Studio B

Core Values
inquiry, research, collaboration, presentation, reflection
Design Thinking
Rapid Prototyping

Project board: listing of solo and team projects in motion and ideas / needs, and skills listing

PLP / Capstone

Design Thinking / Rapid Prototyping	Project Management	Leadership
marshmallow challenge inversion design what is 'good' design designers in action the 'gap' challenge design thinking challenges from d.School at Stanford Design elements Line, shape, form, texture, color value Design Principles: balance, emphasis, movement pattern, rhythm. proportion, unity, variety Design basics integrated	Meetings: define, plan, <>prototype, user test<>, do, eval role definition and benefits bolman and deal: reframing organizations: material pull modeling: gantt chart thought diagram tools to collaborate needs assessment feedback: individual and role growth	GMU Exercises class discussions interviews: Dealer.com, MyWebGrocer
Entrepreneurship www.nfte.com	**Web Development** modern platforms: WordPress, Tumblr, Blogger html building design sync (platform to platform)	**Design Basics** rule of thirds color design CRAP: contrast, repetition, alignment, proximity Skill build challenges: GIMP, Photoshop

	widgets self image: your personal portfolio social media: integration choices platforms: Instagram, SnapChat, FB, Twitter	
Programming / Robotics processing.org arduino tutorials: Code.org bot programming: bots and lego stage II creation	**Computer Hardware / Networking** pc/mac/linux basics: install hardware review: pc / mac OS config / use / options / workflow mobile OS: iOS, Android Networking peer to peer mobile small LAN / home setup, security, virus protection	**3D Printing** printer basics software / modeling 1st print challenge: pre-defined object design challenge: original creation: form and function
2D and 3D design 2D: Inkscape, GIMP, Photoshop 3D: SketchUp, TinkerCAD, Blender prototyping	**Instructional Design ISD** User Testing Kirkpatrick levels 1-4 prototyping	**Tool proficiency** solder vinyl design prototype hardware / hands on: TBD

Communication / collaboration, presentation	Capstone Project yr 2	
skill building eval Capstone	Evidence of core elements design process final product	

Personal or Group Project

Self-Defined	Skill Share	Collaborative Team

principles
   mapping, timeframe
proposals
   projected outcome /product
process: rubrics
	list your skills to the lab for recruiting	principles
		roles
		   mapping / timeframe
		accountability
		proposals
		projected outcome /product
		process: rubrics

Sources
Machines that make

Fab Lab creation list from MIT

Fab Lab Resources K-12