

Friday, August 30, 2019



Pivot Point in Design Pedagogy

Center for Teaching & Learning

**PRATT INSTITUTE
INDUSTRIAL DESIGN**

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Pivot Point in Design and Pedagogy

There are basically 4 ways to make an object; milling, forming (casting), assembly (joining), and growth. Most of the tools we currently use remove material and therefore create waste, known as milling or subtractive manufacturing. Design is a tool to test new materials, processes and applications. Today's designers have a new set of digital tools and smart materials to work with.

We are in the midst of a paradigm shift away from mass manufacturing towards mass individualization. Design files are beginning to criss cross the globe in lieu of products as traditional techniques are giving way to growth or additive manufacturing, which is closest to the way nature builds things, layer upon layer. There are no molds. There's no overproduction. There's no shipping. There's no waste!

We are at a pivot point in product design and industrial design pedagogy. This project will explore this pivot through faculty collaborations, conversations, explorations of new curriculum and pedagogical strategies, with a goal of helping students become agents of change by translating emerging technologies into the useful and desirable objects of tomorrow.

Schedule

Fall 2019 FACULTY CONVERSATIONS + RESEARCH

Research additive manufacturing and related technologies as a field of study, thereby using design as a medium to stimulate discussion and debate amongst Pratt's faculty. Hold 4 monthly faculty luncheon conversations, tentatively scheduled on Monday's at noon; 9/23, 10/21, 11/18 and 12/16.

Spring 2020 STUDENT COURSE + PRODUCT DEVELOPMENT

We propose a new Additive Manufacturing course and/or to run it through the Design Clinic within Pratt's new Design Accelerator in Manhattan.

Selected student projects from the new course will be exhibited at WANTED DESIGN in order to connect with practicing designers, industry and the public about the social, cultural, and ethical implications of emerging technologies.