

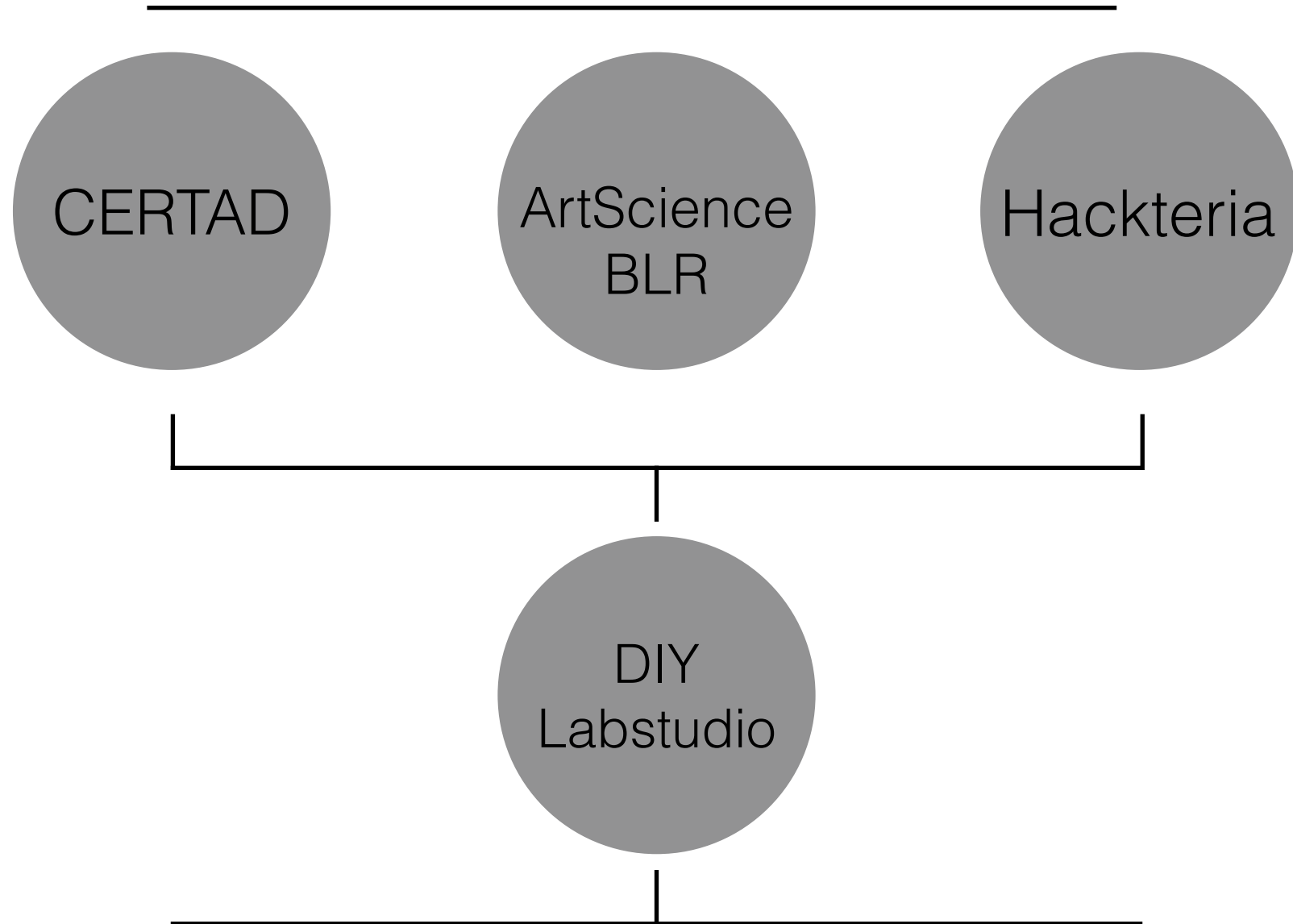
EXTREME  
EXTENDED  
PLACES AND  
SENSES

# Concept

Create a DIY/DIWO (do it with others) labstudio, that extends our senses while engaging in a space.

This 'kit' is a collaborative process between 4 group members.

