

Getting to know a context

Context

This project is about giving a rich view into the site (the people and the place) of your design project.

The *African Cities Reader* is a product of Chimurenga and the African Centre for Cities at the University of Cape Town. The journal is founded on the idea that complex environments, such as African cities, should be researched through the productive intersections that occur across disciplines. There are three volumes of the [African Cities Reader](#). Look at the different ways spatial practitioners are "mapping" environments using a variety of media and methods. Consider what methods you could start employing in your mapping processes.

Please read through [this short review](#), by Jennifer A. Williams and Martin J. Murray, of *Rogue Urbanism*, a urbanism themed book edited by Edgar Pieterse and AbdouMaliq Simone. Consider how your design elective project may also be dealing, in some way or another, with the everyday realities people find themselves in.

[This extract](#) is from Kei Millers (2014) *The Cartographer Tries to Map a Way to Zion*. It is a poem we will come back to over and over again this year. The cartographer proposes that he can map all things and create simplicity out of complexity. The Rastaman counters: He suggests that places in the world are inexplicably bound in multiple stories and encounters that cannot truly be quantified.

Lastly, read through this document by Stanford University: [An Introduction to Design Thinking Process Guide](#). I want you to consider, whether there are certain phases in this process that you sometimes glance over, or get stuck at. We will be working towards incorporating the work you do in the first two phases, with the work you do in the next three phases.

Requirement

The group should create a 6 minute presentation that gives insight into the area in a way that connects with the audience by employing storytelling techniques and a range of modes in a coherent ensemble.

Technical aspects

- Empathise with the context, and thereby show an understanding of this phase design thinking.
- Use well planned, and relevant modal relationships in the presentation across a variety of media.
- Employ any relevant storytelling principles in the presentation.
- Use appropriate tone, body language, and vocalisation.
- Consider the relationship between the wall, the floor and bodily performance.
- Have a well prepared presentation deliverance.
- Have a coherent and well ordered presentation.
- Have a strong memorable message/messages.
- Manage an inclusive discursive space in the presentation and the questions/answers that follow.

Assessment

The presentation is marked according to the principles of Ethos, Logos, Patios, and Kairos.