

# MUSEUM WEBQUEST

VIRTUAL VISIT + MORE

# DESIGN THINKING ARTISTS SOLVE PROBLEMS

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## FACILITATOR GUIDE

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### ◎◎◎◎ YOUR TURN:

After learning how designers blur the boundaries between beauty and utility, are inspired by culture, and experiment with form and materials with chairs, it is your turn to think like a designer and redesign the world around you. We will intentionally start designing with our own ideas of beauty, in order to investigate the role of aesthetics in the design process.

1. Make a list of interesting objects that are useful/purposeful in your life.  
(e.g., headphones, a teapot, sneakers, etc.)
2. Choose one object to redesign with your own requirements for beauty/intrigue in mind. Consider how cultural elements that are important to you could play a role in how your object looks. Think about how your material choices impact your design, just like the use of bamboo in the **Basket Chair**.
3. Prototype your idea: create a drawing or 3D model (life-size or miniature).
4. Share your redesign with others and collect their feedback. How do they feel about how it looks? How do they feel about how it works?
5. Next you are redesigning for another user. Use this Virtual Spinner to select an end user for your object.

Miles the Bronco, Harry Potter, Black Panther, Sponge Bob, Among Us Crewmate, Ms. Marvel, Nya-Nya/Miko Tezumi (Teen Titans), Hector Rivera, Hello Kitty.

**VIRTUAL SPINNER**

6. Empathize with your end user. What do you think their needs might be? And why?  
Look up any information about your end user that you can.
7. Iterate your design by making another version of your drawing or prototype.
8. Share your newest iteration with others and collect their feedback.
9. Continue reflecting and iterating as many times as you would like.

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### REFLECTION QUESTIONS:

- What was it like for you to make multiple iterations of your design and receive feedback?
- How did feedback affect the end result?
- In what ways did you combine utility and aesthetics in any of your iterations?
- How was your design affected by culture?
- In this challenge you designed for beauty and intrigue first.  
What effect did that have on your work? Were there any drawbacks to this approach?
- What might have happened if you had designed with another person's needs in mind before you considered beauty and intrigue?
- What other objects might you want to redesign in your world?

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