

ISSUE

01

MDP • 2015

**THIS IS  
NOT A  
RESOURCE  
GUIDE**



# I N T R O D U C T I O N

Welcome to the inaugural issue of the MDP Resource Guide. Like most prototypes, it's a bit messy around the edges and that's a good thing. Initiating ideas "to see if they stick" aligns with the larger philosophy of the program.

While prototyping may be an explicit value within the MDP, there are many other principles or ways of working that are not part of the official orientation. We created this resource not only to identify and address these issues, but also to pass this knowledge along to next year's students.

To create this issue, members of the People-Knowing class assumed a variety of roles with creative titles like The Master of Physical Resources, The Social Butterfly, and The Ears. The sections in this guide reflect those roles and what we've learned through the skills of "People-Knowing."

Our hope is that next year's students will build upon these reflections and continue the conversation.

Finally, and in true spirit of the MDP, we wanted to make a tangible object. As such, it's a stake in the ground for the class to judge its own growth when they graduate from the program.

On behalf of the People-Knowing class (Fall 2015), we hope you enjoy our first issue. It's prototype, and now a thing.

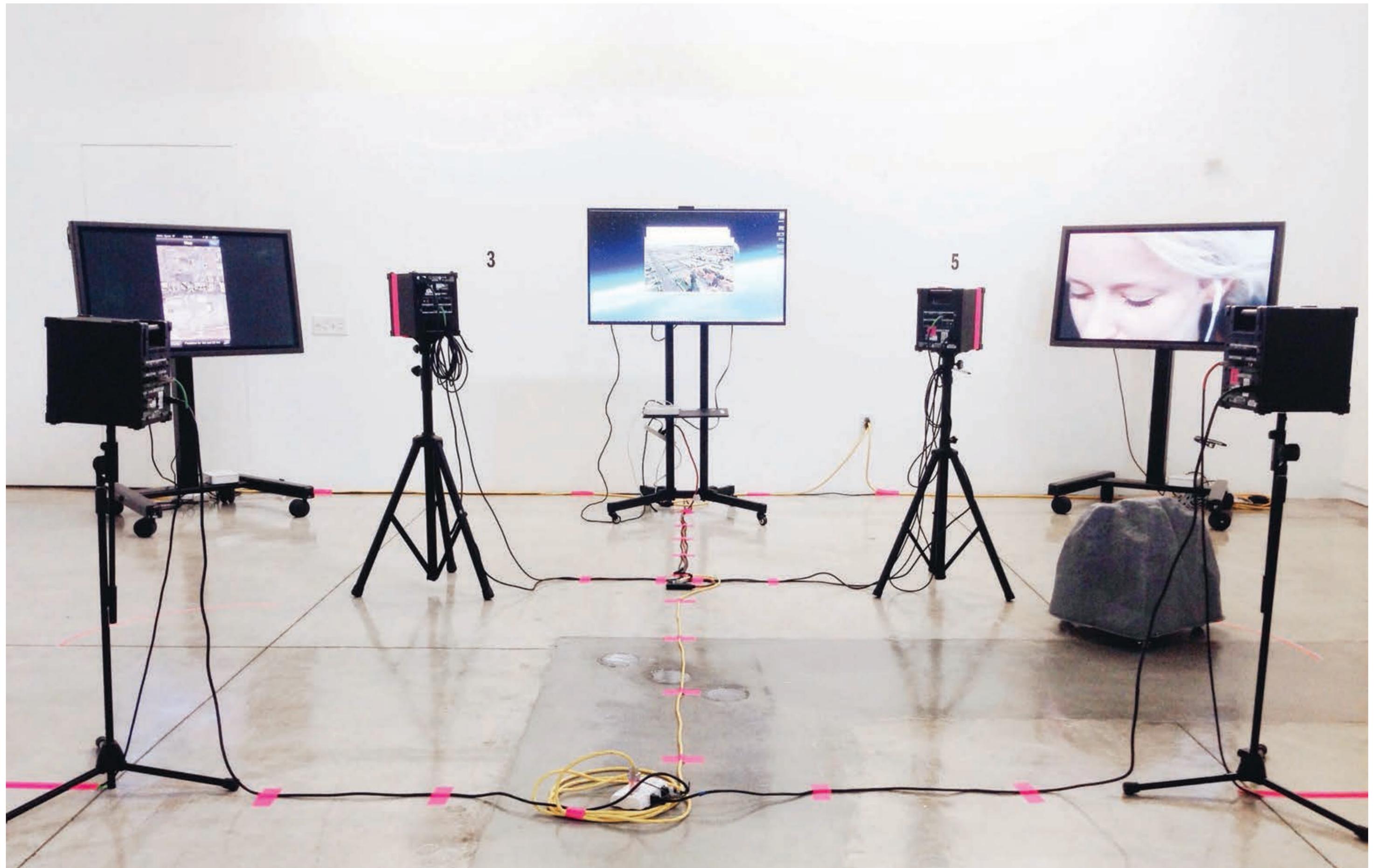
People-Knowing (Fall 2015)



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**NICK MEEHAN**

- "Learn to respect the speculative nature of design"
- "Do what you love, because in MDP you'll do a lot of it, might as well be something you like"
- "Have an open mindset when others critique or advise you on a project"



**JAY HONG**

- Jay might spend an average time of 12 to 14 hours per day in the studio. It's a sense of belonging that makes him feel connected with the community.
- He created his own "house" based on his space, which he valued much more than other area, and the top 3 important studio objects to him are all inside. A quite and private working environment is necessary to him when he is concentrating on his work.
- Do whatever you want, and don't be afraid to be "wrong". The biggest challenge for international student might be figuring out what's next after graduating.



**SHAN SHEN**

- Be active to join activities and learn from the concepts from different projects.
- Get inspired by conflicts/ conversations/communication with peers/ students from different departments when you are running out of ideas.
- Try to use a specific narrative to guide your audience through the process and build a unique way of storytelling by formatting your concepts from presentations and critiques.



**ANA MONROE**

- "Learn to respect the speculative nature of design"
- "Do what you love, because in MDP you'll do a lot of it, might as well be something you like"
- Have an open mindset when others critique or advise you on a project"



**ESTHTER PARK**

- Do what you like and always challenge yourself with some new ideas.
- Find some time to relax and enjoy being alone. And try to get inspiration outside of school.
- Making and thinking are both important. You need to build the making skill. And at the same time, think about the concept behind it all.



