



A FINAL DESIGN ETUDE

THE FINAL DESIGN ETUDE IS ONE OF *SELF-REFLECTION*. TAKE A MOMENT TO THINK ABOUT THE FOLLOWING:

1. THINGS THAT *MOVE* YOU
2. THINGS THAT MAKE YOU *STILL*

THEY COULD INCLUDE AN OBJECT, A PIECE OF MUSIC, A PLACE, A MOMENT, OR AN ACT IN EVERYDAY LIFE THAT STAYS WITH YOU. WHAT IS THE *DIFFERENCE* BETWEEN THAT WHICH MOVES VS. THAT WHICH MAKES ONE STILL? *IS* THERE A DIFFERENCE TO YOU?

IN CHAPTER 1, YOU WERE ASKED TO PERFORM A *MEANS VS. ENDS ANALYSIS* OF AN OBJECT OF DESIGN. NOW DO A MEANS VS. ENDS ANALYSIS, BUT OF *YOURSELF* AND YOUR EVERYDAY LIFE, OF THINGS THAT *MAKE UP* YOUR LIFE...

1. WHAT ARE THE THINGS YOU DO FOR ANOTHER PURPOSE?
(MEANS-TO-ENDS)
2. WHAT ARE THE THINGS YOU DO FOR THEIR OWN SAKE?
(ENDS-IN-THEMSELVES)

DO YOU *LIKE* THE *BALANCE* BETWEEN THEM?

LASTLY, THINK OF *ALL* THE THINGS YOU *DESIGN* IN YOUR LIFE -- FOR *WORK*, FOR *SCHOOL*, FOR *LIFE*, OR FOR ANY OTHER PURPOSE. *HOW* DO YOU DESIGN? CAN YOU SAY *FOR WHAT* YOU ARE DESIGNING, AT THE END OF THE CAUSAL CHAIN? WHAT WOULD MAKE THESE DESIGNS SOMETHING THAT YOU'D *LOVE* AND FIND *MEANINGFUL*, THAT MOVE YOU, AND PERHAPS EVEN MAKE YOU PAUSE IN WONDER?