

What Is Conditional Design?

[WEEK 02 *Workshop 1*

Play with five players.

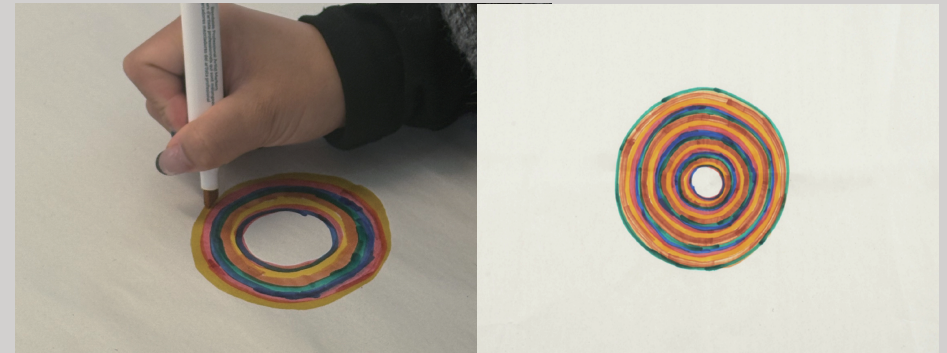
Each player has a colored pen.

The players take clockwise turns lasting
30 seconds.

Use a stopwatch.

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I'm the red one in week2.



In this workshop, we all follow the rules. I'm the second person to draw the circle.

1. The circle drawn by the previous person will make the next person's pen stain the previous person's paint when the next person draws, and in team work, the previous person's homework will more or less have an impact on the next person's thinking.



Oops! my pen



2. Everyone's brushstrokes can be seen that everyone will modify and improve their circle when drawing, and at the same time, it is also to improve the whole circle. Design is like drawing a circle, you need to draw an imperfect circle first, and then improve it in continuous modification and compensation.

3. The restrictions are growing. As the circle becomes bigger and bigger, the circle drawn in a limited time will become less and less round, and everyone does not have enough time to perfect their circle, and even if it continues, one person may not be able to complete a complete circle, and the next person needs to make up for the gap.

[WEEK 02 *Workshop 2*

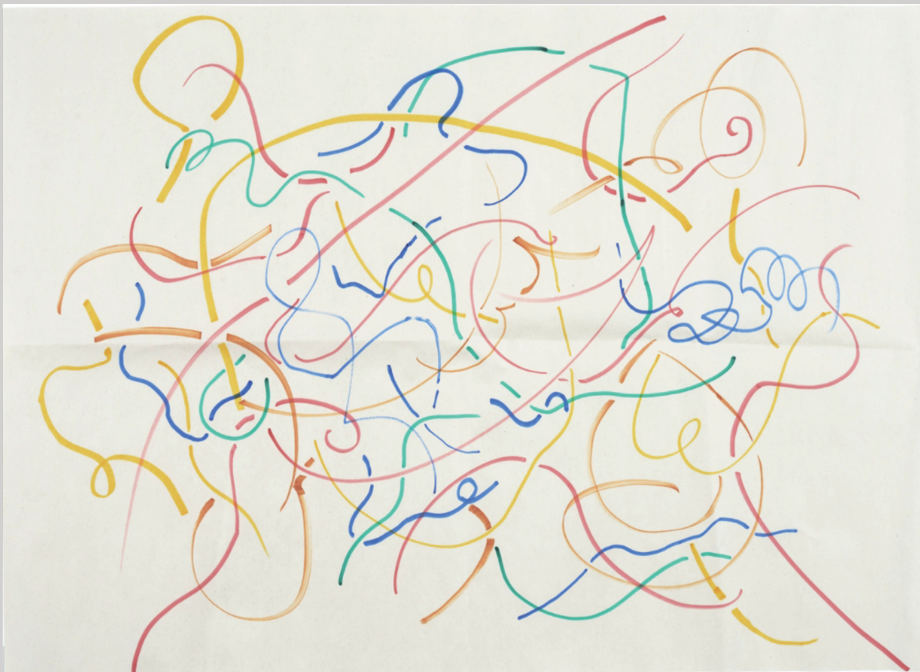
Each player has a colored pen.

The players take clockwise turns.

Each players' line must intersect with the lines of other participants at least twice: once by crossing above and

once by crossing below.

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In this workshop, we break one of the rules: do not cross your own line. I'm the first one to draw the line.