**JENNY RODENHOUSE**

- Attended Syracuse University for undergrad & worked in/at/around Microsoft in Seattle for 6 years
- TA'd for IxD during her time at MDP & currently teaches in the IxD
- Loves getting people to open up and share their work



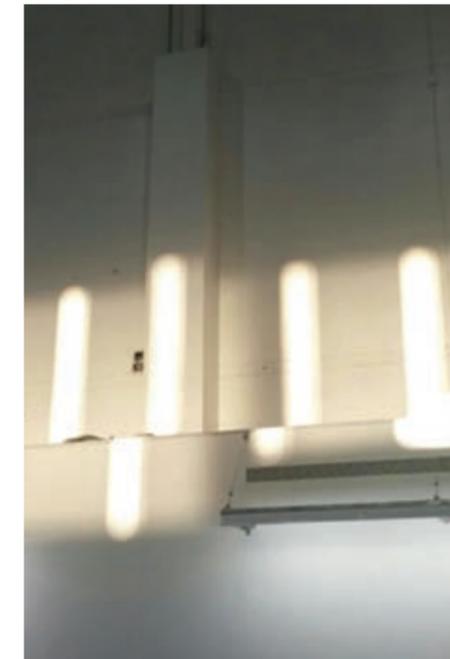
**ELAINE CHEUNG**

- Try to get out of MDP and ArtCenter as much as possible. Even meeting other students outside of the program is great and gives you another perspective.
- Monterey Park for Dim Sum and Hong Kong styles cafes. Downtown Culver has great places to eat.
- `MDP can get pretty hectic. Sometime you need to just get out of the city to relax from the stain of grad school.



**SELWA SWEIDAN**

- Success has different definitions in MDP, even "survive" could be one of it.
- It's nice to know a group of people in terms of their abilities, and it's also nice to have people who can challenge you.
- There are a lot of things that are unsaid and unexplained, you have to ask questions.

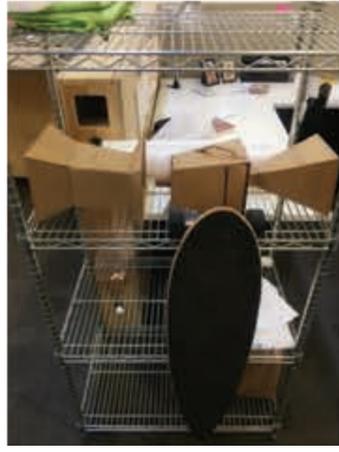
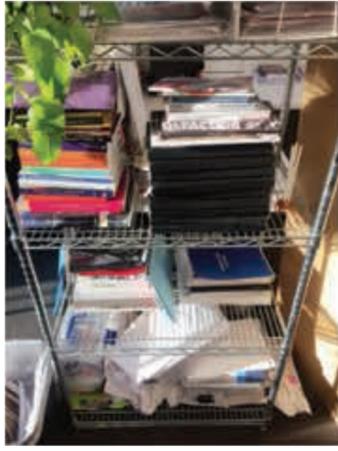
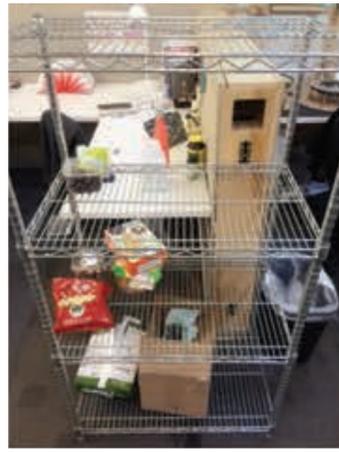
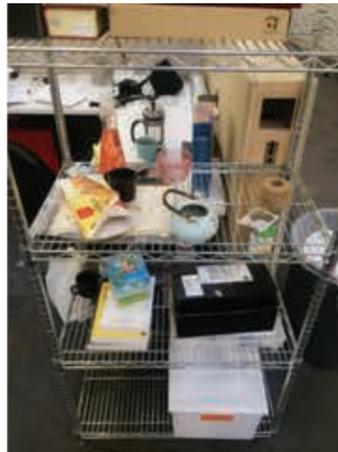
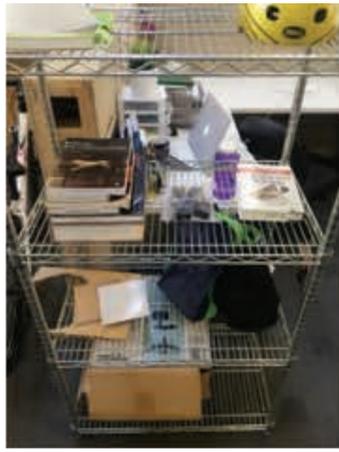
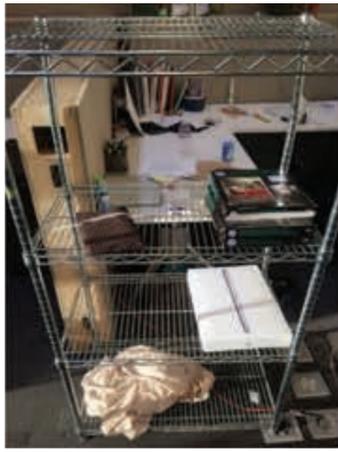


**ERIKA BARBOSA**

- Main focus: Performance research and movement notation
- She gets her inspiration from her own private life, personal interests and artistic endeavors
- Networking happens when you put yourself out there in the community. As much community involvement and engagement as possible.