# Pseudo Clients



CERTAD

ArtScience  
BLR

Hackteria

DIY  
Labstudio

Designers

# What does the mobile lab aim to do?



Sensing

Playful  
learning

People  
becoming  
makers

DIY  
labstudio



# Looking at existing DIY kits...

Cumbersome  
to carry


Hard without  
a cohesive  
manual

Needs  
supervision

Not sustained  
engagement

Lack of  
continuity

# Concluded that...

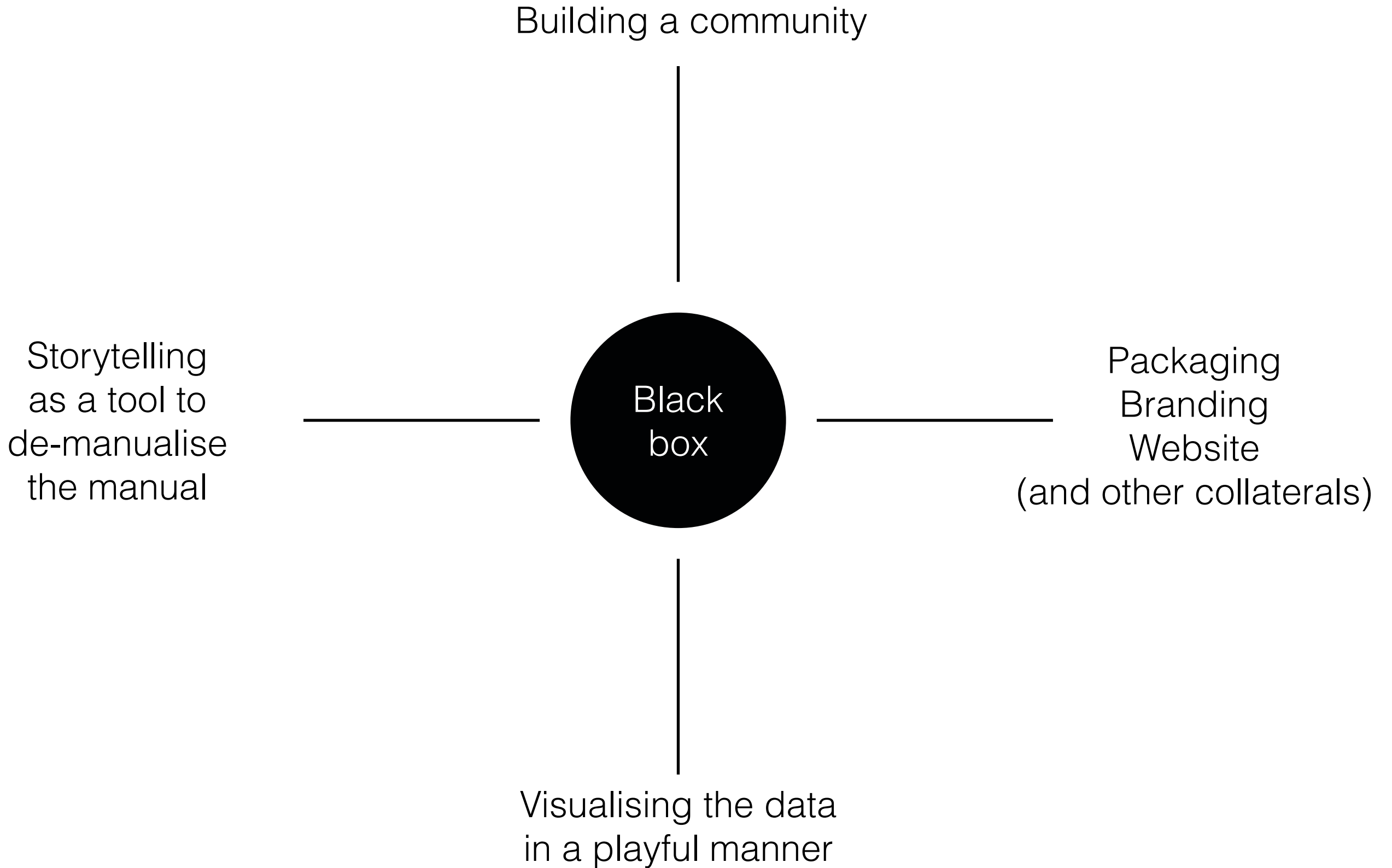


De-manualising  
the manual

Community  
building  
and learning

Visual  
Storytelling

Data  
Visualising



**ANET :**

Andaman's and Nicobar Environmental Team







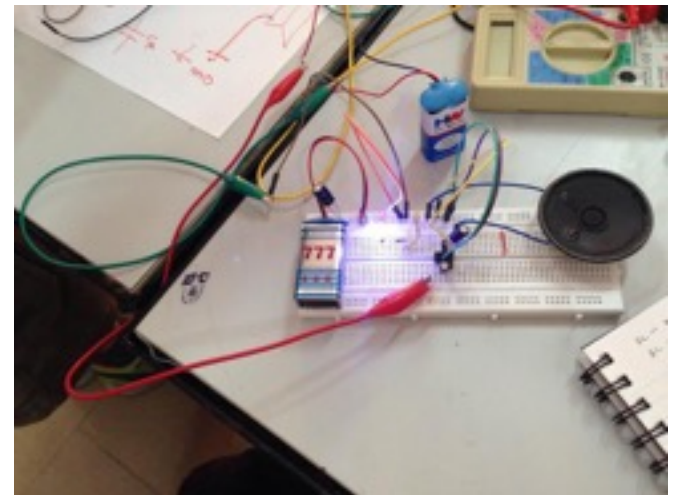
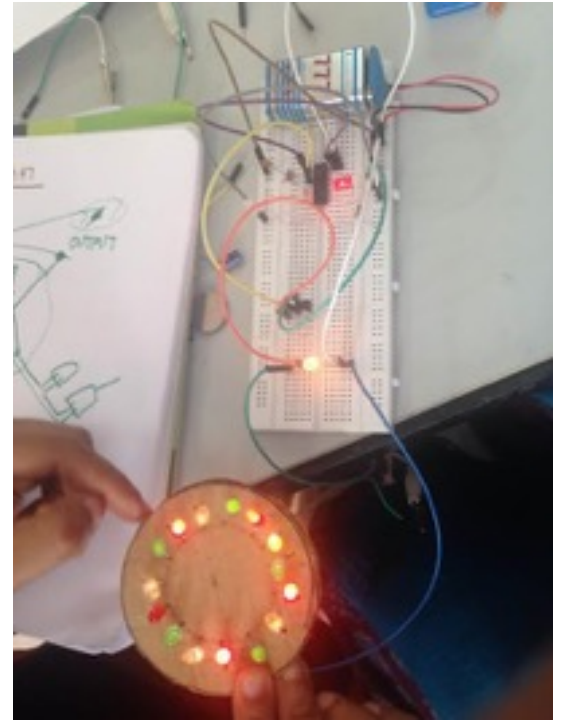
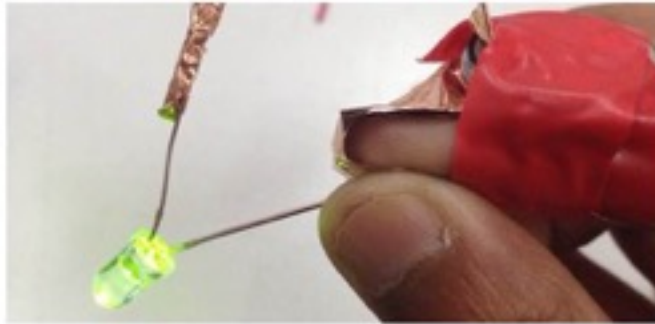
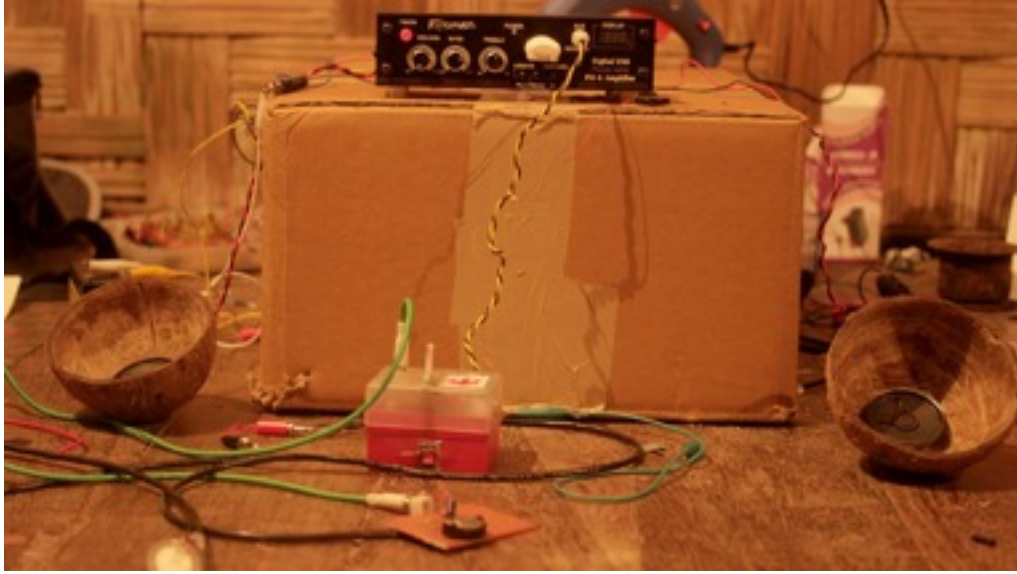


