Studio workshop: Design Prototyping

A studio based workshop led by product designer Tom Gayler

Summary:
This workshop challenges participating students to answer a contemporary design brief, delivered by practising product designer, Tom Gayler. Students will work in small teams to problem solve and generate ideas together. Students will use the V&A’s collections as inspiration and will be encouraged to model directly with a range of everyday materials to create design prototypes in answer to the brief.

Information about the designer:
Tom Gayler is a designer based in London obsessed with objects and how we interact with them. He works across a range of different contexts; developing products with industry, creating interactive art for galleries and researching the future of food in a digital world. Projects include a physical jukebox, DIY video encrypter and 3D printed food.

Tom is a Visiting Lecturer on Design Products at the Royal College of Art. He has led workshops and events with Royal Academy, London; Turner Contemporary, Margate and the brand SONOS. He has shown work in London and Barcelona and is currently involved in the European Capital of Culture 2018 in Valletta, Malta.

NC Links:
DT
- Use research and exploration, such as the study of different cultures, to identify and understand user needs
- Identify and solve their own design problems and understand how to reformulate problems given to them
- Develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and computer-based tools
- Analyse the work of past and present professionals and others to develop and broaden their understanding

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- Understand and use the properties of materials and the performance of structural elements to achieve functioning solutions

*This session also meets key criteria for Edexcel, AQA and OCR DT Specifications

Art & Design
- Students will learn a range of techniques to explore their ideas
- Students will utilise a range of media and learn to handle different materials
- Students will learn about and be informed by the history of design during the Victorian period
- Design & Technology
- Students will analyse the work of past and present professionals to broaden their understanding.
- Students will develop and communicate their ideas through 3D prototyping
- Students will learn about and use specialist equipment, techniques and processes

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:
- Visit the 20th Century galleries to explore other examples of product design.
- Use fast modelling and prototyping techniques back at school to help with brainstorming ideas for projects.

Booking Information:

Available: 28 September, 11 & 17 October, 1, 13 & 22 November, 7 December and 6 February, 19 June and 4 July
Timing: 10.30 – 14.30
Cost: £150
Capacity: Maximum 30 students per session

Book now: 020 7942 2000

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