the world is a design

One cannot escape it. Design is not just a thing or a place; it is a way of thinking. It is a process. This process will not only allow you to solve problems in a rational and efficient way, but also innovatively create what the future may be. This process of thought, combined with knowledge of the applicable technology for any given design problem, allows you to create things, places, and processes that impact how people experience the world.

At The University of Tennessee, Knoxville, College of Architecture and Design, we not only teach students the needed skills to be future architects, interior designers, landscape architects and urban planners, we also offer an experience that addresses different ways of thinking that allow our students to become future innovators. Design thinking informs the industrial design of objects, graphics, and information, policy and process. This camp is for those interested in the design of space, and those who want to better understand how design impacts invention and human experience.

While the camp serves to give the prospective student a taste of what an academic design studio is like, it also attempts to broaden the ideas of what design is. This weeklong camp will exercise the mind through discussion, drawing, making, investigation, and re-imagining of the environment that is our designed world.

participate

Seeing the world is one thing, experiencing it is another. Designers learn to do these things through a lens of critical thinking that asks why things are the way they are. During the camp, you will explore how designs function and are formed. You will visit significant buildings and spaces of interest, such as Knoxville’s Historic Downtown, Alex Haley Farm, and Norris Dam. In addition to these, a trip may be taken to a massave super market, parking lot, or another “everyday” space to compare, contrast, and, ultimately, analyze what we see, to better understand the built environment.

listen

Lectures will be given by faculty and visiting professionals on various topics about design, every day, so to inform and inspire discussion about the themes and ideas presented. The camp seeks to offer many diverse views about how design thinking shapes and informs our culture.

conceptualize

After understanding the context of the problem or issue, a designer must then generate an idea. If a design is not appropriate, functional, or possible it may not be the fault of the maker; it can also be considered the fault of the idea-maker, the designer. Without an idea there is no direction or goal. To have a good idea is to have a design for one’s decision-making. Every activity at Design Matters will be centered on concepts to prove that nothing meaningful can happen without thorough thought. This camp will teach students how to generate and follow-through with design ideas.

discuss

When one thinks of design school, they may first think of drawing, but in reality a great deal of sharing happens. Design is rarely an individual action. A goal of the camp is to introduce design thinking as a collaborative effort, which is directed through discussion and writing as important parts of the design process.

make

After consideration of places and contexts, lecture and discussion, we move on to making as a synthesis of concept, context, and analysis of the given problem or task. Each day something different will be made – be it a sketch, constructed drawing, model, collage or written document. Students will be tasked with translating their ideas and interpretations of what they experience into something tangible. These activities will serve as a venue to discuss issues of technique and craft, as well as give the student a body of design work they can include in a portfolio.

present

Students will learn how to present their ideas and creations to others. Each camper has the task of conveying why their concepts and products are conceptually sound, functional, appropriate, and responsive to the design problem. Design Matters teaches students to both think critically and share those ideas with others in a fun and collaborative way.

http://www.arch.utk.edu/special_programs/designcamp

Each day will begin with discussion and research at various sites around the Knoxville area to include works of architecture and infrastructure and their connection to the landscapes and cities they occupy. Students will learn to document information for later analysis.

Students of the camp will work in a variety of representational methods to realize their concepts. Through writing, drawing, collage and three-dimensional modeling, ideas will be tested and discussed. Collaborative work in the studio will serve as an introduction to design education in the collegiate environment.

The award winning Art + Architecture Building, completed in 1981, provides one of the finest facilities in the country for architecture and interior design students. The building features an atrium that stretches the length of the building connecting wood and metal shops, studio spaces, media and computer labs, multiple galleries as well as a cafe and shop for supplies.