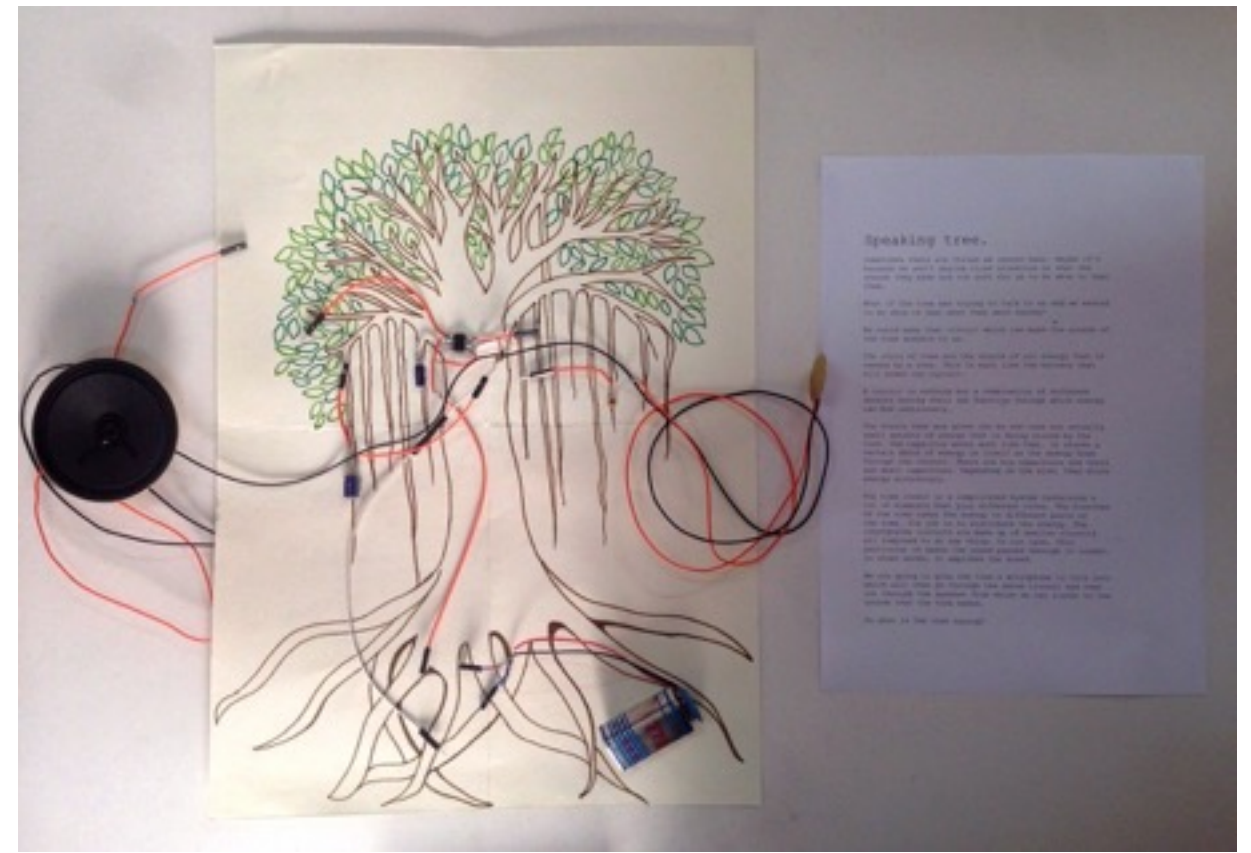