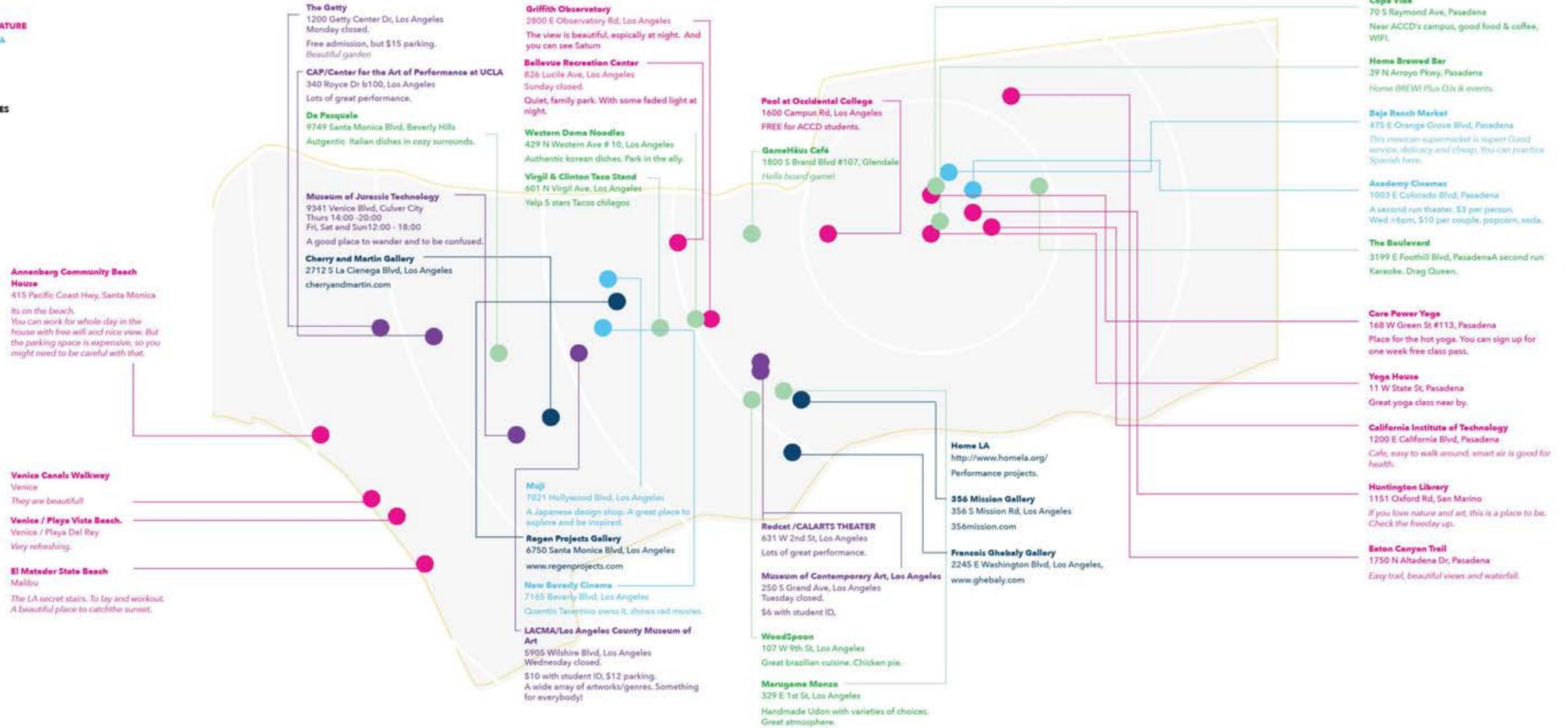
# THE MAKERS

These people have been through MDP.  
Glitzy photos; life stories.  
Sources of information, like waterfalls.



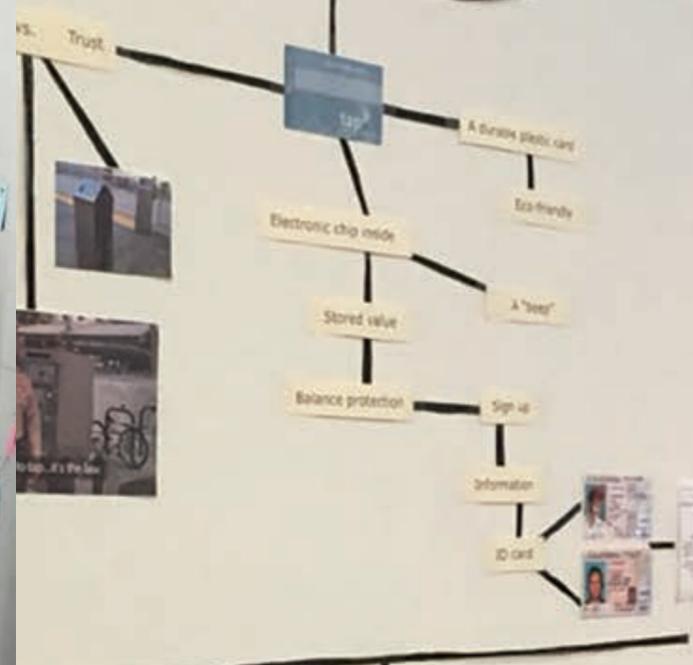
- GALLERY AND MUSEUM
- SMALL GALLERY
- WORKOUT AND NATURE
- SHOP AND CINEMA
- RESTUARANT

5 MILES



# SOCIAL BUTTERFLY

Home rooftops, city corners... experience life out of the tunnel & inherit the wind



Technology improves experience

Apple Pay

PULL TO OPEN  
JALE PARA ABRIR

HOW TO OPEN  
Trust

<u>NAME</u>	<u>Skills</u>	<u>Interests</u>
ERIKA BARBOSA	Ethnographic Research, photography, Documentaries, media, Dance, Yoga	same :) + coding for vis-arts
Soh-I Wang	Sewing Machine: pattern, Creative Software processing, yoga	eat out. love fun yoga: ✨+air
GODIVA REISENBICHLER	DRAWING, BREADMAKING, MAKING THINGS WITH RIGHT ANGLES, BOOKMAKING	BIRDING CATS
Naomi Sui	Drawing, Cooking, Team work, Interaction Design (App...), Singing?	MOWE!! Live Music!! Bike Riding Camping
Amanda Jensen	color/composition, research, writing, quick learner, publication, cryptography, design	Instagram, World Travel, philosophy, french cinema, oceans
Chelsea Li	Graphic Design, Drawing & Painting, Eating & Dreaming	cooking, sleeping
Xing	Making Box, Making, Sketch idea with SketchUp	Chill Sunset get rid from reading
Jade Mhan	Motion Graphics/Graphic Design, design, Photography, Typography	Dance/ Music/ Movies/ Sing/ Organizing on things
Momo	Graphic, Image Making, Illustration, Fashion advisor :)	sports, hiking, clubbing, Singing, Eating
SELWA SHEIDAN	Qualitative Research, ORGANIZATION SKILL <3, STRATEGIC, NINJA, NOTE TAKER	<del>CHOREOGRAPHY</del> KOTO, SHAMISEN, SWIMMING!
Josh Bookman	5-lingual, writing, facilitator, eating, tennis	Unconditional Love

<u>NAME</u>	<u>Skills</u>	<u>Interests</u>
LEE	WEB SHIT, PRINT MAKING, JAM... ART? LASERS, CONVERSATIONS, DEBATE?	SEE LEFT CONCEPTUAL ART, Joseph Kosuth
SHIVEESH	WEB DEV, CIRCUIT DESIGN, COMICS, MOVIE CRITIC, HACKING (HARDWARE/SOFTWARE), MOVIE MAKING, ELECTRICAL SHIT	AI, Physics, Mathematics, Puzzles Patterns
Anjali	Graphic Design, USER EXPERIENCE, INTERACTION DESIGN, German	Hiking, color, Travel, Food, Being outside, yoga
Stephanie Gaden	SPANISH/ESPAÑOL, DRAWING, THROWING PARTIES, BOOKMAKING, CONSUMERISM, Gossiping	TALKING TO LEE, LITERATURE, SALMON RUSHMORE, + ENDIA + MUI
JUSTINE	PHOTO/PHOTOGRAPHY, DOG WHISPERER, YOGA, DANCE + MUSIC, HAND-MADE ITEMS	records/ethnography, DOGS, movement + dance, food
KIANA	MOTION GRAPHICS, GRAPHIC DESIGN	Persian food
ANIKA	PHOTOGRAPHY (wins 10)	
NICCI	PRIVILEGING, CHINESE, VIDEO EDITING, ESOTERIC, CRITICAL THEORY, ART EDUCATION, EVENT PLANNING	FOOD, BOOKS
Hao Zhang	Photography, graphics, illustration, video editing, motion graphic, coding	See left
Ara Monroe	I R L BIDA, Ideation	

# PRIMARY SOURCES

You'll find us... our skills.... our interests. It is not immediately obvious who has which skills. You'll have to talk to your classmates to find out.

