

 Design Minds

2 DAY CITY WORKSHOP OUTLINE

RETHINKING OUR CITY: IMAGINING A BETTER BRISBANE FOR 2050

Event 2014 Design Minds 2 Day City Workshop
Date Friday 7 and Saturday 8 November 2014
Sunday 9 November (Exhibition)
Time 9:00pm- 3:30pm
Venue The Edge Auditorium | The Edge Innovation Lab |
The Edge Mezzanine
State Library of Queensland
Contact apdl@slq.qld.gov.au | 07 3842 9477 | 0411 330 875

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ABOUT THE WORKSHOP

Will the city of 2050 be different? Yes, Change is coming!

Cities are changing globally and locally. Some things will become scarcer. Things we think important now may be less important. Things that have no value now may become very valuable. Populations may grow. Environment and climate could change. In order to make a better city, you need to think about cities:

- Their shape*
- Their transport systems*
- Their buildings*
- Their public spaces*
- Their green spaces*
- Their service systems*
- Their environment*
- Their population*
- Their sustainability*

Your team, together with all other teams, must make good decisions. You and your team must become 'future thinkers'. In order to plan for the future, you and your team need to imagine how future citizens will want to live and work, imagine all the possible challenges and obstacles, as well as all the opportunities for a smart, innovative and happy city life.

As part of a creative team, you need to listen, observe, express opinions, vote, and contribute to problem-solving. As a 'future thinker', you need to keep an open mind, think about how cities, technology and human behavior are changing, think about how cities work now, and then use your imagination to project into the future. Future scenarios, including some unexpected challenges will be part of your 2 Day City. All you need to respond is flexible thinking, commitment to your team and good communication.

(2 Day City Guide, Courtesy of Kelvin Grove State College)

Capturing the youth engagement objectives of the Brisbane City Council Youth Strategy 2014-2019 for a Well-Designed Subtropical City, the Design Minds 2 Day City Workshop invites Year6-7 students and their teachers from inner city Brisbane public and independent schools, to investigate the priorities of The Queensland Plan and future scenarios, and their potential manifestation in an urban design context, to reimagine a New World Brisbane City for 2050. This workshop is both a professional development opportunity for teachers in design/design thinking, as well as a student opportunity to learn more about design thinking and the design process in the realm of urban design, and their role as an active municipal voice in the design of their city.

The workshop, facilitated by the SLQ Asia Pacific Design Library (APDL) and teachers from Kelvin Grove State College (KGSC), utilises the APDL Design Minds model of inquire, ideate and implement (<http://designminds.org.au/>), and requires students and teachers to become 'future thinkers' and work in collaborative teams under the mentorship of tertiary design students and artists/professional designers.

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Teams negotiate their designs for various parts of a better, smarter, healthier, happier and more sustainable city, through City Council role plays and 'community' consultation presentations with other teams on Day 1.

On Day 2, the public is invited to witness the construction of a large scaled model of the Brisbane City Masterplan for 2050 and come back to view the model and a timelapse video of the design process in an exhibition the following day.

It is anticipated that an APDL Design Minds (www.designminds.org.au) toolkit and video of this workshop will be downloadable by Queensland teachers statewide to assist in implementation of this activity in their classrooms, and generate new knowledge and youth strategies for Queensland regional councils. Media avenues of the G20 Cultural Program, Arts Queensland and the SLQ Asia Pacific Design Library will promote the Design Minds 2 Day City Workshop to a public audience.

TEACHER TAKEAWAYS

- *Learn to apply the Design Minds (www.designminds.org.au) design process (inspire, ideate, implement) to a real life hands-on educators' challenge*
- *Discuss practice and pedagogy with design professionals and local teachers, including three Queensland Smithsonian Cooper Hewitt National Design Museum Fellows*
- *Brainstorm great takeaway teaching strategies relevant for your classroom*

STUDENT TAKEAWAYS

- *Work in collaborative teams with students from other schools*
- *Learn about design thinking and urban design, and how you can have a say in the design of your city.*
- *Work with designers and university students and find out what it's like to be a designer for 2 days.*

The Design Minds 2 Day City Workshop grew out of an ongoing dialogue on the practice of design thinking at Kelvin Grove State College. The discussion on how to put creative design based thinking into practice in middle school classrooms was enriched through partnerships with the wider design community and stakeholders, including naturally enough, the students themselves.