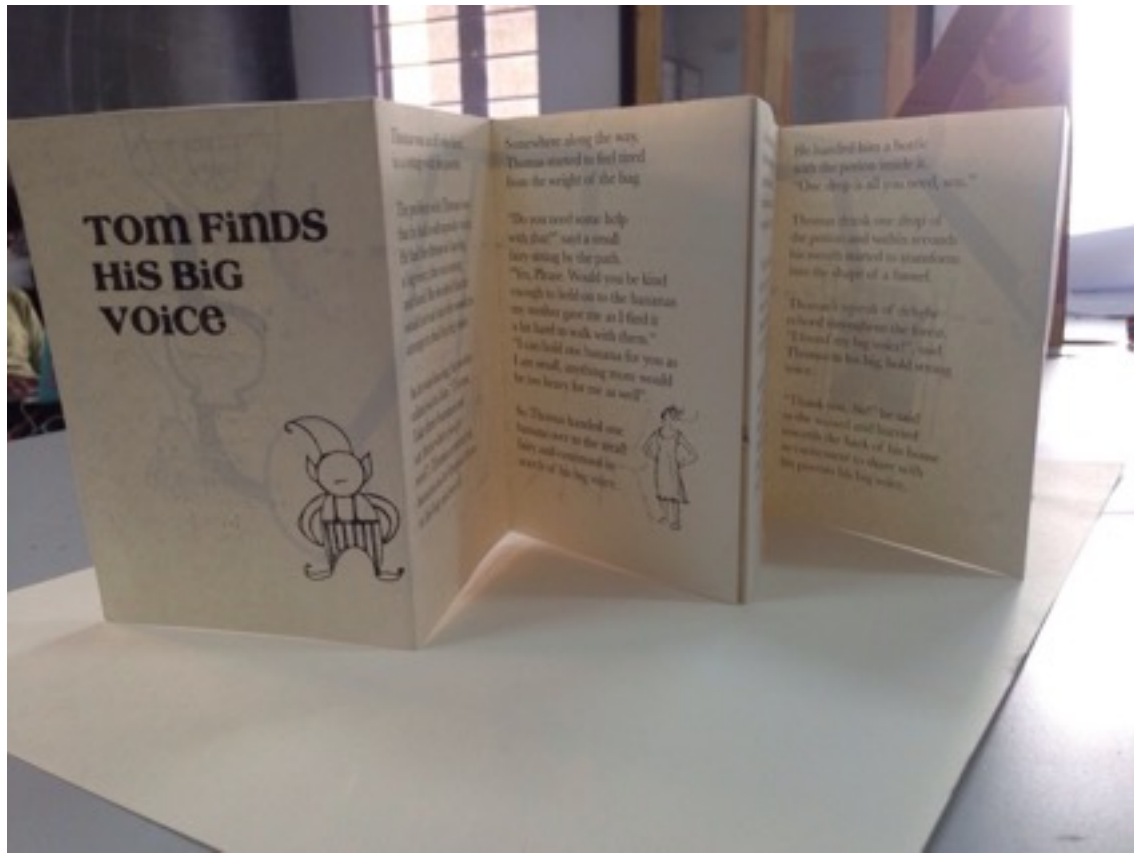


