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Fine Arts and Design.Design.01

Sam Ladwig

University of Central Oklahoma

Update Required: New Software, New Syllabus

As UX tools continue to become more powerful, the formerly distinct roles of visual designer, information designer, interaction designer, and marketing strategist have been conflated into a single discipline with software packages that can help you "do it all." However, efficiency doesn't necessarily increase efficacy. In this environment not only is the designer's focus spread across all of these distinct disciplines, but the specific tools, standards, point of view, and emphasis have more to do with the designer's training than the task at hand. This is compounded by the continuing battle between various software companies to become THE industry standard. Whether a tool is intended to facilitate the design process, evaluating the output of that process, producing content, or all of the above impacts the definition of "user experience" and the approach to UX design. Choosing a particular tool necessarily affects the approach.

This presentation will show student work that highlights the relationship between curriculum design, the ubiquity of Adobe Creative Suite, other major players, and the ever-changing landscape of contemporary design and the tools that define it.

Fine Arts and Design.Design.02

Amanda Horton

University of Central Oklahoma

How My Flipped Classroom Flopped: A case study in teaching design history

In recent years there has been a trend in education towards the Flipped Classroom model, taking traditional instruction out of the classroom and making class time instead focus on discussion and course work. This type of instruction seems ideal and after thoughtful consideration a plan was adopted for History of Graphic Design I, and it failed miserably. This paper will examine what went wrong with the adaptation of the flipped classroom and address questions like: What went wrong? Will flipped classrooms on design history always fail? And, how to pick up the pieces when your flipped classroom flops. When my flipped classroom failed it pushed me to reassess the curriculum, our design program, and re-evaluate the goals of the class, as a result I gained a lot of insight into my strengths as an instructor; intent is to provide a case study that other design educators can learn from. Failure is often taught as a learning opportunity for our students, and as educators it is important to keep in mind that we can learn from them as well.

Fine Arts and Design.Design.03

Seon MiChoi

University of Central Oklahoma

Case Studies of 3D-Printed AMIE 1.0 And NYC Urban Post-Disaster Housing

The large-scale natural disasters destroyed houses and have displaced disaster victims for much longer periods. The victims needed to move from the shelter to temporary housing, however, this has been uninhabitable or unsuitable for urban environments. FEMA's trailers have provided had negative impacts on human health due to high concentrations of indoor VOCs. The currently used disaster housing required a large land area, but through the lesson from Hurricane Sandy, individual single-story housing was impractical in the limited space of urban environments.

The researchers conducted case studies to analyze habitability features of disaster temporary housing models: First, the ready-made modular stackable post-disaster housing developed by New York City's Office of Emergency Management and Department of Design and Construction works in urban areas. This multi-story and multi-family temporary housing structure is made from recyclable materials, and the ventilation system is energy efficient. All units are ADA compliant for special needs; Second, U.S. Department of Energy's Oak Ridge National Laboratory has developed a 3D-printed house, AMIE 1.0. This is printed in pieces, then assembled to produce the tube-shape housing. The building powers its lights and appliances with rooftop solar panels. Consideration of habitability as well as innovative approaches are expected as essential factors in developing appropriate types and functions of disaster temporary housi