



STEMARTS DESIGN TOOL

STAGE ONE: DEFINE PURPOSE

Explore the site to come up with your idea. Pick an artist or topic.

1. Explore all the artists to see which you would like to use as a model for your project. It could be a combination of different artists and topics that inspire the work.
2. Visit the Wiki-Resource on each artist page to see tutorials, activity ideas, read articles about the medium that the artists explored and other resources to help you find something that peaks your interest.
3. Click on the ARTIST INTERVIEWS button on each page to read a personal interview with each artist. The artist was asked questions to share their creative process, talk about the medium they work with, and to share tips and advice for you as you begin your design process.
4. In this phase you are looking for inspiration for a project that is meaningful to you. Get a journal and start sketching and writing notes on your process.

STAGE TWO: BRAINSTORM

Brainstorm and come up with ideas for your art piece.

1. In this phase, you will need to sketch, doodle, contemplate, or journal, in order to start allowing ideas to formulate. The Wiki Resource has brainstorming techniques and articles.
2. The artists in the ARTIST INTERVIEWS also share their personal brainstorming techniques. Read through all these resources and do some research yourself. Then, set aside some daydreaming time and get started. Think big and let all the ideas you have hit the page without editing them. Get in the flow and write or draw in a journal any ideas you come up with that you would like to explore further.

STAGE THREE: RESEARCH

How are you going to turn the idea into a reality? Research.

1. Brainstorming and researching go hand in hand. You will be going back and forth between the two until you come up with a plan. Once you brainstorm some great ideas for an art piece, you will need to research to learn more about the topic or medium. In turn, that leads to more brainstorming. How are you going to turn the idea into a reality? What materials do you need? Can you build it yourself or will you need help?
2. In your journal, make a list of any questions or concerns that come to mind.
3. Explore the WIKI-RESOURCE for ideas, and research on your own to find the answers to your questions. If you will need to collaborate on this piece, decide who that will be and make plans to work together.



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STAGE FOUR: DESIGN AND COLLABORATE

Start your design plan.

You have everything you need now to start creating. Refer to your journal to review your process up until now. Review the STEMArts Design Tool. Research online if you still have questions. Ask your teacher for help. Now, it's time to make a materials list and sketch out your plan of action. Or perhaps you prefer to dig in and start building something? There are many ways to approach it and every artist has their own style. Each artist shared their own design approach in the interviews. Look back over them and see which approach suits your style. Start creating!

STAGE FIVE: TEST AND REFINE

See how it works. Test and refine until you get what you want.

4. The design process always involves testing out your ideas in the real world, and building prototypes to see if it works. You may find that once you start building it, it is not what you had in mind. This is part of the process. It helps to document everything you do in your journal. This is the hardest stage, because it is easy to get discouraged.
5. Read about what the ISEA2012 artists have to say about this phase. Ask for help when you need it. If you get stuck, go back to the brainstorming phase for new ideas. Get feedback from your teacher, your friends, and experts. We created a Troubleshoot Guide to help you evaluate and critique your work, if you are stuck on your design.

STAGE SIX: PRESENT

Practice presenting in order to get feedback for your finished piece.

You have probably explored options for presenting your work, but this is the time to work out the details. Your venue will often determine the presentation format. Now is a good time to present your work to friends and peers to get some feedback. Our Feedback Guide poses questions that will help you critique your own work, and provides tips on receiving constructive feedback from others. It will also help to look back on your design process to see if you are where you want to be with your art piece.

STAGE SEVEN: SHARE AND REFLECT

Bringing it all together. Time to share it.

Sharing your work can be scary and thrilling at the same time. Hear what artists have to say about the importance of sharing their work with the public. Do you want to share it in your community? Is there a venue interested in what you have created? Will you use Vimeo, YouTube, or a blog? Print out the REFLECTIVE LOG to look back on your process and what you learned.



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