The process has also been supported by mentors from Brisbane City Council, Verge Urban Landscape Architecture, QUT School of Design, Griffith University QCA, and the SLQ Asia Pacific Design Library, and made possible by a 2014 Queensland Government Arts Queensland Artist in Residence grant.

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ABOUT THE ASIA PACIFIC DESIGN LIBRARY

The Asia Pacific Design Library (APDL) is a new prototype model for 21st century libraries that focuses on experience rather than simply providing access to information.

This model is structured around the following key components:

DESIGN LOUNGE

Located on Level 2 of the State Library of Queensland building, the Design Lounge hosts the design collection, and provides a shared physical space for exhibitions, workshops, design reviews, meetings and research, as well as casual browsing and chance encounters.

DESIGN COLLECTION

A rich collection of physical and digital design resources including books, journals, magazines, models, posters and film. Items purchased for the collection are aligned with the programming themes of Design Pulse, and are often based on speaker and user recommendations. Items considered for inclusion in the design collection are assessed according to four content significance criteria: contemporary, social benefit, innovation, and significance to the Asia Pacific. Items selected for the Design Collection are displayed in five key categories:

- *Public Places*: design disciplines associated with designing the public realm
- *Better Living*: design of products and services that sustain and improve quality of life
- *Communication*: graphic design, visual communication, book and editorial design, typography, digital and web-based design
- *Design Thinking*: history and theory of design, design criticism, education and practice, the strategic value of design in business and innovation
- *Fashion*: styles, trends, textiles, materials and sustainable fashion

DESIGN PULSE

An inspiring program of world-class, design-related events including lecture series, workshops, exhibitions, design residencies and tours. Programs support community engagement through technology and innovation, and focus on expanding opportunities for equal access to library services through online platforms.

DESIGN ONLINE

<http://designonline.org.au/>

Design Online creates a shared environment for the design community to come together in the creation of new knowledge centred on design in the Asia Pacific.

DESIGN MINDS

<http://designminds.org.au>

A central online location for 'design thinking' education resources for educators and students, supported by Design Pulse workshops, Design Online and Education Queensland's The Learning Place.

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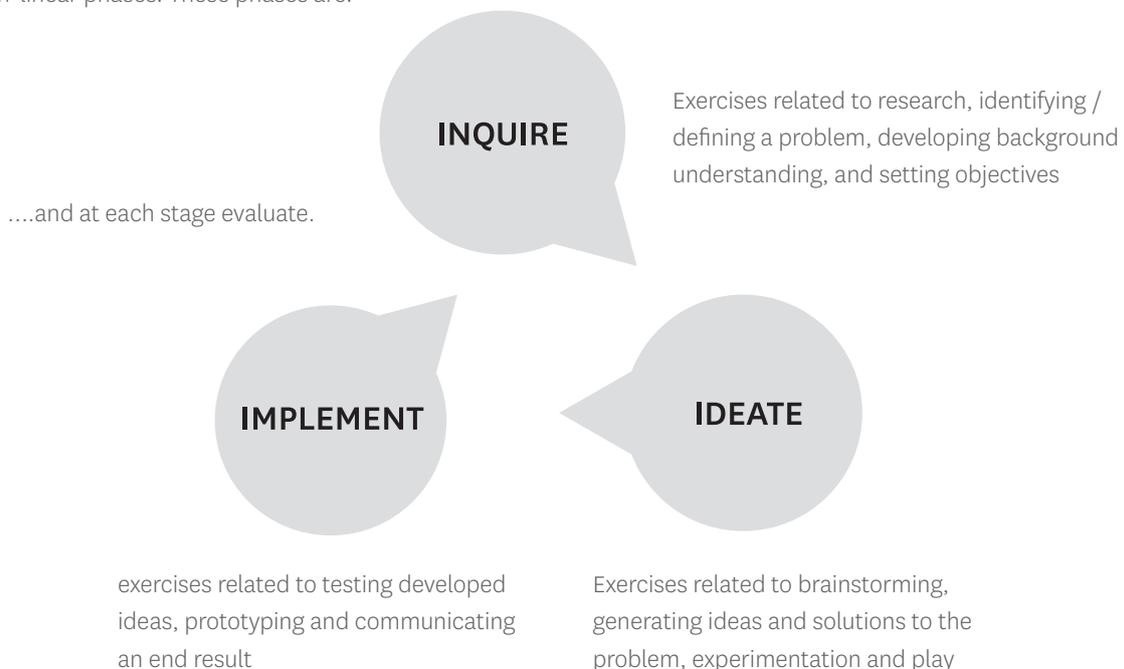


