MATERIAL RESCUE
DESIGN, SUSTAINABILITY, + LIGHTING

AGENDA
1. Introduction (15 min)
   - Marine Impact of Plastic Goods
   - Life Cycle Analysis
   - Eco-Design Strategies
   - Curriculum Connections
   - Example Projects
   - Workshop Project Overview

2. Gather materials (5 min)
   - Students would collect discarded, repurposed, recycled, found, or locally-sourced materials from which to create a product. (Refer to ‘Sustainable Design Criteria’ below). The only “new” materials allowed are hardware, adhesives, paints and/or resins. Please keep the use of “new” materials to a minimum.

3. Experiment with material manipulations. (15 min)

4. Work to clarify scenario/problem/opportunity. (10 min)
   - Organize Problem Statement
   - Draft a Design Statement: Concise sentence or 2 that summarizes primary goal(s), task, user, and context.
   - Prioritize Criteria for success.

5. Design and prototype proposed solution. (60 min)
   - Identify and create concept sketches for a product form you will create from repurposed materials.
   - Creative iterative models/prototypes of design ideas
   - The final product should be made entirely of reused materials. The only exceptions are fasteners that may be introduced to make the product structurally sound.
   - The final product should address original problem statement

6. Present Lights + Wrap-up (15 min)
   - Share Design Process
   - Group Discussion