1. We draw fast at the beginning, as the lines are drawn more and more, (1) everyone thinks longer and longer; (2) the lines become less and less smooth, and the ink marks left by pauses appear.

Thinking: As the elements continue to increase, the limitations will become greater and greater, and more time is needed to think about the arrangement of different elements.

2. With more lines, the lines became shorter, and it's hard to find blank space to draw long lines.

3. Everyone starts at the area in the middle of the paper, which made me think about why I couldn't break this regional boundary, so I started to write from the boundary of the paper.

Thinking: Will there be some invisible rules in the design that limit the divergence of thinking due to habits or inertia? These invisible rules can make the design more limited, and sometimes it is necessary to discover these rules and break them to explore more (design/thinking) space.

4. We used to find the blank space to draw. My first reaction is to find a larger blank space to draw lines and fill in the blanks, so the size of the space divided by the line is relatively similar, and the density of the lines is also relatively similar.

[WEEK 02 *Workshop 3*

Play with five players.

Each player has a colored pen.

Draw a face.

No communication.

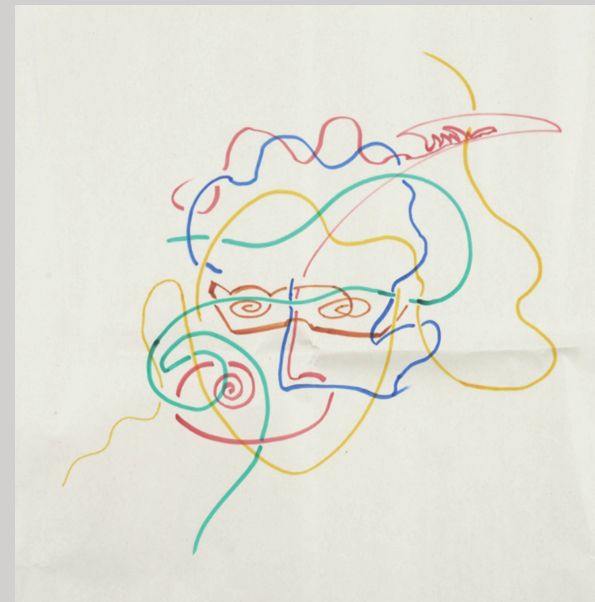
The players take clockwise turns and each person's line must be connected in a line.

Each players' line must intersect with the lines of other participants at least twice: once by crossing above and once by crossing below.

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When I heard the limits, the first thing that came to mind was the "Soul Journey".



We all follow the rules. I'm the third one.

1. It is harder to draw with more limits. It would be longer to think about how to make it look like a face.

2. **Inertial thinking.** When you find that you have finished drawing the facial features, you start to think about some facial (color) characteristics, such as the blush on the face, and then the decoration.

[WEEK 02 *Workshop 4*

Play with five players.

Each player has a colored pen.

The players draw simultaneously.

Draw one line during 5 minutes.

The pen may not leave the paper during the entire time.

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We all follow the rules. We start at the same time.

1. Because they couldn't stop drawing and the paper space was limited, group members became very cautious from the beginning.
2. Without planning ahead, the lines were sparse at first but became crowded later, and people often blocked their own paths — and others' — as they kept drawing.

[WEEK 03 *Preparation*

Regarding the cooperation of our group, I initially thought of two options.

Each player has a colored pen.

The thread can only be wound with a maximum of three nails in one turn.

It cannot overlap more than twice with threads from other participants.

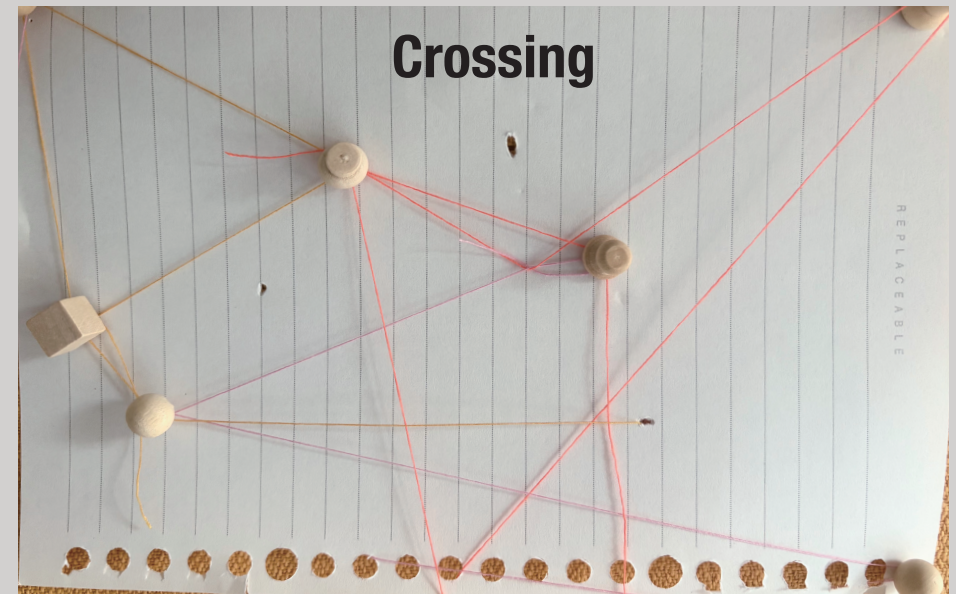
The thread must pass through the back of the paper.

