

# HISTORY & THEORY OF DESIGN TEAM ASSIGNMENT

Each team's presentation will deal with a particular technology (high or low) and the impact it has had on *design* as we currently know it. Some examples might be: the laser printer, the Cartesian grid, Photoshop, the automobile, the halftone screen, paper, digital typography, etc.

*Any tool or technology which has altered the production, consumption or contemplation of designed messages and objects is fair game.*

The format is completely open: slide presentation, web site, short film, pamphlet, computer game, performance, etc. Just make sure your presentation covers:

- The cultural and political context in which the tool/tech was developed
- The ways in which the use of the tool/tech has changed with time
- The influences the tool/tech has had on what we now consider design
- The distinctive "marks" the tool/tech leaves on work produced with it
- Make a case as to why the tool/tech should or should not continue to be used by designers

Remember to use the offerings available via the 'collaboration tools' tab on the class web site (or other similar tools or services) to keep your team in communication and on track even if your schedules are incompatible.

Milestones:

02/18/2010: Proposal for team presentation is due

03/02/2010: Detailed outline is due

03/04/2010: Presentations begin