

# CREATIVE PROBLEM SOLVING







## **Annotations**

- Annotations should be completed in real time, as the folio progresses. You should use whichever form is appropriate to the process and complimentary to the method being employed at the time.
- The majority of annotations will therefore be handwritten.
   However, some may be typed, for example during analysis of research and inspiration imagery.







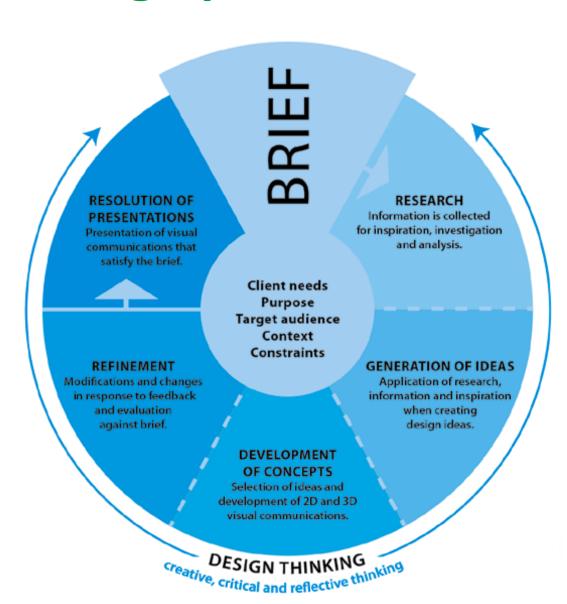
# Design thinking







## **Design process**



#### **Design thinking incorporates:**

**Creative thinking** which requires a curious, open-minded, flexible, divergent, explorative, investigative approach

**Critical thinking** which requires questioning, clarifying, planning, analysing, examining and testing information and ideas

**Reflective thinking** which requires a metacognitive approach, seeking and considering feedback, reflecting on progress and processes, making links and connections with broader issues and the work of others.



Design thinking will be evident through your use of thinking routines.

Many of you will have used these techniques before, possibly in other subjects.

They provide a way of focussing and structuring problem solving and can be applied to all areas of your life and study.







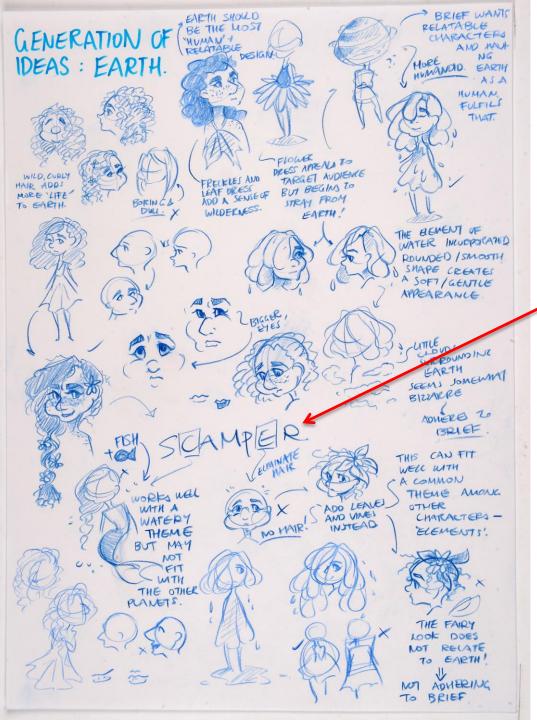
# **Examples of Creative thinking**

It's about investigation, being open minded and exploring ideas....really stretching the brain









