6x22 questions in class—since you are 22—but we will *pick* them from a basket. The rest of the questions are *Black Book materials*. Collect them in the weekly *dated* entry for your BlackBook. The questions that are not for discussion *but for me* to answer you *send*.

But still include them into your *BlackBook*. Because from the questions you are asking—in 10 entries in the *BlackBook*—will provide you with information about where you were at this point, in your first term, when you look back at your BlackBook in the future: questions are conversation starters.

So, as Morteza was asking the last —why 6, in the sample of books I asked you to find in the library, when we are working with the conceptual 4 all over (QUADs etc.) during the kick off? Well, here’s another 6: compile 6 questions for discussions in class, and for the *BlackBook*, every other week.

What is it about 6? It is within the 7+/- that we managed to keep in our *short term* memory: if we look at items spread out on a table, cover them with a cloth and try to remember them, Psychology tells us that most adults have the capacity to retain *between 5 and 9* items: that is 7+/- items. Short term.

To remember them *beyond* the short term, we have to *do* something with them. And when we have them in the keep of our long-term memory, it appears that we can retain vast amounts more than 7+/- items. Before I go more into that, I would like to introduce a *last* number of 6 on this course.

If you have studied the *calendar*—which I recommended last time, *and* to make your own—you will see that there is an activity called ‘interview’ and another called ‘design comment’. The interview-assignment you can do, when we have no classes, in weeks 41-42. Interviewing e.g. an MA2.

A question you will need to ask then, because it is part of the design education, is *how* to do an interview? A number of you may *have* done interviews before. On the other hand, some of you may have *not*. This is not so important. What you will learn, by doing, is a *semi-structured interview*.

When you have invited, and got a positive response, from the person you want to interview, you will need to *prepare* a bit for that interview. What you *do then*, is to prepare 6 *questions* and *memorise* them. If you have your questions on a sheet, or in a survey, conversation *can* become a bit *stiff*.

But if you don’t have questions, and are not prepared, the quality of the interview-contents are usually *poor*. So, what you to—armed with your 6 questions—is to have a normal conversation, and ask the questions that you have prepared *when* and *where* they fit in. Cf, design comment [*recto*]!