An 'extreme place' is an environment that is waiting to be experienced.

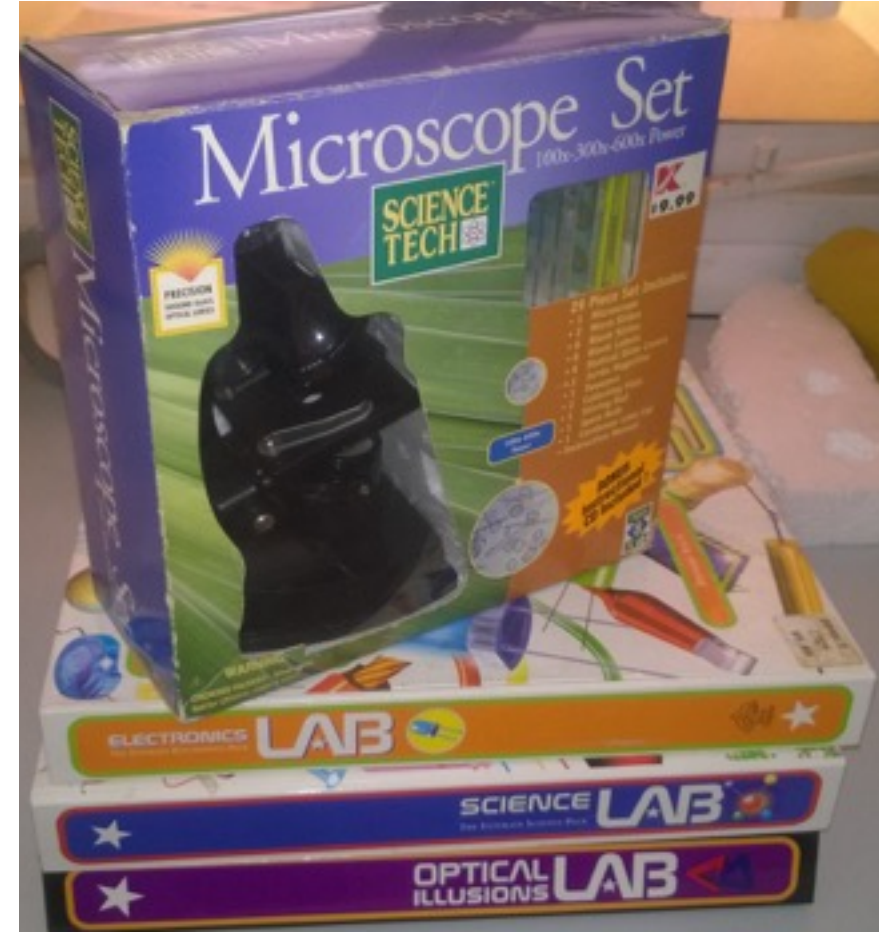
- Whole new world under the sea waiting to be seen.
- New perception otherwise un-perceivable to our senses forms an alternative reality.
  - Scuba diving was the most extreme place.







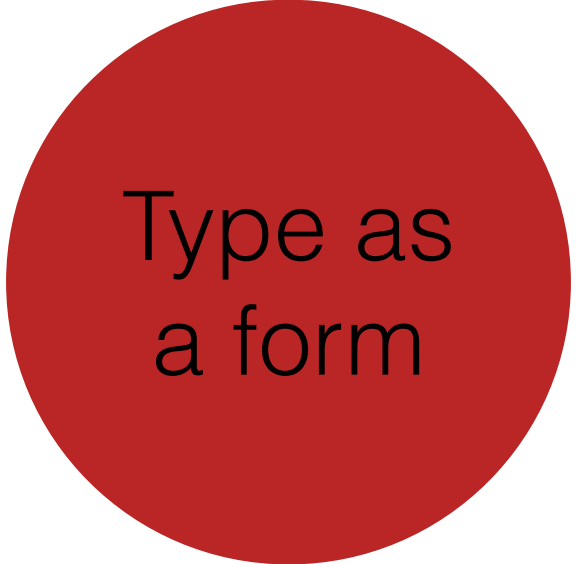








Transform the collected data :



Type as  
a form

Why a 'labstudio'?

The lab studio needs to evolve  
and needs to be extendable.

The kit must not become obsolete  
when the components are all used up  
but must be refilled.

# Research questions

What is the relationship formed between data collected and typography? How can this data be further expressed with type as a medium?

How can we break the mainstream approach of what a DIY manual is?

How do students and other people respond to data and typography as separate entities?

# What next?

Look at existing DIY kits

Photographes

Story books

Typography books : how typographers look at type as a 'form'

Pattern making books

Understanding 'play' as a pedagogy

Observing how children react to data and type as separate entities and together.

# Approaches and Methods

## **Participatory design approach.**

Incorporate it based on direct interaction with students, teacher adult and, design fully understanding the needs of the user.

## **Collaborative Design**

We as designers, are working in a team in which we each have unique roles within the project that contribute to the making of this one product - The DIY labstudio.



Thank you.