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ABOUT THE APDL DESIGN MINDS PROCESS

Design is a way of viewing the world differently. New perspectives create new opportunities, new solutions and gradually a better world. You don't need to be a designer to harness design thinking. Anyone with the right tools and practice can use design thinking to explore a problem. APDL Design Minds (www.designminds.org.au) provides these tools.

Design Minds utilises design thinking to develop the capabilities of successful and creative 21st century citizens within existing education and learning benchmarks. It achieves this by explaining design, inspiring through resources and empowering through design thinking toolkits. Design Minds embodies the design process in its simplest form across three inter-related and non-linear phases. These phases are:



DESIGN MINDS INSPIRE (RESOURCES) are videos and articles to inspire educators and learners to make the most of design thinking in their learning environments. Resources include documentation of design in the classroom as well as interviews and lectures from the best design thinkers from Australia and across the world.

DESIGN MINDS EMPOWER (TOOLKITS) are practical guides for using the design process to enhance existing curriculum work within the classroom environment. Toolkits are real life exercises that cover a combination of one to three of the design stages. Toolkits directly identify links to benchmarks and also identify which capabilities they seek to engender.

Design Minds toolkits aim to develop competency in the General Capabilities outlined in the Australian Curriculum. These include intercultural understanding, ethical behaviour, personal and social capability, critical and creative thinking, ICT capability, numeracy and literacy. Design Minds supports the aim of the Australian Curriculum to create successful learners, confident and creative individuals and active and informed citizens.

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Online Resources are augmented by resource sharing and partnering with real world designers, businesses and the broader community, and with the provision of both on and off-site professional development workshops for teachers and free workshops for small children and school students. Workshops will be facilitated regionally with the assistance of Design Minds ambassadors situated in key locations.

Let us know about your experience using the Design Minds process. You might like to write about your experience for a Design Minds Inspire article? We would love to hear from you! For further enquiries please contact:

Natalie Wright

Asia Pacific Design Library Manager
State Library of Queensland

T +61 7 3842 9477 | E natalie.wright@slq.qld.gov.au | www.slq.qld.gov.au

ABOUT THE ARTS QUEENSLAND AIR GRANT PROGRAM

The design of the Design Minds 2 Day City Workshop has been made possible by a 2014 Queensland Government Arts Queensland Artist in Residence grant.

The Artist in Residence program (AIR) invests in creative collaborations between professional artists and Queensland schools, including Queensland Government-approved kindergarten program providers.

AIR promotes the role and value of arts-led learning and partnerships across the whole learning curriculum to play a transformative and catalytic role in creating healthy, cohesive communities and driving creative solutions to challenges of our time.

AIR contributes to the targets and aims of The Queensland Plan by building life skills and inspiring bright minds. It drives priorities and outcomes of the Arts for all Queenslanders strategy by strengthening the arts and cultural sector's contribution to community cohesion through partnerships in education and wellbeing.

AIR aims to:

- increase engagement of QLD students, educators and school communities in creative and innovative practice
- increase capacity of educators, artists and arts and cultural organisations to work collaboratively in provision of high quality arts-led creative learning programs
- enhance learning and skill development outcomes for Queensland students and educators
- foster innovation and collaboration across the arts and education sectors, and encourage new relationships with the private and other sectors that can deliver improved outcomes

AIR is a three year partnership (2013 - 2015) between the Australia Council for the Arts and the Queensland Government (Arts Queensland in the Department Science, Information Technology, Innovation and the Arts and Department of Education, Training and Employment).

