

Please avoid making a chair, bench, or stool.



[The] use of a stool or chair to sit on implies that the user has been educated by his or her cultural surroundings.

Edward Lucie-Smith, Furniture



Joe Colombo, Tube Chair, 1970



Jurgen Bey for Droog Design, Tree Trunk Bench, 1999

**How do we know that we are supposed to sit on a seat?
What do we feel when we are seated there? Can a seating form direct our attention? Can it increase our sense of wonder at our surroundings? Can it encourage us to be more conversational, or to feel more optimistic? What factors make us aware or unaware of the seat itself? Does our awareness of the seat increase or decrease its impact on our feelings, thoughts, or attention?**

RESEARCH

As a group, organize to gather all of the information you can about the ways in which forms used as seating can influence our attention, feelings, experience, perception, and even behavior. Consider these avenues for your research:

- ▶ reading about the history of forms commonly understood or misunderstood as seating
- ▶ observing behavior in public spaces
- ▶ conducting interviews
- ▶ reading about ergonomic principles

FORMAL GROUP PRESENTATION



Prehistoric house at Skara Brae,
Orkney



Maria do Carmo Pais
*For the presentation of food products
the support is very important*



Zeke Leonard, *Boat Chair*, 2007

DEFINE (THE PROBLEM OR THE POSSIBILITY)

Based on your findings, work individually (or in groups if you would like to collaborate on something more ambitious) work to define a problem you would like to solve or a possibility you would like to catalyze. This can be practical or speculative; For example, you could address screen-isolation in a high school cafeteria, but you could also aim to create something that empowers someone to focus fully on all five senses while peeling a clementine and imitating Sponge Bob's voice.

THREE DAYS LATER

IDEATE

Research, map, sketch, draw, make scale models, make full scale cardboard mock-ups that explore as many solutions as possible to the problem or possibility you defined. (Make *at least* 30 sketches and 3 scale models.)

ONE WEEK LATER

PROTOTYPE

Based on feedback from critique, refine an idea in drawings and models.

THREE DAYS LATER

Build a full scale working prototype with simple materials like cardboard, A/C plywood, pine, L-brackets, wood screws, hinges, canvas, foam, etc... While this prototype is simple in that it is not made with hardwoods and extensive furniture joinery, it should also be well-crafted. Remember to sand your edges and surfaces, hide your staples under slip seat cushions, tuck and fold upholstery fabric around corners, pre-drill and countersink screws, etc...

TWO WEEKS LATER