### **SCAMPER**

Shantelle Blain







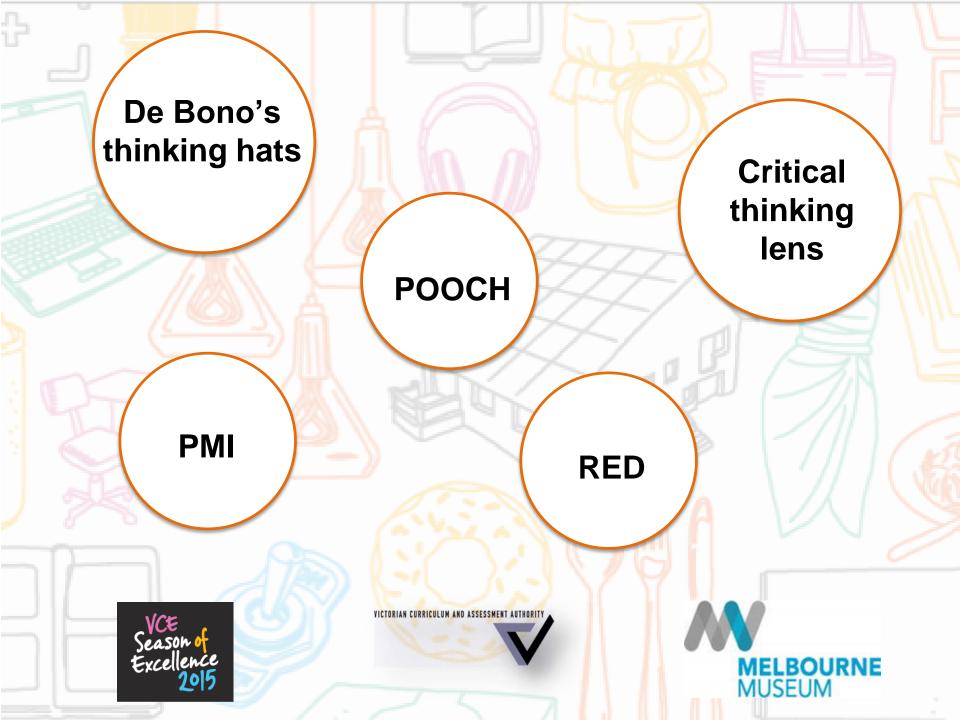
# **Examples of Critical thinking**

It's about asking questions, testing, checking...What else can I do?
The kind of thinking that involves problem solving.









## **EVALUATION CONCEPT 1**



#### THINKING HATS

#### PROCESS

- · Laser engrave the letters arts the actual card itself.
- · Need to apply address and phone number to satisfy the brief.

#### FACTS

- · Fits brief most appropriately.
- · Ties in with the feel and decor of the bar most appropriately

#### CREATIVITY

- · Could use the same colour and shape, but out out the letters and have the card be see through.
- · Could lengthen the size of the card to allow for room for the address and phone number.

#### BENEFITS

- · Laser cutter makes a professional look that the client is after.
- · Type on logo is easily legible.
- · Simplistic & modern, appears to the selected audience.

#### CAUTIONS

- Address and other details must go an the back otherwise front of card will be too crowded.
- The look of this logo differs quite substantially from the logo on the poster.

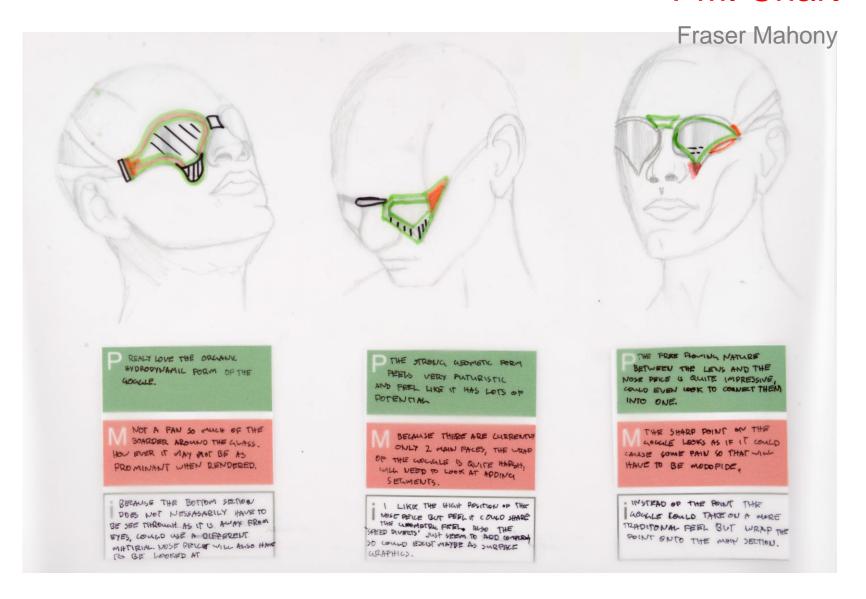
#### FEELINGS

Received all positive feed back from target and sence when asked for an informal application.