A bunch of media that you should check out but won't have time to (see post-it notes, next page)

PODCASTS ↓

19 & Invisible  
The Allusionist  
Radiolab  
Serial  
This American Life  
Memory Palace  
Criminal  
Theory of Everything

Designers	Artists
El Lissitzky	Pablo Picasso
Paul Rand	Kazimir Malevich
Saul Bass	Marcel Duchamp
Ed Fella	Jackson Pollock
Raymond Looney	Robert Rauschenberg
Herbert Bayer	Andy Warhol
Harold Warkentien	Diane Arbus
April Greiman	Nam June Paik
Wolfgang Weingart	Joseph Kosuth
Eiko Ishioka	Matthew Barney
	Marc Forner
	MetaHaven
	Sophie Calle
	Cory Archangel

MOVEMENTS

& Collaborations

DaDaism

Futurism

Surrealism

Architects  
 FRANK Lloyd Wright  
 Le Corbusier  
 Ludwig Mies van der Rohe  
 Rudolph Schindler  
 Buckminster Fuller  
 Louis Kahn  
 FRANK Gehry

Architects  
 Rem Koolhaas  
 Zaha Hadid  
 Archigram  
 Herzog and de Meuron  
 William Massie  
 Ange / Clementine

Situationism

Post

Modernism

Punk

N-204-

Bunman Bratton

Films (cont)  
 Time Code (2000)  
 - Mike Figgis  
 Run Lola Run (1998)  
 - Tom Tykwer  
 The Seventh Seal (1957)  
 - Ingmar Bergman  
 Scorpio Rising (1964)  
 - Kenneth Anger

Films  
 Citizen Kane (1941)  
 - Orson Welles  
 Blade Runner (1982)  
 - Ridley Scott  
 Modern Times (1936)  
 - Charlie Chaplin  
 Idiocracy (2006)  
 - Mike Judge  
 Fast, Cheap & out of Control (1992)  
 - Errol Morris  
 Playtime (1967)  
 - Jacques Tati  
 The Andalusian Dog (1925)  
 - Luis Bunuel & Salvador Dali

Creators Project

PLACES  
 Center for Land Use Interpretation  
 Machine Project  
 Museum of Jurassic Technology  
 Jet Propulsion Laboratory  
 Institute for Figuring  
 Materials + Applications  
 D:GP  
 Eco-Cities  
 Smart cities  
 Jumb cities  
 LA / Long Beach Ports

GAMES OFFICE

The roof of the wind tunnel... really, just so

OPEN SOURCE Anything

BOOKS  
 Understanding Comics  
 - Scott McCloud  
 The Medium is the Massage  
 - Marshall McLuhan, Quentin Fiore  
 The Design of Everyday Things  
 - Don Norman  
 Speculative Everything  
 - Anthony Dunne, Fiona Raby  
 The Whole is Smaller Than Its Parts  
 - Bruno Latour  
 The Information  
 - James Gleick  
 Shaping Things  
 - Bruce Sterling  
 Atlas of Novel Tectonics  
 - Jesse Reiser

MAGAZINES

Artforum, Eye, Emigre, Giant Robot, I.D., iDN, Res, Metropolis, Vogue, McSweeney's, Make, Cabinet, dot dot dot, Seed, Frieze, Volume, Wired, Good, Kinfolk

Mindshare hub + talks

Ted Talks ?

CROSS campus talks

MetaHaven

BID Blog

Neuromancer  
 - William Gibson  
 Conceptual Art  
 - Ursula Meyer  
 Usefulness in Small Things  
 - Kim Colin, Sam Hecht  
 Learning From Las Vegas  
 - Robert Venturi, et al.  
 Graphic Design: A critical History  
 - Johanna Drucker

Oulipo

HUMAN MICROBIOME  
 BIG DATA  
 LITTLE Data too  
 Internet of things  
 Responsive Design  
 3D Printing  
 Bespoke Manufacturing  
 Anthropocene  
 Drones  
 Post-humanism

Form + Code  
 - Gertraud Barendse  
 Super Flat Times  
 - Matthew Derby  
 Exercises in Style  
 - Raymond Queneau  
 Crash  
 - J.G. Ballard

Speculative... stuff  
Synthetic Biology  
Commercial Space



# FREQUENCY LEXICON

**1. Speculative** - imagining possibilities, conjecturing as to not confine the conceptual framework of our imaginations

**2. Near-future** - a time period roughly five-to-fifteen years in the future in which the technological and cultural changes of today impacts such time period in the future

**3. Affordances** - (new) opportunities enabled by (new) technology

**4. Parameters** - the constraints of your brief that permit you to limit your project's expectations

**5. Critical design** - design as a form of scholarly work

**6. Colloquium** - academic seminar, presentation... every Thursday in the MDP community congregates to exchange ideas

**7. Documentation** - evidence of your work and your process. Sometimes one in the same. Usually put on Cargo, a website that ArtCenter uses to maintain our graduate portfolios

**8. Confab** - periods of cross-pollinative knowledge production and learning, afforded by interacting with diverse skill sets, personalities, and belief systems

**9. Charette** - a concentrated period of (design) work; first week of the year, collaborative cross-year project

**10. Pecha Kucha** - Presentation style - 20 slides, 20 seconds each. Power-hour concentration for the audience

**11. Intervention** - a design project that requires you to go into the field - to not just work from your laptop

**12. Interesting** - a word a professor will use to obfuscate the clarity of their critiques

**13. Hillside** - campus five miles away from our MDP studio. Scenic

**14. South Campus** - campus that hosts our MDP studio. Industrial

**15. Designer/Artist** - TBD

**16. Crit** - formal presentation of your ideas in front of colleagues and faculty. Your best work

**17. Arduino** - open-source electronic prototyping platform allowing to create interactive electronic objects

**18. Cloud computing** - networked data storage

**19. X-term** - the summer between your concept and thesis year

**20. Honors fellowship** - a one-term residency that allows recent graduates support to work with faculty on mutually beneficial projects and to take their thesis work to the next level

**21. ArtCenter Honors Fellowship** - allows exceptional students the opportunity to develop additional skills within an approved area of study for one term immediately following graduation, at no tuition cost. ArtCenter will award an honors term to one graduating undergrad and one graduating graduate student

# OVERHEARD IN THE MDP

Words or phrases heard throughout the week...

**"Dedicated to finding new practices in design."**

**"Ongoing conversation about what it means to be a designer."**

**"Things we can't predict right now."**

**"My project is a synthesis of...."**

**"Your assignment is..."**

**"Technological Change"**

**"You should talk to..."**

**"I can put you in touch with..."**

**"Hang In There"**

**"Due Tomorrow"**

**"Due Next Week"**

**"I'm Exhausted"**

**"I Have No Life"**

# THE EARS

You will enter MDP. You will hear a lot of unfamiliar words. None of these words will be defined.



