

## Activity

# GOOD IDEAS GET BETTER

land art generator initiative powered by art!

### DESCRIPTION

Student teams analyze their designs and seek guidance from others. Through the process, they will learn how to give comments constructively. The format of this activity is similar to a Design Review Meeting that might be conducted with a client on a real project.

### TOOLS

Student team land art generator artwork sketches and models that were made in previous activities

### GOALS

1. Evaluate design effectiveness
2. Consider and propose alternatives
3. Collaborate with others to improve
4. Provide feedback to peers in a constructive manner

### TIME TO COMPLETE ACTIVITY

30–45 minutes

By now you will have established your LAGI 2015–16 Youth Design Prize teams. You will have also generated your first collaborative sketch and your first prototype. Now it's time to share your idea with other teams and seek external feedback. If you are using this Toolkit as an individual (outside of a classroom or after-school program), consider seeking advice from family members and friends.

Self and group reflection is a critical part of the creative process. Professional designers go through it every day, providing and receiving comments in frequent design reviews in an effort to make their good ideas better. It's important to let yourself be open to the feedback of others. Sometimes they can help you see things in a way you may otherwise overlook. You can decide to change your design in response to their feedback, or you can explain in more detail the reasons that you think your way is still better.

## STEP-BY-STEP INSTRUCTIONS

### Step 1

Find another group of students, perhaps another group working on their own LAGI 2015–16 Youth Design (or it could be any group).

## Step 2

Provide one copy of the **worksheet** to each student and let everyone read the instructions at the top.

## Step 3 (5–10 minutes)

**Presentation:** The first group picks one team member to lead their presentation. In about 5 minutes they explain the ideas behind their group’s design, why the artwork looks the way it does, what renewable energy technologies they used, and how it works.

Explain how people will experience the artwork when they approach it for the first time. How much electricity do you estimate it will produce? What is the electricity used for?

## Step 4 (5–10 minutes)

**Question and Answer:** Pay attention during the presentation and do not write. Once the presentation is over, feel free to ask questions of the presenting team.

## Step 5 (10 minutes)

**Design Review:** Using the worksheet, each student on the reviewing team writes down at least three comments that come to mind. Think about what will be most helpful for the presenting team as they continue to work on their design. Is there something that they have not answered? Details they should focus on?

While the reviewing team is writing their comments, the presenting team talks about how they can improve their presentation.

## Step 6

**Switch!** Repeat Steps 3–5 with the other team presenting.

## Step 7

**Reflection:** Based on the feedback that has been provided about your artwork, write down five things that you plan to do that will make your design stronger. You can use the back of the **worksheet** that was provided to you by your reviewers.

Consider going back to the **Making a Prototype** activity, incorporating the lessons that you learned in this activity. Designing is an iterative process that repeats for as long as it takes to arrive at what you think is the most perfect outcome!

Professional projects often hire a Design Review Consultant who can make an informed and unbiased assessment of the success of a project. This person or team is referred to as a “third-party” because they are not the owner or the designer. Instead they are paid to be completely objective. This is the role you should take on as the reviewer in this activity.

The questions in the left column represent the jury criteria. It's what the selection committee will consider when they review all of the LAGI 2015–16 Youth Design Prize entries in June 2016. As you listen to the presentation by the other group and as they explain their design ideas, write down some comments in the column on the right that you think will help their design get better.

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Name of team being reviewed

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Name of reviewer (your name)

Write your design review comments for your friends in the empty column below.

1. How does the artwork fit into its surroundings? Is the design responding to elements around it such as buildings, landscape, or human culture?
2. Is the design sensitive to nature? Can you think of any ways in which it might be harmful or beneficial to animals or to the environment?
3. How much clean electricity can be produced by the artwork? (refer back to the **Energy Fundamentals** activity)
4. How does the artwork address the public? How can people interact with it? Do you think it would be a nice addition to the community?
5. What does the artwork make you think about? Does it provide meaning or ask important questions? Is it beautiful? Poetic?