## De Bono's Thinking hats

Ella Fajdiga

### **PMI Chart**

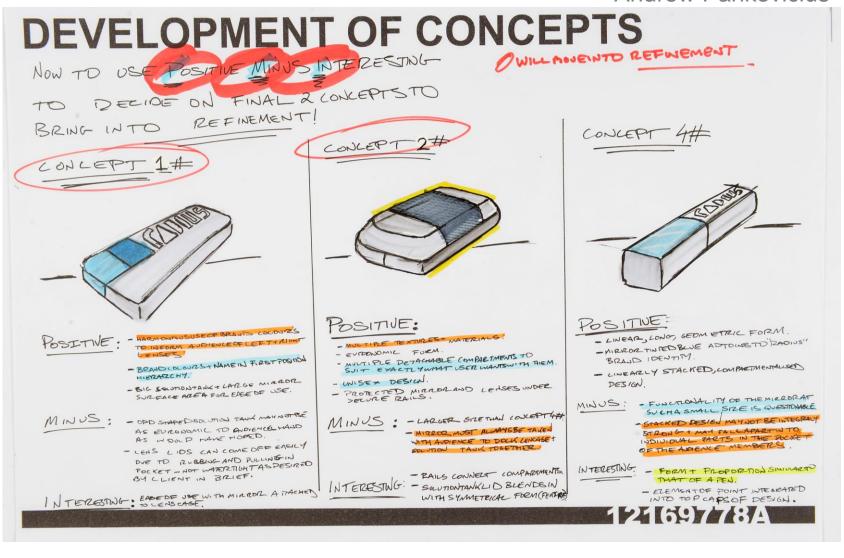








## PMI Chart Andrew Pankevicius









## Research

















## Acknowledgement

#### **Providing references:**

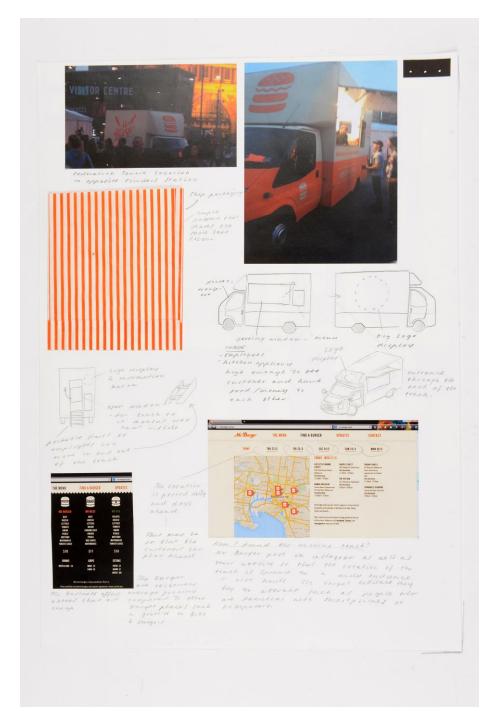
- Acknowledges the ideas or information of others.
- Gives the reader the information needed to locate the sources you have used.

Clear example of referencing Image used for inspiration









Research can be obtained from field trips, site visits or looking at existing examples and competition.

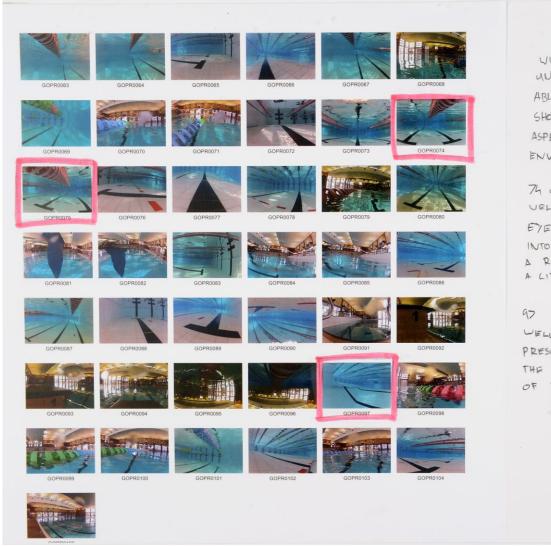
Tahlia Yap







#### Inspiration can come from the most amazing places



WITH THE USE OF AN UNDERVATER CAMERA I WAS ABLE TO TAKE SOME INTERESTING SHOTS ECAPTUSLATING DIFFERNT ASPECTS OF THE POOL ENVIRONMENT.

74 and 76 WORK REALY
UELL DRAWING THE
EYE DOWN THE PAGE
INTO THE CEUTER, ALSO HAS
A RANGE OF COLOURS (REATING
A LITTLE BIT OF EXITMENT.

97 ALSO WORKS REALY
WELL DUE TO THE STRONG
PRESENTS OF LINE DUE TO
THE TOTAL INTERAL REFLECTION
OF THE WATER SURFACE.

#### Fraser Mahony

Used an underwater camera to investigate different aspects of the pool environment









Research can be collected by looking and drawing existing objects.