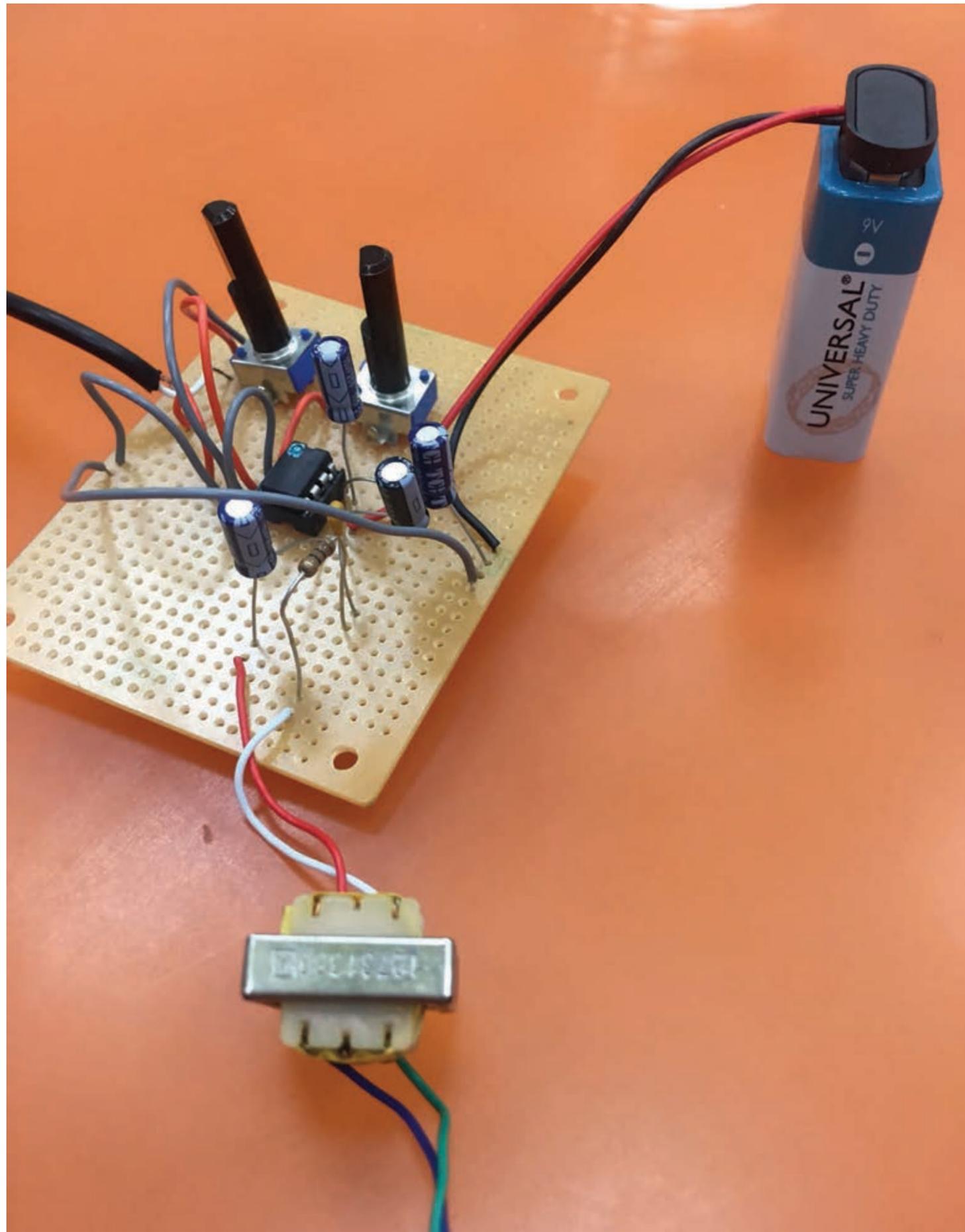
	<u>Name</u>	<u>Content</u>	<u>Miles From School</u>	<u>Location</u>	<u>Address</u>	<u>Hours</u>	<u>Phone</u>	<u>Email</u>	<u>Website</u>	
<u>Materials</u>	<u>Metal</u>	M&K Metal	One piece of steel for a hobby project / A truck load for a commercial construction project	20.5	Gardena	14400 Figueroa St. Gardena, CA 90248			<a href="http://www.mkmetal.net">http://www.mkmetal.net</a>	
	<u>Paper</u>	Kelly Paper	Print paper for the plotter	0.9					<a href="http://kellypaper.com">http://kellypaper.com</a>	
	<u>CMTEL</u>	Marshell	Talk to Marshell or Karen for inspiration on	5.2				<a href="mailto:marshell.hamachi@artcenter.edu">marshell.hamachi@artcenter.edu</a>		
	<u>Materials Lab</u>	Karen	materials!	5.2				<a href="mailto:karen.hofmann@artcenter.edu">karen.hofmann@artcenter.edu</a>		
	<u>Fabric</u>	Downtown Fashion District		12.3	Downtown					
	<u>Plastic</u>	Santa Monica Plastics	Plexi sculpture manufacturing for artists / a large catalog you can order from / a pretty good and cheap scraps bin	22.4	Santa Monica	1631 Stanford Street, Santa Monica, CA 90404	Mon-Fri 8am-4:30pm; Sat 9am-3pm			<a href="https://santamonicaplastics.com">https://santamonicaplastics.com</a>
<u>Recycle</u>	Wood Shop	Get free scrap materials here!	5.2							
	reDiscover	An arts and environmental nonprofit promoting resource conservation, creativity, and community engagement through material reuse and our Tinkering Club and programs.	23.3	Los Angeles	12958 W Washington Blvd., Los Angeles, CA 90066	Sat 11am-5pm	310.393.3636	<a href="mailto:mail@rediscovercenter.org">mail@rediscovercenter.org</a>	<a href="http://rediscovercenter.org">http://rediscovercenter.org</a>	
	reCreate	Reducing waste in our community—and inspiring others to do the same—through art, education, and imagination.	17	Roseville	8417 Washington Blvd. #135 in Roseville, California, 95678				<a href="http://www.recreate.org/recreate-location/">http://www.recreate.org/recreate-location/</a>	
<u>Things</u>	<u>Camera</u>	Samy's Camera	Equipment rental for strobe or film lighting / It's a bit pricy even with the student discount.	15.8	Pasadena, Hollywood	1759 E. Colorado Blvd. Pasadena, CA 91106	Mon-Fri 8am-6pm; Sat 10am-6pm; Sun 11am-5pm	626.796.3300	<a href="mailto:pasadena@samys.com">pasadena@samys.com</a>	<a href="http://www.samys.com">http://www.samys.com</a>
		Freestyle photo supplies	Camera supplies, film, etc.	13	Hollywood	5124 Sunset Blvd, LA, CA90027	Mon-Fri 9am-6pm; Sat 9:30am-4:30pm; Sun closed	800.292.6137		
	<u>Electronics</u>	Hobby People	You can get servos and parts for creative tech projects.	3.7	Pasadena	270 N Hill Ave, Pasadena, CA 91106				<a href="http://www.hobbypeople.net">http://www.hobbypeople.net</a>
		All Electronics	Go there!	21.2	Van Nuys	14928 Oxnard St, Van Nuys, CA 91411				<a href="http://www.allelectronics.com">http://www.allelectronics.com</a>
		Radioshack	Essentials, Arduino, Raspberry Pi	14.3						<a href="http://www.radioshack.com">http://www.radioshack.com</a>
		Amazon								
	<u>Adafruit</u>	Great deals. Order as a group to save on shipping.							<a href="https://www.adafruit.com">https://www.adafruit.com</a>	
	<u>Photo</u>	SYNC Photo Rental	Photo or film gear rental / Accept school's insurance- talk to the guys over at hillside campus equipment room to get a prove of insurance	12.8	Hollywood	5911 Santa Monica Blvd, Hollywood, CA 90038		323.285.5450	<a href="mailto:office@SYNCphotorental.com">office@SYNCphotorental.com</a>	<a href="http://syncphotorental.com">http://syncphotorental.com</a>
	<u>Furnitures</u>	Pasadena Architectural Salvage	Furniture rentals	5.2	Pasadena	2600 E. Foothill Blvd, Pasadena, CA, 91107		626.535.9655	<a href="mailto:pasarcsalvage@aol.com">pasarcsalvage@aol.com</a>	<a href="http://www.pasadenaarchitecturalsalvage.com/site/">http://www.pasadenaarchitecturalsalvage.com/site/</a>
	<u>Fog Machine</u>	Fog factory	Fog machine rental	12.8	Burbank	2000, 215 W Palm Ave #101, Burbank, Ca 91502		818.557.0903	<a href="mailto:mark@t2k.com">mark@t2k.com</a>	<a href="http://www.t2k.com/fog/index.htm">http://www.t2k.com/fog/index.htm</a>
<u>Ikebana</u>	Los Angeles Chapter of Ikenobo Ikebana	Classes, Workshops							<a href="http://www.ikenobola.com">http://www.ikenobola.com</a>	
<u>Stationery</u>	Staples		0.4						<a href="http://www.staples.com/?akamai-feo=off">http://www.staples.com/?akamai-feo=off</a>	