~~The thread must have a parallel to any previous one.~~

~~The thread can only pass through a maximum of three nails.~~

~~The line cannot go back.~~

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Why the rules are similar to the previous game?



What is the difference between lines and thread/paper?

Thinking: Because the restrictions on materials were denied by other team members. I consider the following points when formulating the rules:

- 1) Because the rules formulated at the beginning were similar to those in the previous class, and the overlapping relationship between lines was restricted, I began to think about the difference between needle and thread and stroke line. The answer is spatial relationships. So I made the rule that I needed to let the line pass through the paper.
- 2) At the beginning, restrictions were formulated purely by imagination, without considering feasibility. So I tried to wrap the threads according to the rules. In this process, I found that there is enough space to operate the paper on only one side of the table, and it is more difficult to let the thread pass through the paper and back again. Secondly, with only a maximum of three nails allowed and no turning back, it is difficult to have a parallel to any of them. Considering that it is not feasible to complete it within a limited time, it is not high.

[WEEK 03 *Preparation*

Each participant takes turns stapling the paper.

Each person may staple no more than five times per turn.

If the previous participant did not fold the paper before stapling, the next participant must fold the paper before stapling.

Participants may layer sheets of paper, but no more than three layers may be stapled together at a time.

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Folded Rhythm

Thinking: Drawing experience from crossing, the difference between paper and line: one is a surface and the other is a line; Lines on paper cannot be folded spatially or made three-dimensional by superimposition. At the same time, staples themselves are a limitation that limits the position and space of the paper. However, no team member discussed this plan.

Group Chat



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Folded Rhythm.pdf
4MB



What about this?

Each player has a colored pen.

The players take clockwise turns.

Lines cannot cross and coincide with each other.

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Each player throws a pen of a different color onto the paper to produce any point, and the last person in each group connects the dots in order.

Thinking: When throwing a pen, everyone has a strong goal to throw in a certain range, in order to make the connection task easier, so the lines are more independent.

Each player has a colored pen.

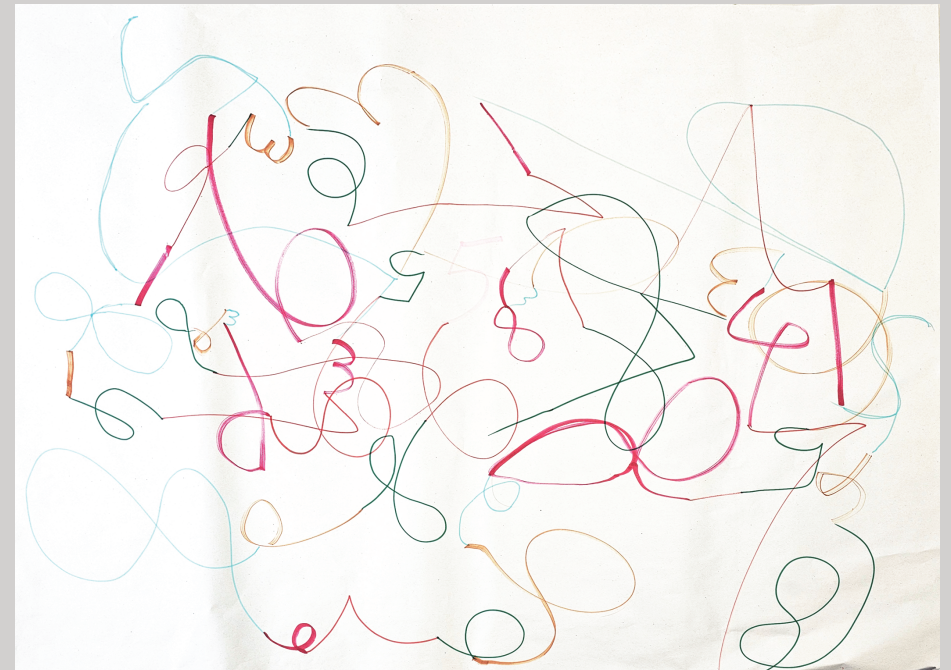
The players take clockwise turns.