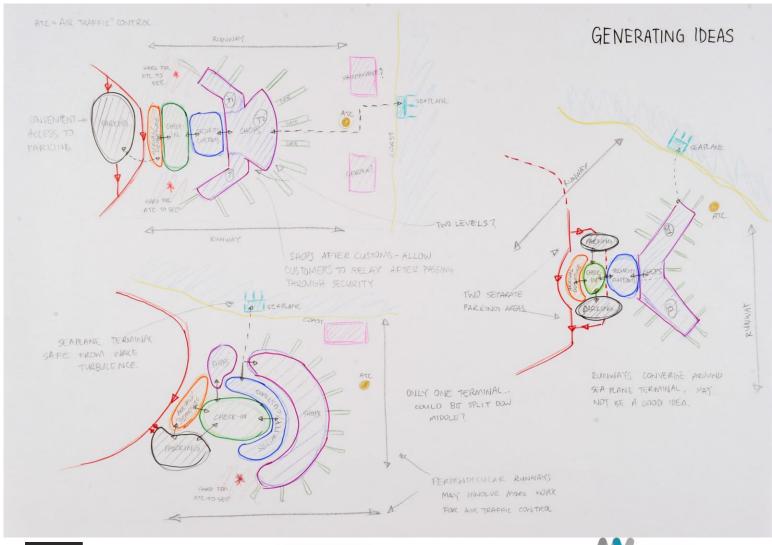
Shantelle Blain







### Use of bubble drawing/planning to generate ideas in environmental design Benjamin Yap









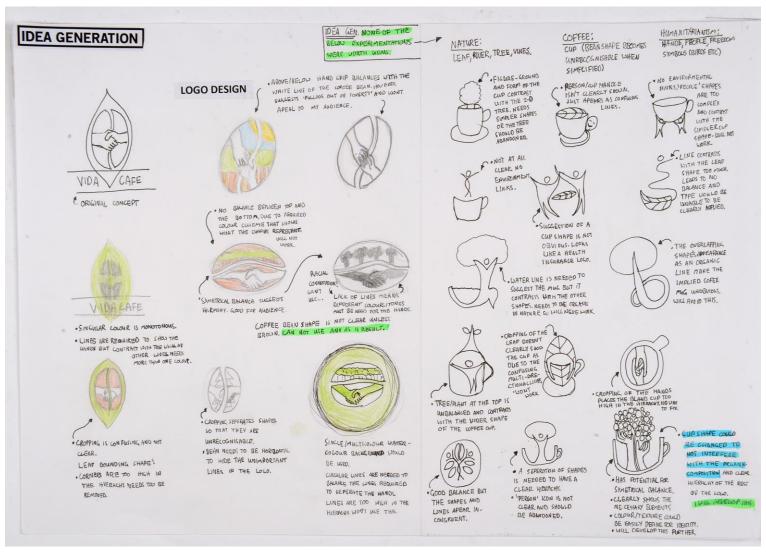
# Visualisation drawing for the generation of ideas