# PHYSICAL SOURCES

A “cheat sheet” of the where and when to buy materials. Order online. Purchase early, finish your project on time. Your dream material and you can’t find it, ask the studio; get help.

	<u>Name</u>	<u>Content</u>	<u>Miles From School</u>	<u>Location</u>	<u>Address</u>	<u>Hours</u>	<u>Phone</u>	<u>Email</u>	<u>Website</u>	
<u>General Supplies</u>	Michaels	General Stuff	2.4	Pasadena	Pasadena, CA 91106-1806	Sun 10am-7pm	626.431.2850		<a href="http://www.michaels.com">http://www.michaels.com</a>	
	The Home Depot	General Stuff	4	Alhambra	500 S Marengo Avenue, Alhambra, CA 91803	Mon-Sat 6am-10pm; Sun 7am-9pm	626.458.9800		<a href="http://www.homedepot.com">http://www.homedepot.com</a>	
	Orchard Supply Hardware	General Stuff							<a href="http://www.osh.com">http://www.osh.com</a>	
	Stats Floral Supply	Get styrofoam here	1						<a href="http://www.statsfloral.com">http://www.statsfloral.com</a>	
	Daiso	Japanese 99 cent store	5.6						<a href="http://www.daisojapan.com">http://www.daisojapan.com</a>	
<u>Art Supplies</u>	Blick	General Art Supplies	1.1							
<u>Boxes</u>	Box City	Paper Boxes	2.5	Pasadena					<a href="https://www.boxcity.com/Scripts/default.asp">https://www.boxcity.com/Scripts/default.asp</a>	
<u>Containers</u>	The Container Store		1.3						<a href="http://www.containerstore.com/welcome.htm">http://www.containerstore.com/welcome.htm</a>	
<u>Modeling</u>	<u>Finish</u>	Finish Master	Automotive and Industrial Paint	5.2	Pasadena	2591 E. Foothill Blvd. Pasadena, CA 91107	888.311.3678, 317.237.3678		<a href="http://www.finishmaster.com">http://www.finishmaster.com</a>	
	<u>Hillside Model Shop</u>	Kelly	They actually have most of the stuff you'll need to make anything; if not, start there anyway since they guys over there make very good recommendations.	5.2	Pasadena			kelly.moon@artcenter.edu		
		Kurt		5.2	Pasadena			kurt.stern@artcenter.edu		
	<u>Laser Cut</u>	Tyler		5.2					tyler.bennett@artcenter.edu	
		Tadia		5.2					nadia.afghani@artcenter.edu	
<u>3D Printers</u>	Bruce		5.2					bruce.dominguez@artcenter.edu		
<u>Glass Blowing</u>	Los Angeles Glass Blowing	Gluing / Cutting / Grinding / Polishing / Drilling / Leveling / Sandblasting / Lampworking / Glassblowing Classes	19.2	Inglewood	351 East Beach Avenue, Inglewood, CA 90302		424.255.8245	losangelesglass@gmail.com	<a href="http://www.losangelesglassblowing.com/#consultations">http://www.losangelesglassblowing.com/#consultations</a>	
	Revolution Glass	Glass maker	26.8	El Segundo	108 Arena St, El Segundo, CA 90245			josh@revolutionglass.com	<a href="http://www.revolutionglass.com">http://www.revolutionglass.com</a>	
<u>People</u>	<u>Individual</u>	Erika Katrina Barbosa	Work with dance and movement performing artists / Pieter Performing space / Women's Center for Creative Work					rikabarb@gmail.com	<a href="http://erikabarbosa.net/">http://erikabarbosa.net/</a>	
		Allison Wyper	A sole proprietor for a creatives' network called Rhizomatic Arts, a network for artists to share resources, knowledge, ideas, etc.							
	<u>Actors/Actress</u>	LA Casting		14.7	Los Angeles	200 S. La Brea Los Angeles, CA 90036		213.201.8100, 213.381.1612	<a href="http://home.lacasting.com">http://home.lacasting.com</a>	
	<u>Animal Trainers</u>	Hollywood Animals	Animal rentals	11.3	Santa Clarita	P.O. Box 2088 Santa Clarita, CA 91386		661.299.9000	hollywoodanimals@me.com	<a href="http://www.hollywoodanimals.com">http://www.hollywoodanimals.com</a>
Gentle Jungle Trainers		Animal rentals	71.8	Lebec	801 Lebec Road, P.O. Box 832, Lebec, CA 93243		661.248.6195	GentleJungle@AOL.Com	<a href="http://www.gentlejungle.com/trainers.html">http://www.gentlejungle.com/trainers.html</a>	
<u>People in Art Center that can help you get shit done.</u>	<u>Exhibitions</u>	Stephen		5.2				stephen.nowlin@artcenter.edu		
		Julian		5.2				julian.goldwhite@artcenter.edu		
	<u>Library</u>	Rachel	Rachel is a resource badass. Go to her with any research related questions.	5.2				rachel.julius@artcenter.edu		
	<u>Equipment</u>	Paul	Equipment checkout, General equipment room	5.2				paul.brown@artcenter.edu		
	<u>HR</u>	Anna		5.2				anna.berkel@artcenter.edu		
	<u>CSE</u>	Celeste		5.2					celeste.quarneri@artcenter.edu	





"Ugly but efficient"

"Do whatever you want."

"Realize imagination."

"I had no idea about prototyping before I came."

"It's a repeating trial and error."

"Just do something."

- MDPers



STRING  
MARKETING



BOX  
ELECTRICAL ENGINEERING



BOX  
GRAPHIC DESIGN



BOX  
INTERACTIVE DESIGN



AFTER EFFECT  
MOTION GRAPHIC DESIGN



STRING  
PHOTOGRAPHY



BOX  
RESEARCH



3D PRINTER  
PRODUCT DESIGN



PAPER CLAY  
ANTHROPOLOGY



JAVASCRIPT  
PROGRAMMING



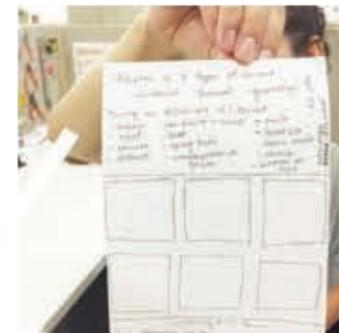
STRING  
PSYCHOLOGY



BOX  
ARCHITECTURE



SKETCH  
POET



SKETCH  
PRODUCT DESIGN



SKETCH  
RESEARCH

"Thinking through making."