Each member draws a playing card numbered 1–10 and writes the number in a different color.

If the card's number is higher than the previous one, the written number should be larger; if it's lower, it should be smaller.

Each player starts writing from where the last person stopped.

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At the beginning, the cards drawn were always 6 and 8, but later it turned out that our group got duplicate 6 and 8.

In the process of writing numbers, due to the limitation that the starting point should be at the end of the previous person's number, you will find that numbers like 5 that need to be written in two strokes, and the numbers that start from 8 and 9 in the middle of the numbers are more difficult to connect, so there will always be unexpected ways to write numbers, which are more like drawing numbers than writing numbers.

[WEEK 03] *Workshop 7*

Each player has a colored pen.

Participants line up in a room (4-6 per group), all facing the same direction.

Person 1 draws an image on the back of the person in front (Person 2) using their finger - no communication or gesturing allowed, person 2 draws on paper what they tell on their back, then traced on the next person's back, and the process continues down the line.

The final person draws what they felt.

Compare the first and final drawings and discuss how the conditions affected the outcome.

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In this game, as the last person to draw, I think the most interesting thing is the loss and blurring in the process of transmitting information. Compared with the 3-person group, the process of passing in our 5-person group is longer, and the information loss is more serious. As the last person, when the current team member was writing, I couldn't determine where the line should start on the paper, and lost the logic between the lines, so the image became more and more abstract during the transmission process.

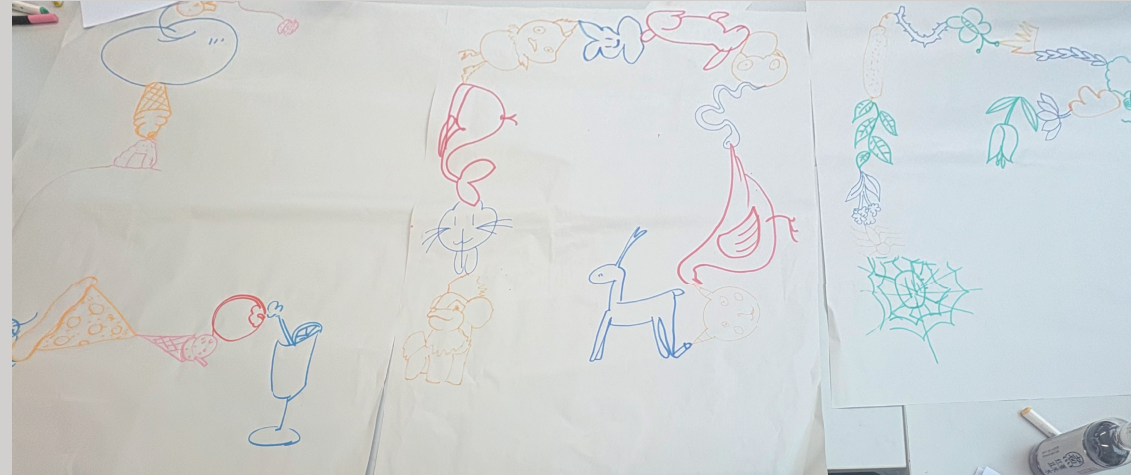


Each player has a colored pen.

Except for the first stroke, each painter cannot see the whole picture when painting, but can only see the last stroke of the previous person.

Story Chain: Starting with Player 1, each player takes a turn saying a sentence, and together they improvise a story about the painting.

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Observe:

1. During the process, lots of people try to avoid painting the same thing.
2. They often suspect that they painted the same thing.
3. They choose to paint figurative things rather than abstract things.
4. People prefer to draw along the edges of the paper.
5. Invisible condition: the position and size of occlusions limit the direction and position of the next person's drawing.

Thinking:

1. The change in time has an impact on the identity of the occlusion.
2. There are fewer conditions.
3. Conditional design lacks some logic. (Why people can only see the last stroke of the previous person?)