#### Jesse Claire



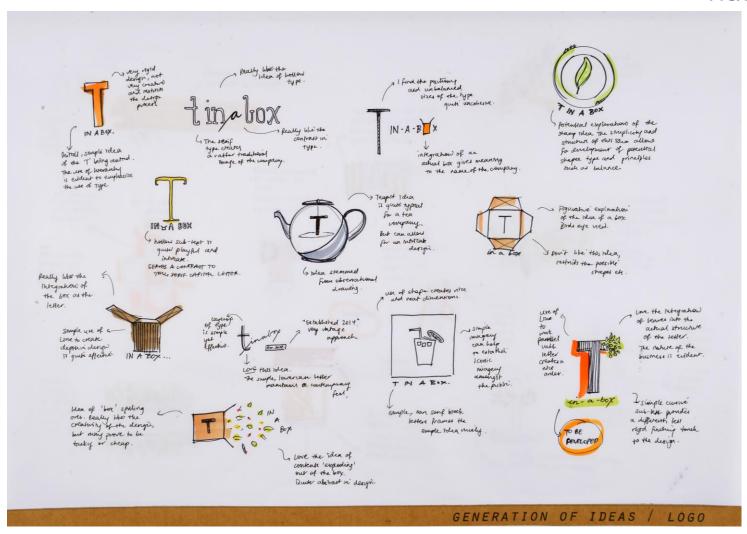






#### Generation of ideas for a logo

#### Travis Loo

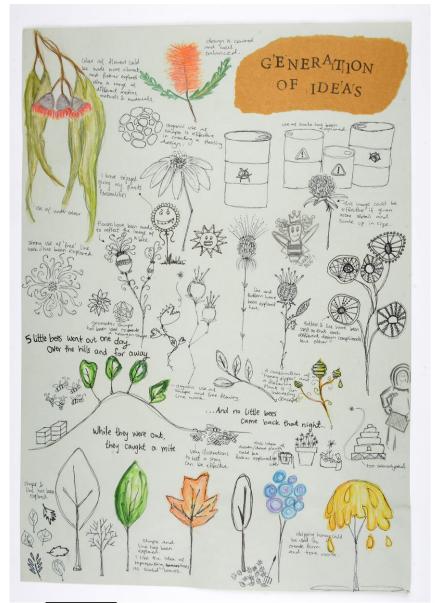


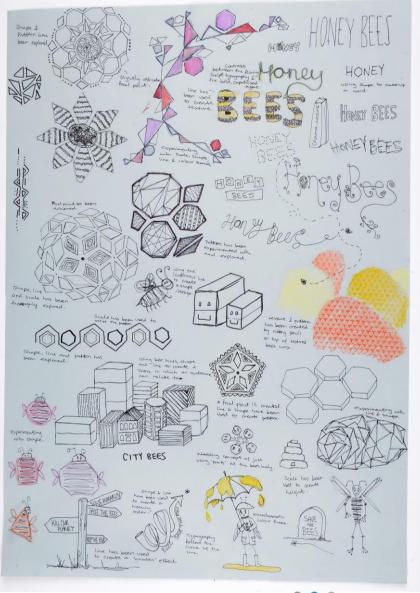






#### Grace O'Brien



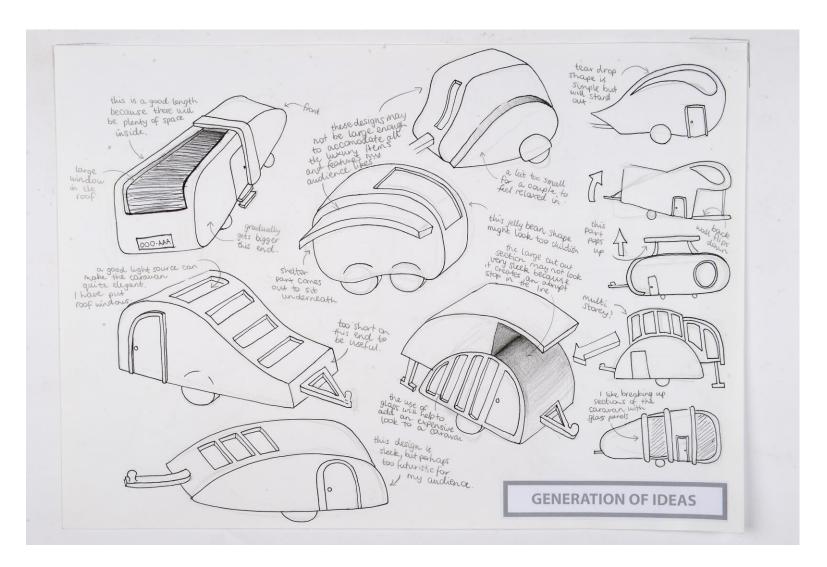








#### Samantha Ireland

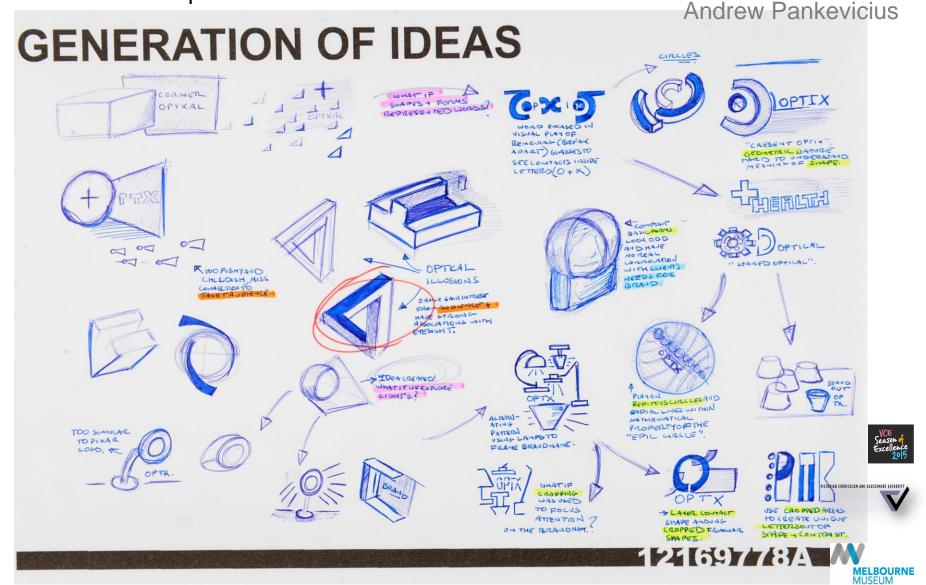








Visualisation drawings used in this stage of the design process can be produced using any media. You are not being assessed on technical drawing conventions or methods at this point.



# Its about using the design process and design thinking to develop and refine







**Development of concepts:** selecting the preferred ideas and applying a range of methods, materials, media, design elements, design principles and presentation formats to create two- and three-dimensional visual communications that address the brief. Both **visualisation** and **presentation drawing methods** are relevant to this stage.

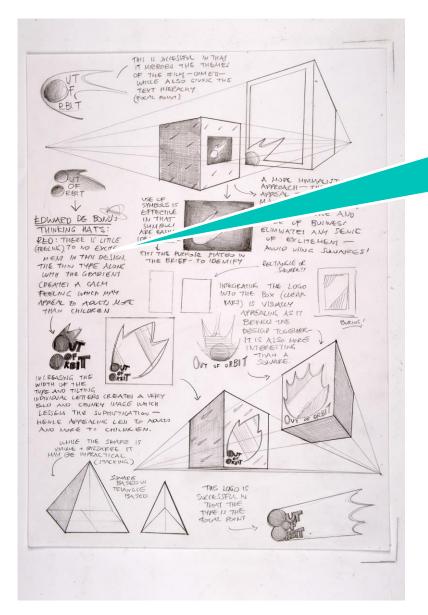
#### Refinement:

modifying visual communications in response to feedback and evaluation against the brief.









