

Sustainability in a local area



Crafts in Glass and Ceramics
Home Assignment 2023

Royal Danish
Academy

Architecture
Design
Conservation

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Theme

Sustainability in a local area

How can a local area be rethought to make it contribute to a more sustainable way of living?

In this year's home assignment, we invite you to explore the resources found in a local area of your choice. You decide what local area you want to work with and how you choose to investigate those resources and how they can be used in relation to a design solution.

Resources can take many forms. Everything from recycling sites, raw materials below ground, natural and synthetic materials, waste products from industry, food, social relations, traditions, data, labour, energy, nature, knowledge, communities, ideas, people, sun, wind, water, etc.

This year's home assignment consists of three parts:

1. Design proposal
2. Video presenting your design proposal
3. Selection of your own works

Part 1

Design proposal

You can for instance design:

- An artifact or user involvement based on local resources
- A digital or physical universe that creates new communities among the population in a local area
- An event or service that creates change in a local area
- A campaign, a series of visualizations, a game or a visual identity to make people see and understand the possibilities in a local area
- A physical spatial installation, a piece of furniture or an object made of for instance materials like ceramics, wood, glass or other materials that incorporates the use of local waste materials

You can for example work with part 1 in the following way:

Introduction:

Why is the topic important?

Mapping or registration:

A mapping could, for example, consist of interviews, surveying, which raw materials are there in the underground, which feelings there are in the area, historical aspects and cultural values. You can, for example, produce photography, drawing, newspaper clippings, historical sources, collages and diagrams

Investigations/concept development:

Outline several ideas, research a target group and draw up different solutions and concepts before choosing one

Design proposal:

This can for instance contain a presentation of illustrations, technical drawings, material samples, the design proposal in context, model photo, target group description, storyboard or user guide etc.

Write a short reflection (max 200 words)

You have five pages at your disposal; it's important that you show us your ability to develop your ideas, that you give us insight into your design process, show your design skills and interests within Crafts in Glass and Ceramics.

Part 2 **Video presenting your design proposal**

Make a short video of 1-2 minutes, that presents your design proposal and your design process. Note that you must not be visible in the video, as the home assignment is anonymous. However, the audio side is a voiceover where you speak about your proposal.

Below we have listed questions and topics you must address in the video:

- What is your design proposal about?
- What is the main idea of the design proposal?
- Who is the project aimed at?
- How have you worked your way through the design process?
- Which parts of the assignment did you find motivating?
- How do you assess your own design proposal? Include your own critical reflection

All material for part 1 and 2 must be new and made entirely for this year's home assignment.

Part 3 **Own works**

Show your previous works relating to Crafts on maximum three pages. You don't have to relate your works to part 1 and 2. It must be clear what is new and what is your prior own works.

Your chosen works should reflect your interests and how you work. It is entirely up to you to present your works in a way that shows us your abilities and your interests. You can show drawings, collages, or other visual material. It can also be photos of for example physical objects you have made in glass or ceramics. You must include titles and short explanatory texts.

Recommendations

We recommend that it is clear from your material how you unfold your various ideas.

You are free to interpret or be critical of the theme. Depending on the angle of your design solution, you are welcome to use several media in your proposal.

Show us the techniques, tools and programs you like to work with; this applies to both the analogue and the digital and the interaction between the physical and the digital in your work process. It can, for example, be testing how a physical object functions in a physical context via a digital program, investigating the effect of a physical surface by inserting it digitally as an element on a larger scale, sketching by hand and transferring the sketch to a digital medium for further processing or to register shape, structure, colors through the camera in the physical world and process these digitally for use in a physical or virtual context.

Feel free to show – where relevant – that you have an understanding of form, construction, light and shadow, colours, materials etc. and how this has an influence on your design proposal. Insert short, explanatory texts or words that help us understand your proposal or your works.

We recommend that you from the beginning are aware of the resolution of the files you work with from the start, i.e. for photos. It is usually not necessary to have the highest resolution when creating files to be displayed on a screen.

Remember to manage your time so that you also have time to prepare your files for submission and can upload them within the deadline.

Deadlines	<p>See all deadlines here: https://royaldanishacademy.com/crafts-dates-and-deadlines</p> <p>15 March 1200 CET: Application deadline at optagelse.dk</p> <p>20 March: You receive an email with a link to the Academy Assignment Portal – please remember to check your spam filter.</p> <p>22 March 1200 CET: Deadline for uploading your assignment.</p> <p>On 27 April, we send emails with information on points to everyone who submitted a home assignment. The 35-40 applicants with the highest scores will at the same time receive an invitation to the admissions test in Copenhagen.</p>
Submission, formats and layout	<p>To submit your assignment you must upload it to the Academy's Assignment Portal.</p> <p>There you will find a step by step guide on how to upload your files. You will receive receipts by email when your files has been uploaded correctly. Read more after receiving the link to the portal.</p> <p>You must upload two files: a pdf and a video.</p> <ol style="list-style-type: none">1. Your pdf file must consist of the two parts: your design proposal (5 pages, in the first part of the document) and examples of your own work (3 pages, in the last part of the document) Set it up in landscape format and max 100MB. All pages counts towards the maximum number, including a frontpage etc. Name your file: Crafts2023AS2. Your video is a presentation of your design proposal. The length must be 1-2 minutes and the resolution must be 720p. Choose the format that fits to your video. Name your file: Crafts2023VIDEO
General formalities	<p>Writing and speak in the assignment must be in English.</p> <p>Do not write/ mention your name or use photos/video of yourself in the assignment. You can't be seen in the video. The audio side is a voiceover where you speak about your proposal.</p>
Criteria	<p>Your assignment will be assessed according to the following criteria:</p> <ul style="list-style-type: none">• Examine and register• Generate and develop ideas• Develop original and innovative proposals• Handle and develop form, material and function• Convey and communicate visually and in writing <p>We look at relevant use of both digital and analogue tools and expect applicants to use both in solving the assignment.</p>