"Divergent, not convergent."

"Problem setting, not solving."

"Discovering what you are interested in for this context."

"Take risks, fall early and often."

- Phil Van Allen

# PROTOTYPING

Make dumb and dirty material choices! Prototype however you can. Check out the physical resources guide. There is no wrong – just make.

# ANNE BURDICK

Chair , Media  
Design Program

Anne started by advising MDP, and then joining full time. The most unique aspect of MDP for her was the diversity of perspectives. She says MDP has a mix of many voices. She believes the mix is harmonious in nature, and in the different backgrounds of the students.

She defines MDP in the simplest terms as the advance-guard, which influences future direction in design and technology and identify new pathways of design.

The culture of MDP according to her is diverse perspectives, nurturing curiosity, learning from each other, and getting excited and energised by people and projects around.

MDP is because of its people. There are unique qualities that Anne and her team look for. They look for people who have a unique perspective, are adventurous, obsessive, driven to ask new questions, have a clear perspective and are risk takers. Anne and her team try to craft a balance between perspectives and mix of talents.

One of Anne's personal favorite projects is Christina Ortega's nail salon. The project had aspects which engaged with people, used technology in new ways, built out of a distinct culture and uses technology to support that culture to make it more provoking. Another project she enjoyed was Matthew Manos' seeing machine project, which shared many of the same features as Christina's.



# INTERVIEWS

Anne and Kevin run the program. Talk to them. Anne is the program chair. She is the MDP momma bear. You wanna make her proud. Kevin is the program director. He is the guy you go to when you have a little too much MDP.

# KEVIN WINGATE

Director , Media  
Design Practices

**What was your work experience before joining Media Design Practices?**

Varied sign maker, shop manager, gallery director, admissions counselor, on-set art department, artist, educator.

**Why did you join media design practices?**

Health insurance, but stayed for the unexpected growth.

**What are the qualities you're looking for in incoming students?**

I like a spark, a point of view, a curiosity/drive through design and technology, mastery of skills is a small part, but beginning to communicate complex ideas in unique ways goes a long way in the admission committee.

**How do you quantify those qualities?**

It is an assortment of qualities, all at different levels, that will make a student "acceptable." It is not one right way, often it is a lot of different ways for the committee to understand the maker/thinker/designer potential.

**What is the future of media design practices in your point of view?**

It is the future of design and technology. In looking back, I see a consistent view of future building no matter the new "version" of tech that is available. Hybridity means survival. :)

**What is your take on the culture of media design practices from the perspective of teachers and students and the relationship between them?**

I see it as positive. The relationship is there if the student wants it. There will always be in class or one on one critiques, but there are also many moments to build on conversations from class that become less formal or prescriptive.

**If there is one change you want to bring about in the cultural practices in MDP what would it be?**

Students engage more. I hear it from alumni talking about not knowing they have these amazing voices from guest until they leave.

**How would you bring about these changes?**

You cannot over program participation, but more conversation is always good

**As an educator, how has your experience been while at MDP?**

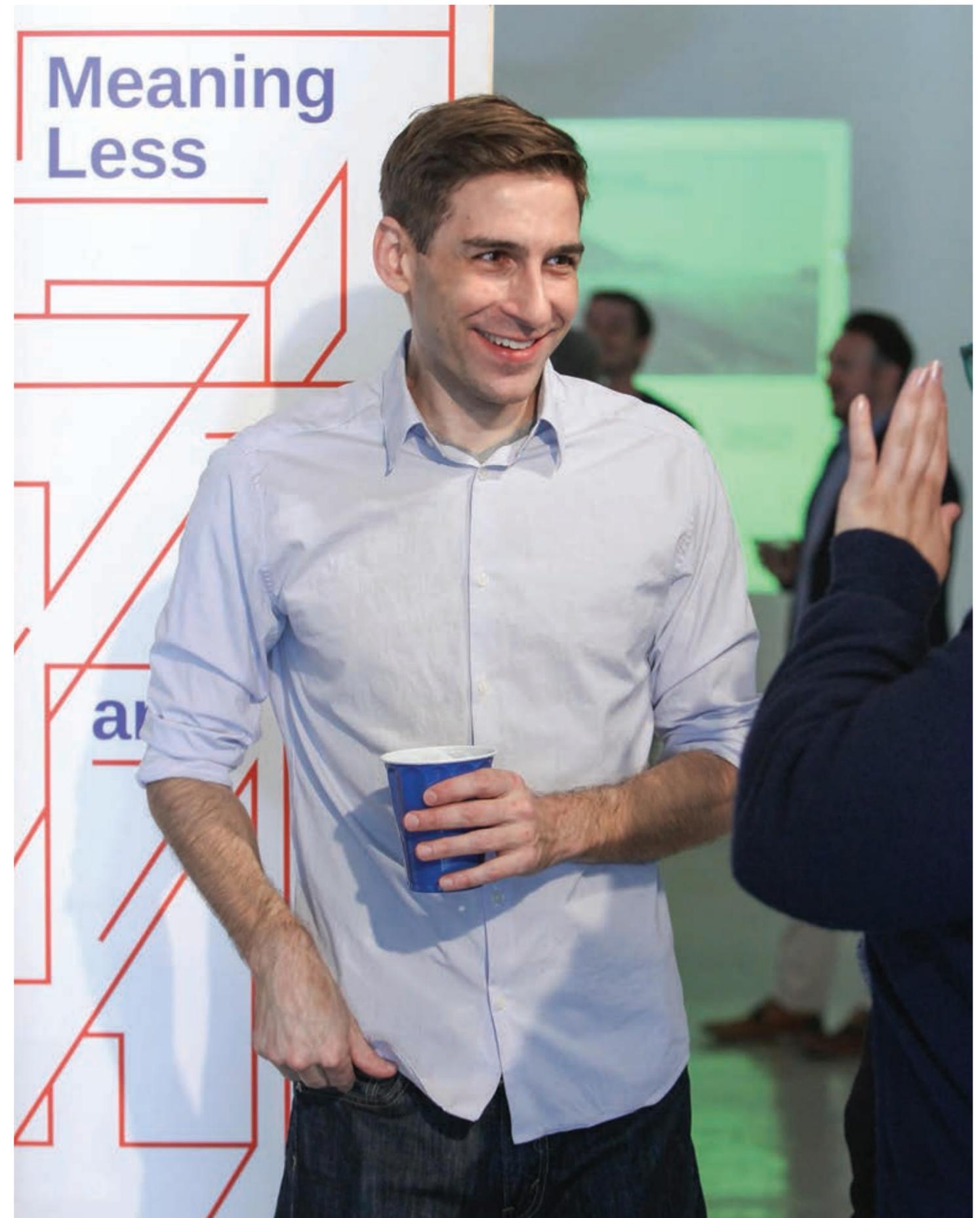
Good. Always nice to have multiple topics around making and criticality, awesome for it to not be silo'd in one genre.