Use of critical thinking De Bono's thinking hats

## When developing concepts:

- Accurate use of drawing methods
- Annotations
   discuss 'design
   thinking' and
   directions and
   relate to the brief

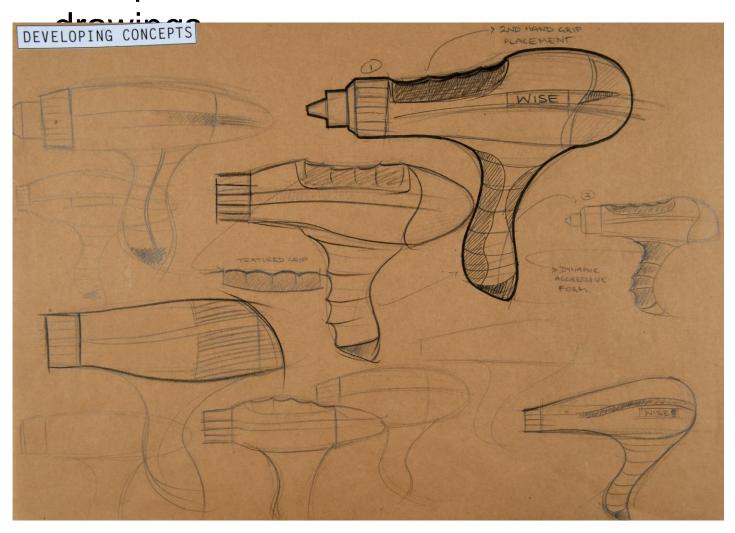






#### Jack Balfour

## Developmental









### Refining using 3D processes

#### Jack Balfour

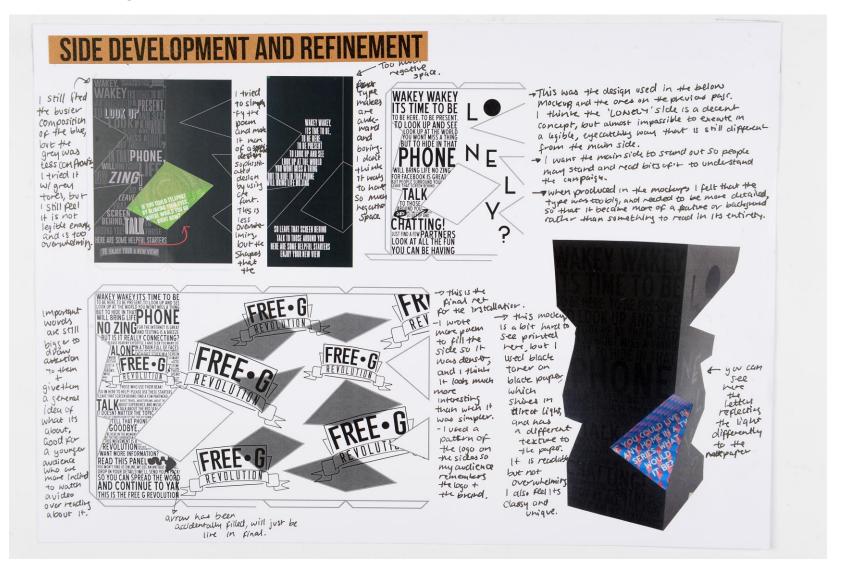








#### Jessica Riley









### Development then refinement

#### Grace O'Brien













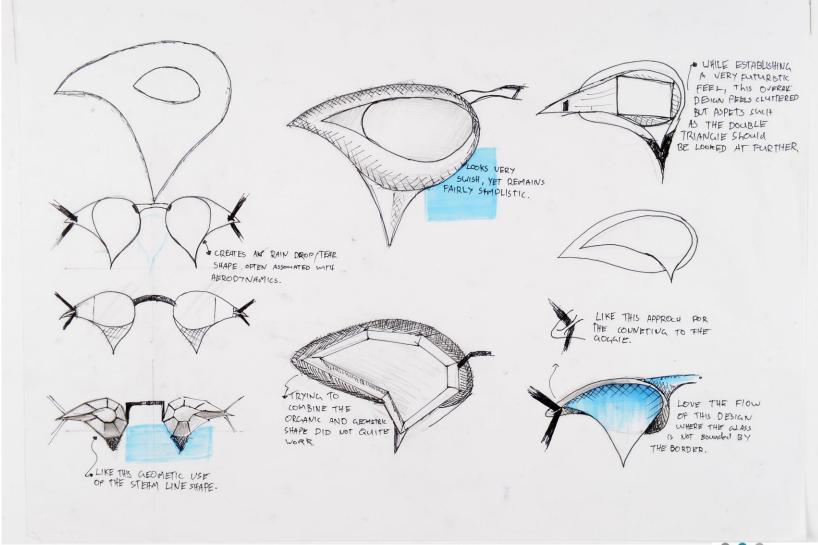






Close up drawings of goggles explore function.
Using drawing to solve problems and explain thinking.