More information can be found at <http://www.arts.qld.gov.au/policy/artists-residence.html>

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ABOUT THE WORKSHOP LEADERS

The Teachers

KELVIN GROVE STATE COLLEGE

As well as being one of the highest achieving Visual Art Faculties State-wide, Kelvin Grove State College is recognised as a leader in the development of design-based learning at secondary level. As a result of past experience and current partnerships, KGSC has developed an Art + Design Excellence program with formal partnerships with the Creative Industries Faculty of QUT and the Design Minds program of State Library of Queensland. Kelvin Grove State College wants to equip creative students with new ways of looking at and thinking about the world and therefore develops curriculum focused on the future, creating flexible, connected, coherent and rigorous learning programs for creative students over the course of their senior studies at KGSC. Students entering the program in year 11 will access specialist studies in Art and Design at Kelvin Grove State College and at the Creative Industries Faculty and School of Design, QUT.

<https://kelvingrovesc.eq.edu.au/Curriculum/Excellenceprograms/Pages/Art-and-Design-School-of-Excellence.aspx>

<http://resources.kelvingrovesc.eq.edu.au/visart2012/index.html#>

<http://resources.kelvingrovesc.eq.edu.au/visart/index.html>



LES HOOPER

Les is the Head of Art at Kelvin Grove State College. He has developed a range of Art and Design programs in the College and helped establish partnerships with the wider art and design community. Among these is the urban design “think tank” for senior students, Living City (www.livingcity.net.au).

This program began life in 1999 in partnership with BCC Planning, and has since educated hundreds of young Queensland students in urbanism, public design, and active citizenship. Les believes in participatory design principles and has been keen to connect students to design ideas focusing on equity and on local and global sustainability. In 1999 Les was awarded the first Smithsonian Cooper Hewitt Design Museum education fellowship and spent several months in New York working with the national museum’s design education team. Since then he has been heavily involved in collaborative education projects, most recently with Design Minds at SLQ, and the School of Design, Faculty of Creative Industries at QUT.



ALLIE WRIGHT

Allie Wright has been a teacher at Kelvin Grove State College since 2001. Over that time she has become an advocate for new pathways and partnerships in teaching. Allie is a member of a thriving art department and is leading a number of initiatives connecting students in Art and Design classrooms with community partners. She has worked on many Art and Design collaborations including Living City, Sit Art and Designing Futures and is currently the convener of the Art + Design Excellence program, connecting educators from Queensland University of Technology, State Library of Queensland and design mentors, as well as classroom teachers with year 11 and 12 students in the KGSC Art + Design Excellence program. Through this program, students are finding a pathway that connects them to a much wider creative community, and providing new horizons for their future creative aspirations.

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PAULA TROTTER

Paula Trotter has 8 years' experience as a secondary school art teacher and is currently teaching at Kelvin Grove State College. Formerly, she completed her rural service in Moranbah, Queensland, gaining valuable knowledge and making the most of the experiences available, whilst teaching in a small rural community. Moving from a small art department to a metropolitan teaching team of nine has allowed her to engage in diverse teaching methods, with exposure to an array of cultural and creative experiences, all at the fingertips of both teacher and students. The strong partnerships and focus on creative thinking at Kelvin Grove State College have influenced and developed her teaching pedagogy. She heads up the inaugural Year 8 Art + Design Excellence Program in a collaborative environment with colleagues, student mentors, artists and designers.



TERRY DEEN

Terry Deen teaches at Kelvin Grove State College in the Art and Design Department. He has worked in secondary education for the last 9 years in both regional and urban contexts. Terry is an advocate of design thinking and its power to inspire innovative approaches to education. He is a member of QAGOMA's Education Resource Team and was most recently awarded the Smithsonian Cooper Hewitt Design Education Fellowship, which saw him working with the award winning Education team at the Smithsonian Cooper Hewitt Design Museum in New York. Terry is committed to promoting the globally recognised role of art and design in fostering 21st Century skills, such as collaboration, perseverance and empathy, as valued qualities for student engagement with dynamic future challenges. He will be collaborating with the Asia Pacific Design Library in connecting best practice design education with Queensland teachers and the talented creative young minds of our State.