**What are the most interesting projects that you have witnessed in the past year? What was so interesting about those projects?**

I am combining these questions, the most interesting thing is that there are varied interests and outcomes in Thesis. And that the outcomes from year one come out strongly in thesis.

**What advice you can give to the new students at MDP regarding its culture?**

Take advantage of the time and space. This is rare air that is not provided in the "real world."





## DR. ELIZABETH CHIN

She is like the theoretical physicist of design. Whenever you have stuff in your head that you cannot explain, its too abstract, she is the one you should go to. She'll help you out in writing essays and your thesis plus she is like a library in herself, like she knows almost everything.

[labofspeculativeethnology.tumblr.com](http://labofspeculativeethnology.tumblr.com)



## RENEE REIZMAN

A lovely artist! Go to her if you have any admin questions or just need to chat. ;) [reneereizman.com](http://reneereizman.com)



## PHIL VAN ALLEN

If your design any bit of technology in it, Phil is your guy. He uses technology as a medium to do design. In his class you'll be making stuff. From coding in javascript all the way to making working electronic prototypes for internet of things everything is under his umbrella. Phil is also a legendary recording engineer! Recording the Germs, the Dills and many other bands.

[netlabtoolkit.org](http://netlabtoolkit.org), [philvanallen.com](http://philvanallen.com)



## SEAN DONAHUE

If you take fun and turn it into a person you'll get Sean. He's the person who really enjoys design. He's a get resource if you want to know more about human or social centric design. So basically he's the guy you go to when you want your design to have an impact on humanity (yup at MDP you'll be making stuff that impacts humanity, I ain't exaggerating).

[researchcenterreddesign.com](http://researchcenterreddesign.com)



## BEN HOOKER

The multimedia design god. Ben has experience in human centric design and screen based interactive design. If you wanna make awesome visualisations and interactions, he's the guy you go to. He has an upcoming urban simulation with Tim examining a world with drones, self-driving cars, and moving houses.

[benhooker.com](http://benhooker.com), [hookerandkitchen.com](http://hookerandkitchen.com)



## TIM DURFEE

What is common in buildings, data structures, algorithms and design, it is Tim. An architect by profession, he has worked in the overlap of media, creative installations and information technology. Just talk to him, you'll be amazed how inspired you'll be at the end of it.

[TimDurfee.com](http://TimDurfee.com)



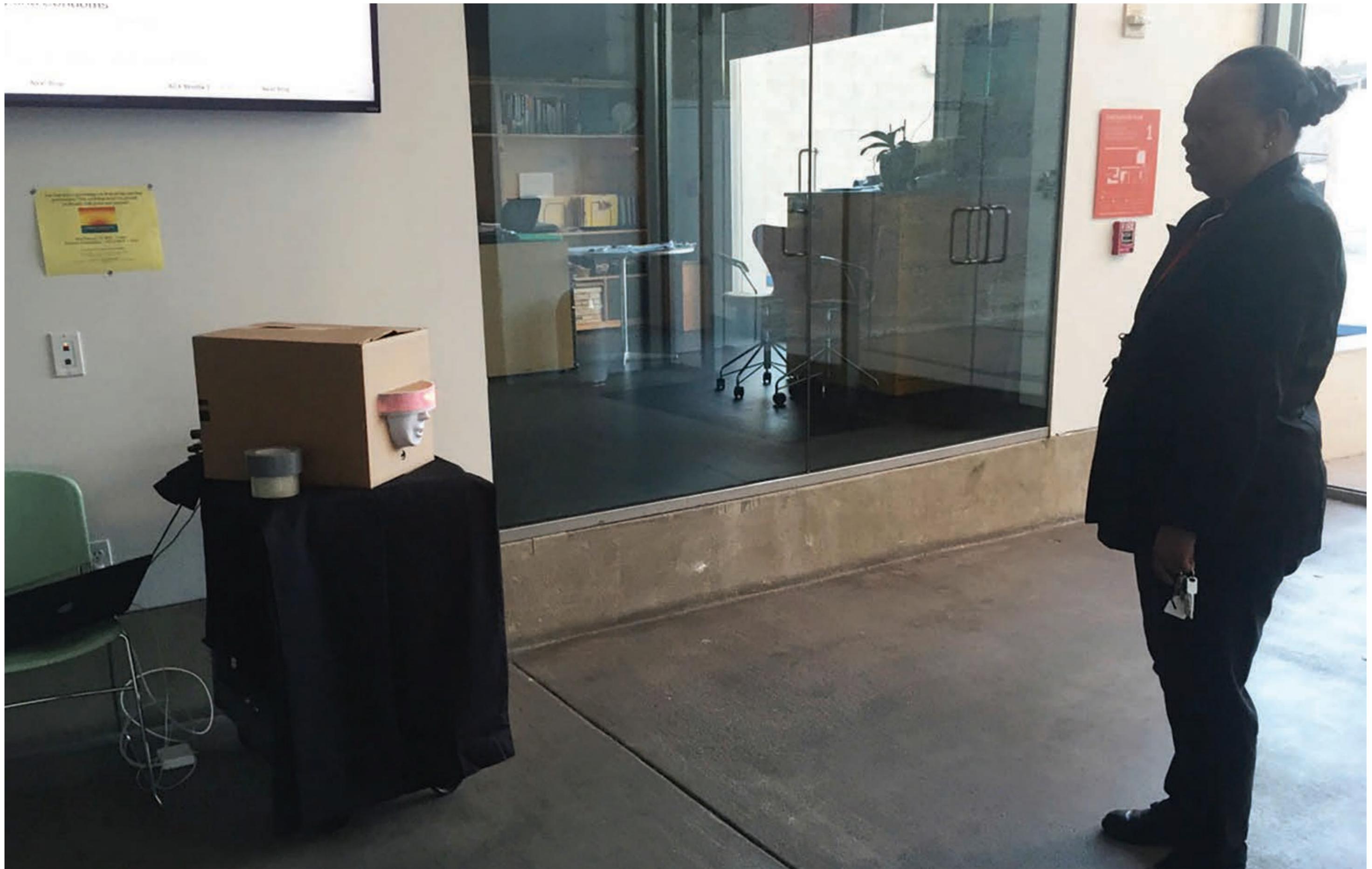
## CASEY ANDERSON

Casey is your man for everything. Seriously. If you have a question about experimental music, sensors, electronics, Adafruit, soldering, saxophone, SuperCollider, music related programming, art installation, programming, sound waves, or just want to chat- go to him.

[caseyanderson.com](http://caseyanderson.com), [awavepress.com](http://awavepress.com), [experimentalmusicyearbook.com](http://experimentalmusicyearbook.com)

# CORE TEAM

MDP works like a super-brain and these are its super-faculty.



# MDP RESOURCE CONTRIBUTORS

<u>NAME</u>	<u>MILES FROM HOME</u>
Lee Cody	51 miles
Christine Meinders	834 (nautical) miles
Luke Johnson	2645 miles
Jade Milan	2774 miles
Josh Bookman	2984 miles
Chelsea Li	6106 miles
Sayee Wang	6770 miles
Chloe Huang	6773 miles
Mo Mo Mao	7184 miles
Xing Lv	7257 miles
Shiveesh Fotedar	8007 miles