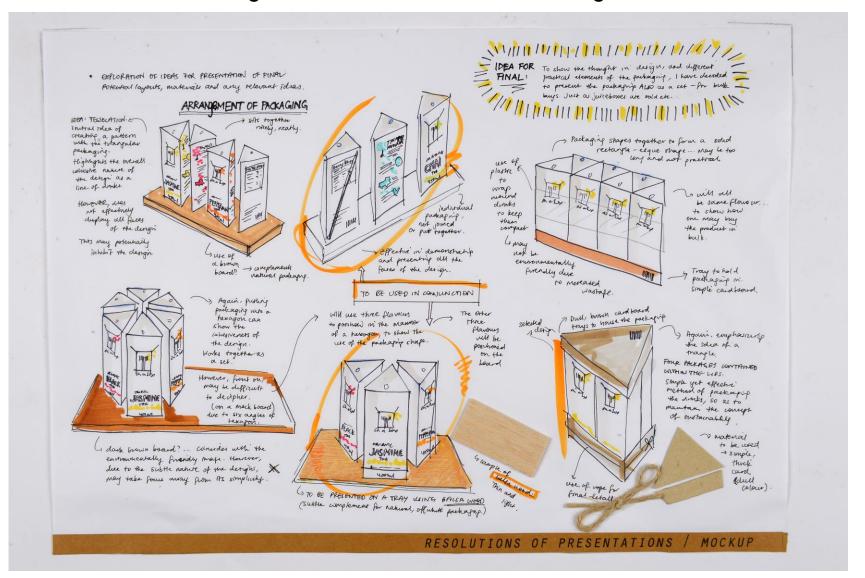
Fraser Mahony

















#### Methods

refers to the technical process used to make the visual communication

#### Media

refers to the applications refers to the surface or used to make the visual communication

#### **Materials**

substrate that the visual communication is applied to or constructed from

#### Drawing

Observational, Visualisation

Presentation

Types of drawing include:

3D, 2D

Painting

Printing

Monotype, relief, intaglio,silk screen,

offset

Digital:

-laser

-inkjet

Photography

Analogue, Digital

Computer

Collage

3-D Process

Construction, Modelling, Digital

pencil ink

marker pastel

crayon charcoal

acrylic paint watercolour gouache

dye

toner film

digital applications

vector based programs

- raster based programs

paper

card wood

glass

metal

clav stone

plastic textile

screen

Ref: P. 39 Study Design







### Methods, Materials & Media

- Digital and manual methods must be explored
- 2D and 3D methods must be explored
  - 2D: Printing, painting, drawing, collage
  - 3D: 3D process, also 3D drawing / painting, photography







### Methods, Materials & Media

If using formal 2D drawing methods, ensure that you use the conventions that are appropriate to your design field.

For example:

Industrial design: orthogonal drawing

Environmental design: plans & elevations









# Use of relief printmaking to develop concepts for potential image

Grace O'Brien















#### Experimenting with different materials

Hoi Man (Priscilla) Kwok





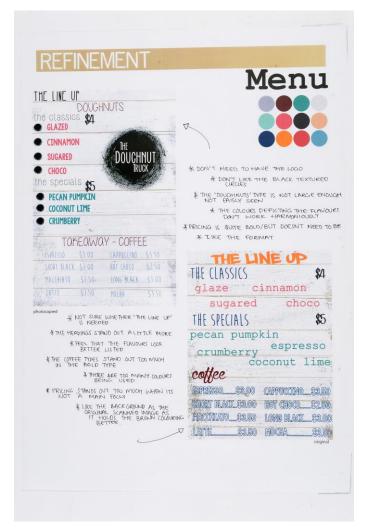




#### Eliza McGrath

# Creative use of media and materials to create original textured background





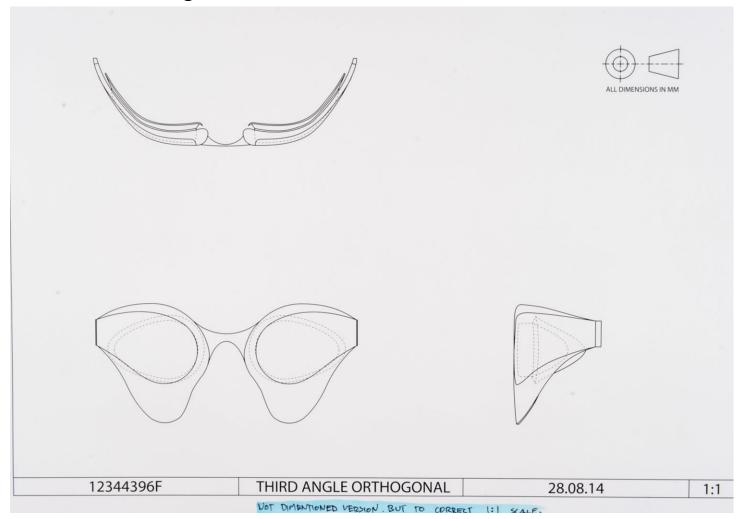






#### Fraser Mahony

### Implementing the correct technical drawing conventions for the chosen design field









### Mitchell McCaffrey 4-8"(121.92mm) 27"(68.58) THE HOLD BAND WILL DE A SEPERATE 16:9 ASPECT RATIO THE FINAL NEW .. THE FRONT TO LOOK MODE CALANCED LEFT SIDE VIEW BACK VIEW BOTTOM VIEW 10-08-2014 1:2 12156555W RIFT ORTHOGONAL (MAIN)

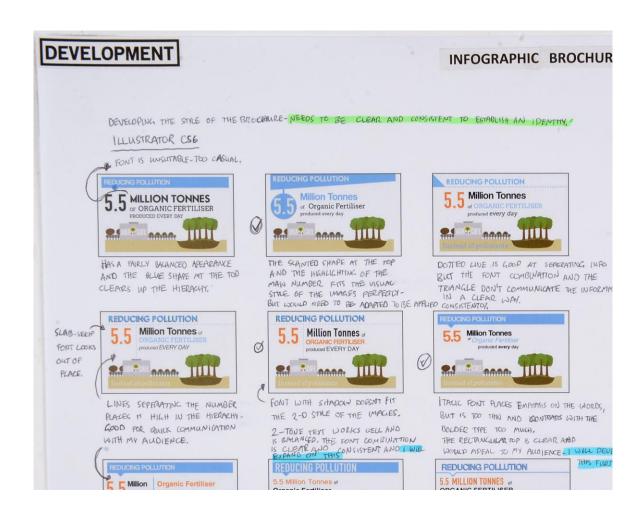






#### **TYPE**

This student discusses type conventions. Identify/label the name of the typeface used. refer to kerning, tracking and leading









Use the design elements and principles in the development and refinement stages. This student is focusing on contrast, shape and pattern.

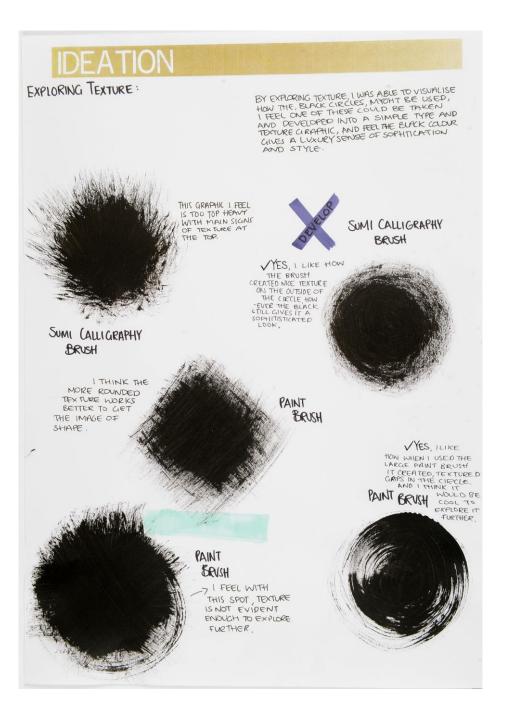
Samantha Ireland











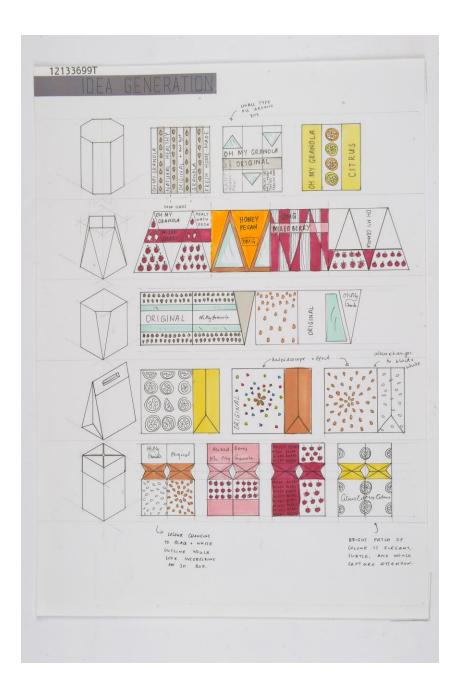
# Looking at texture

Eliza McGrath









# Pattern, shape and form

Katya Foster