ANDREW TODD

Andrew Todd is an Art and Media teacher at Kelvin Grove State College. A senior experienced teacher, his career has spanned 20 years and contributed to the development of creative Queensland students from Mackay, Emerald and Brisbane. Andrew's work in the darkroom has seen students recognised as Creative Generation recipients in 2011 – 2014, while his Senior Media students have been curating and exhibiting their work at QUT's Creative Industries since 2010. He is currently writing curriculum with a team of Media educators for the Queensland Curriculum and Assessment Authority. Andrew will be documenting the development of Brisbane City 2050 as the two-day workshop progresses.



SAPINA RAEI

Sapina Raeli is an art teacher at Kelvin Grove State College where he has been teaching for the last five and a half years. –Sapina teaches Art and English and enjoys the creative aspects of both disciplines. He has also taught middle school performance, SOSE and Active Citizen Education and is particularly interested in the connections between visual art, design, performance and awareness of social and community issues. Sapina is a deft hand at precision cutting of cardboard, glue gunning card together and also shares an uncanny resemblance to Jay Laga'aia of Play School fame who also happens to be Samoan.

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ADAM JEFFORD

Adam Jefford is the Head of Creative Industries at Pimpama State Secondary College and a past Queensland Smithsonian Cooper Hewitt Design Museum Fellow. He is passionate about opportunities to engage critically with contemporary learning experiences in Art & Design education in Queensland.

The Designers/Art Practitioners



NATALIE WRIGHT

Natalie is the SLQ Manager, Asia Pacific Design Library and Lecturer/PhD candidate in the QUT Faculty of Creative Industries, School of Design. She has 18 years Interior Design commercial practice experience gained in Australia, Japan and the UK, and is a former National Director and Queensland Branch Co-President of the Design Institute of Australia. Natalie's research interests are focused around socially responsible design, community engagement and service learning, and design led innovation approaches in the secondary school and tertiary education contexts. In 2010 she designed and delivered the goDesign travelling design immersion program into six regional high schools in Queensland. Since then, she has been involved in the development and facilitation of over 20 state and local government funded design workshop programs for secondary school students and teachers (many in conjunction with KGSC), and project delivery of the State Library APDL Design Minds website. In 2012 she was Chief Investigator for the Arts Queensland funded Knowledge Economy Market Development Mapping Study highlighting the scope and value of design education programs in Queensland, from primary school to the professional design sector.



GENEVIEVE SEARLE

Genevieve has managed new and existing public art for the city of Brisbane for over fifteen years in her position with Brisbane City Council. In that time she has been part of the growth in number and diversity of the elements that comprise the city's art in public spaces, as well as influencing works installed in private developments through the council's planning and building requirements. Genevieve sees that public art is very much part of communicating, complementing and, in some ways, determining the cultural literacy of the broader city community.

Prior to joining BCC in 1993, Genevieve worked in both local government and community sector based organisations in Victoria. Her roles during this time were mainly in the community development sphere, but also in bringing community, business and development together through communication, finding common ground and realising projects. Genevieve has been a driving force to initiate and maintain the Living City program, connecting it to projects that are relevant to BCC and the life of Brisbane. She is always on the lookout for interesting projects and is in the best place to view what's coming in the city's continual pipeline.

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DONALD WELCH

Donald Welch worked as a designer in both the UK and Australia, specialising in visual communication design. He has designed a range of graphic material including major wayfinding projects for public and private sites, branding for government and private institutions, and publication design, as well as pro bono work for conservation bodies and neighbourhood groups. He has taught visual communication design for over twenty year at Queensland College of Art Griffith University. He developed the Master of Design program in 1999, assisting in its transformation into the Master of Design Futures from 2007. His research focus is on developing effective methods of teaching creative thinking, especially within a Meta/Design/Futures framework. Convenor of the Design Department at QCA from 2005–2009, from 2009 he became the Convenor of the Bachelor of Design program in Hong Kong.



