

# WORKSHOP CASE STUDIES

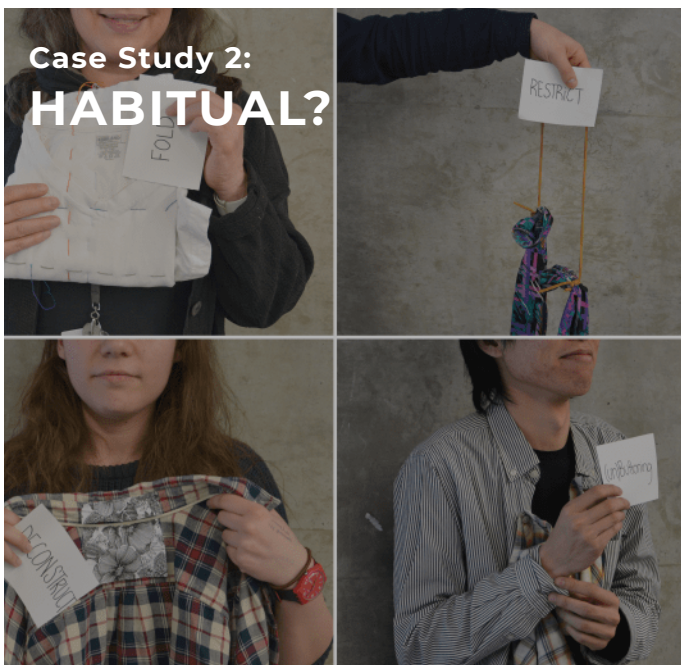
A workshop can range in form from very structured to very unstructured. The researcher can provide varying levels of information depending on what is needed:



**Nasim Farsani** (MDes 2018) linked underlying philosophies of green thinking and notions of sustainable development to rituals that have been part of Persian culture throughout history with her Nowruz workshop.

Farsani began the workshop with a short slide lecture in order to provide her participants with contextual information about Nowruz, the spring celebrations in Iran.

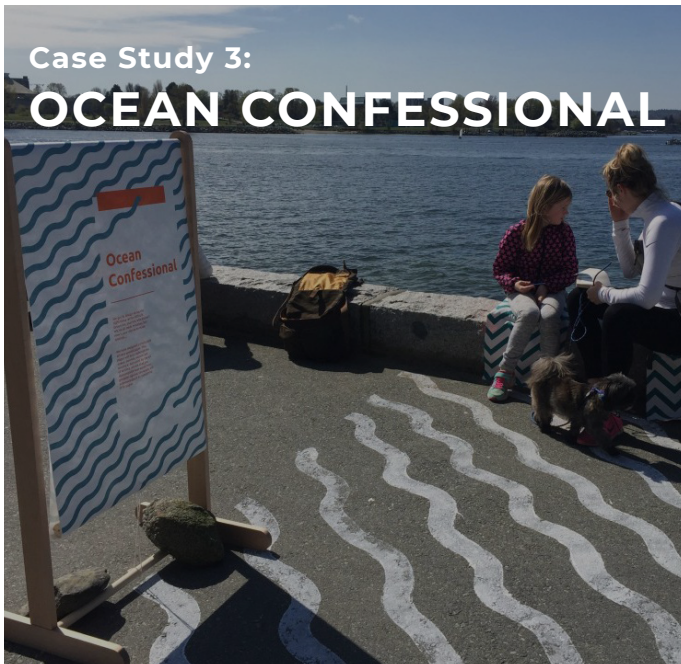
Then she provided materials for participants to make their own seed packages (left) to be given as gifts, and led the group in a discussion directed by several pre-planned, open-ended questions pertaining to gift-giving and sustainability.



**Melissa Rossi's** (BDes 2017) *Habitual?* was an open-ended inquiry into the unique relationships we have with clothing.

During the workshop, she invited participants to jump in and begin to experiment with a series of prepared cards and worn garments as prompts. Workshop participants were able to manipulate and re-frame their relationships with the garments using the prompt cards.

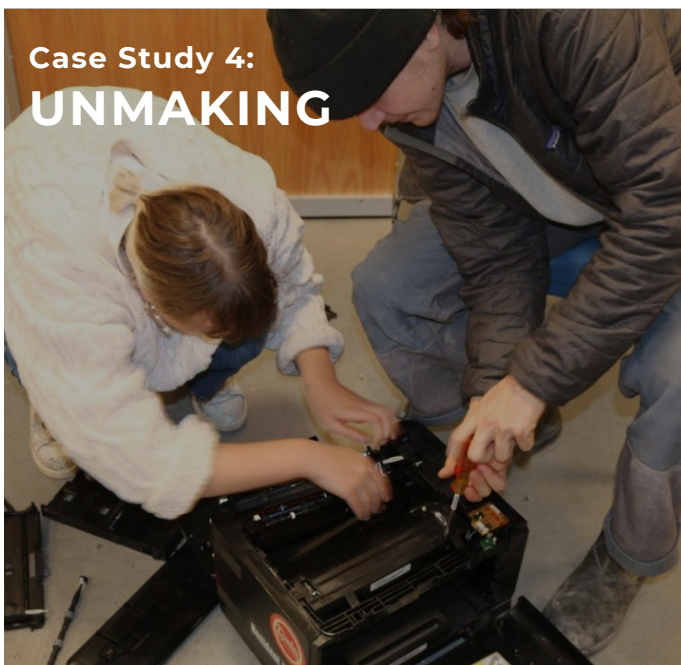
Participants then discussed their experiences while working on repairing or renewing an item of clothing they brought with them. Finally, a photo session with the garments and prompt cards took place (left).



**Peter Fung** and **Samein Shamsheer** took their design research outside and prepared a public space on the water to invite the kind of activity they were looking for.

Ocean Confessional engaged the general public through a creative design research installation. Passersby of the painted space were invited to write “the secret guilt they felt about the ocean.” The project encouraged the public to pause and consider the effects of their actions on the ocean, and hence their relationship with the ocean.

By creating a clearly delineated space with paint and designed signage, Sung and Shamsheer designed a platform for public discourse and the collection of data for their practice.



**Theunis Snyman’s** (MDes 2018) Unmaking workshop had a specific learning outcome for its participants - to learn through an experiential and communal setting how common appliances in our consumerist culture are made (and disposed of).

Snyman provided appliances and tools with instructions to deconstruct, disassemble and/or reduce the object as far as the tools will allow. During the ensuing deconstruction he led a group discussion on questioning the mass production/ destruction cycles we may take for granted, and even contribute to, as designers.

After the workshop the group worked together to clean up and separate parts of various materials for recycling.