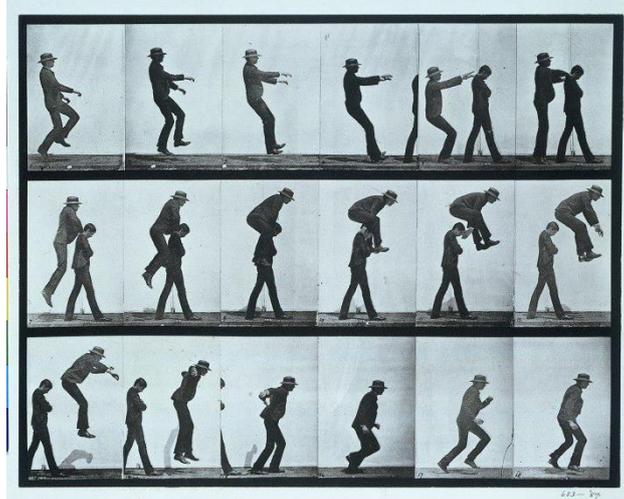


Studio workshop: Digital Design

A studio based workshop led by Studio Hato



Jumping over Boy's Back (Leap-frog); Animal Locomotion, Edward Muybridge, 1887

Summary:

This workshop, led by Studio Hato, explores the concept of coding using micro:bit computers to develop digital animation. Students will get to work with designers from Hato to explore developing design ideas into digital content. The brief for the workshop is to: *develop a digital animation inspired by objects on display in the galleries*. Students will be shown some simple starting techniques for coding and will experiment with animation activities to create a group piece. This is an excellent introduction to coding and animation.

Information about Studio Hato:

Hato specialises in developing experiences that inspire creative adventures and inquisitive thought. Whether working with small-scale community groups or the world's most innovative institutions, our projects focus on giving people the tools to play, collaborate and express their ideas using design.



Working up flip book sketches © Victoria and Albert Museum, London

NC Links:

- **Art & Design**
- Students will learn a range of techniques to explore their ideas
- Students will increase their proficiency in using digital media
- **Design & Technology**
- Students will analyse the work of past and present professionals to broaden their understanding.
- Students will develop and communicate their ideas using computer based tools
- Students will learn about and use specialist equipment, techniques and processes
- Students will investigate new and emerging technologies
- Computing
- **KS3**
- understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems
- understand how instructions are stored and executed within a computer system; understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits
- undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users
- **KS4**
- develop their capability, creativity and knowledge in computer science, digital media and information technology
- develop and apply their analytic, problem-solving, design, and computational thinking skills

Arts Award Links:

Bronze Award

Unit 1: Part A, Part B & Part C (Some follow up work required)

Silver Award

Unit 1: Part C & D (Some follow up work required)

Follow up activities:

Book a study room visit to view more examples of early computer art and find out about the pioneers of this discipline. To find out more about how to do this, please visit our study room pages: <http://www.vam.ac.uk/content/links/study-rooms/#Prints>

Practise your coding skills further back at school or home and try animating something completely different or altering someone else's existing code.

www.vam.ac.uk/learning

Booking Information:

Available: *23 November; 8 December & 7 July*

Cost: £150

Timing: 10.30 – 14.30

Capacity: Maximum 20 students per session

Book now: 020 7942 2211