ALISON PAGE

Alison Page is descendant of the Walbanga and Wadi Wadi people of the Yuin nation.

She is a Designer and Creative Director of an award winning Aboriginal design studio. Up until recently, Alison was the founding CEO of the Saltwater Freshwater Arts Alliance, which is an arts organisation that brings together ten Aboriginal communities to host the annual Saltwater Freshwater Festival.

Since she graduated from Design at UTS in 1998, Ms Page has worked with various urban and rural Aboriginal communities in the delivery of culturally appropriate architectural and design services in association with Merrima Design. Since 2007, Alison Page has been collaborating with Mondial Pink Diamond Atelier's on an award winning range of high end Aboriginal jewellery called Diamond Dreaming.

In 2013, Alison was named the Female Regional/ Rural Entrepreneur Manager of the Year in the National Australia Bank Women's Agenda Leadership Awards and was named by Crikey as one of the top ten women to watch. For eight years Ms Page was a regular panellist of the ABC program The New Inventors. Alison is a board member of Ninti One Ltd, the Indigenous Land Corporation and the National Centre of Indigenous Excellence. In 2011 Alison was appointed by the Prime Minister to the Expert Panel for the Constitutional Recognition of Indigenous People.



DAVID EUSTACE

David Eustace is an Urban Planner working with Brisbane City Council on a range of inner city revitalisation projects.

David has worked on a range of master planning projects ranging from rural and natural landscapes through to greenfield residential sites and large city centre renewal projects. These projects have involved a wide range of activities including research and analysis, community engagement, project management, design and statutory planning.

Over recent years, David's focus has been on developing a master plan for Brisbane's city centre and facilitating delivery projects which span the fields of planning, urban design and placemaking.

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KYLIE BICKLE

Kylie Bickle completed a Bachelor of Built Environment at the Queensland University of Technology, majoring in Interior Design. She has specialised in the design of commercial furniture throughout her career and currently has four exterior ranges manufactured and distributed by Urban Art Projects throughout Australia.

Kylie has worked as a designer, strategist and project manager on many Australian and International design projects and currently free-lances in these roles. Her particular interest is in collaborative projects where art and design intersect, producing notable outcomes for the Hamilton Northshore Parkland in Brisbane, and most recently, a series of integrated furniture and shelters located throughout the Pilbara region.

Kylie also enjoys exploring the potential of a concept through the manipulation of material and scale. She established Kip and Brand in 2011 to showcase wearable objects derived from sculptural screens produced for architectural spaces. This cross-disciplinary and adaptive approach is what she most enjoys sharing with students through the Artist In Residence mentorship program at KGSC.



SOPHIE MUNNS

Sophie Munns is a visual artist based in Brisbane. A love of natural and living things has stayed with the artist through 5 decades and 36 relocations between city, urban & regional landscapes.

From 1980 Sophie taught in NSW schools and lived in London (1986-88), settling for the cultural mix of Melbourne in 1988. A studio business in Collingwood teaching, producing commissioned artwork and freelancing for a Textile Company all grew out of exploring and developing her passion for ancient and diverse cultures, gardens and the shared table. The role of facilitated conversation in fostering connection, collaboration and community was a critical sideline to artistic pursuits that is evident in her current work. Relocation to Newcastle in 2000 shifted focus to an orthodox painting practice.

Teaching and intense studio application led to exhibiting frequently, Art Awards, and commencement of a M.FA in 2007.

In 2008 re-orientation to Brisbane prompted a fresh response, picking up a fascination with ethnobotany as a way to address critical planetary pressure on natural ecosystems. Considering the impact of human interventions in the natural world on the global seed inheritance has ushered in a more mature phase as a visual artist where past concerns and passions have all found voice in a multi-dimensional visual arts project exploring Bio{cultural} diversity, particularly through artist residencies rich in opportunities for cross-pollination with individuals and ventures around seeds, plant science and community. Sophie's current project 'Homage to the Seed' explores Art, Seeds and Bio {cultural} diversity.

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JOANNA ROXBURGH

For the last 18 years, Joanna has been actively involved in shaping the cultural life, urban fabric and liveability of communities. Joanna has directed, project managed, reported upon and advised public, private and industry clients in a rich stream of projects delivering cultural, artistic, social and economic value across many geographic and social regions. Joanna has specific expertise in public/private collaborations and contemporary arts and cultural practice with a focus towards education, health and science.

Educated at University of Edinburgh, UK, Joanna qualified as an Architect in 1993, became an Associate with Edinburgh-based Reiach and Hall Architects – an award-winning design studio recognised for its collaborative and creative practice – in 2000–2010 delivered sleeper Gallery collaborations, interventions and installation, including working with internationally-acclaimed artist Douglas Gordon, and in 2011, Joanna joined Arts Queensland, being recently promoted to her current role, A/Director, Partnerships.



ROSE DOWNIE

Rose has both a Bachelor of Visual Arts – Sculpture, Installation and Performance (Sydney College of the Arts) and a Master of Teaching – Visual Arts (The University of Sydney). She has been a Visual Arts and Design teacher for over 10 years and has both Australian and International teaching experience. During her teaching career she has worked with students age 3 – 18. Rose has also worked in Recruitment for Creative Arts, aiming to inspire young people to have diverse careers within the creative industries. Rose is very passionate about equipping young people with skills to creatively problem solve. She is now working at Object: Australian Design Centre implementing learning programs that she hopes will be exciting and relevant for both teachers and students and is visiting SLQ as part of the CUSP: Designing into the Next Decade Exhibition team.



SUZANNE MISSO

Suzanne is a multi-functional artist and inventor of new ways to present creative thinking to a wide range of audiences. She currently works as a Creative Producer at the Queensland Museum and Science Centre in Brisbane, designing and curating new programs that have relevance to science, cultures and stories. She manages a team at QM&S that develop and deliver educational programs, events and projects for all ages that have a strong community and sustainable focus. She has a keen interest in experimenting in new ways of creating with a wide range of multi-disciplinary artists to stimulate her own practice and inspire exciting workshops and exhibitions for visitors to the Queensland Museum. In her own practice, she works in a variety of mediums including, film, textiles, oils and creative writing. Suzanne is also a musician and curates local music events and festivals.

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FURTHER EVENTS

CUSP: DESIGNING INTO THE NEXT DECADE EXHIBITION

(Text taken from <http://cusp-design.com/> website)

Design has always affected the way that we live. From furniture, to gadgets, clothing and housing, design's ability to improve the way we look, move, work and feel has long been evident. But in recent times, design has increasingly been recognised as a virtuosity that has more to offer the world than simply utility and beauty. When staring down the barrel of unprecedented planetary challenges, design's true potential is revealed: it can show us a better future.

CUSP: Designing into the Next Decade explores this terrain, presenting a selection of outstanding Australian designers with ideas that could change the way we inhabit the world. Ranging from artificially intelligent wallpaper that communicates with bystanders, to a design methodology that is dramatically improving the health of disadvantaged communities, to an aural experience that alters the way we listen to our environment, each project reveals a concern for the wellbeing and progression of humanity.

More than just an exhibition of selected works, CUSP is a journey into the expanse of each designer's world. By uncovering not only what each does, but also how and why each does it, we can begin to appreciate the potential of design in our lives. CUSP is also an opportunity to challenge our own beliefs about how cultural content is presented and experienced. What is the format of an exhibition in the twenty-first century? How else can we engage with ideas in a gallery? Can a touring exhibition be recast as a cumulative sponge that collects new ideas on the road?

Want to see more of the work of Australian Designers including Alison Page?

Visit SLQ Gallery for:

CUSP: Designing into the Next Decade from November 1, 2014 - February 8, 2015

<http://www.slq.qld.gov.au/whats-on/calevents/general/exhibitions/cusp>

<http://cusp-design.com/designer/alison-page/>

and the APDL Design lounge for:

SLQ APDL Little Designers Workshops with Stephen Mushin January 20 - 21, 2015

<http://www.eventbrite.com.au/e/apdl-little-designers-workshops-tickets-13814105361>

<http://cusp-design.com/designer/stephen-mushin/>

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