

Research Method: Week 1

Introduction to Research Design

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with Prof. Ramia Mazé

1.Listen Attentively: To the CoRe Podcast Episode 1.



We recommend you listen twice:

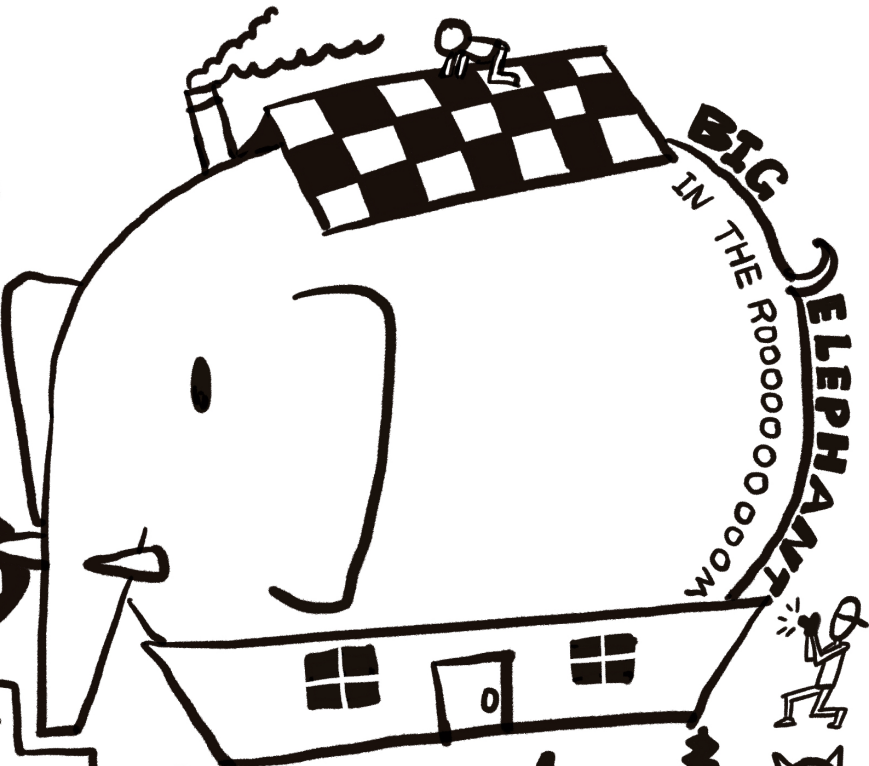
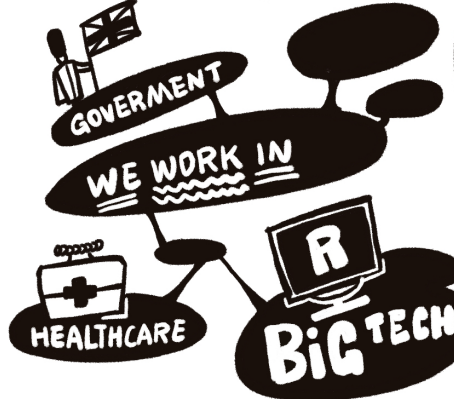
- First time you get the overall meaning - you can do this while you travelling across London, while you cooking, or you walking.
- And the second time, use it you take notes. Use Tuesdays 10:00-12:00 (or in your own time) to sit down and capture key words that either are new for you, or you knew it with a different meaning.
- Use this Activity Log, to keep your notes, so you can easily find them when you need them. You will use Research Methods essentials in the next two terms.



PGT
COLLABORATIVE
RESEARCH
PRACTICE PODCAST

1: INTRODUCTION TO DESIGN RESEARCH

WITH **RAMIA MAZÉ**



It's NOT JUST ART & DESIGN



ECONOMICS

HUMANISTIC

ECOLOGICAL

BIG R

SEARCHING
RESEARCHING
GOOGLING
BACKGROUND
CURIOSITY DRIVEN
.....

CHRISTOPHER
FREILING

JANET JEFFRIES

ELIZABETH SANDERS

DONNA HARROWAY

SMALL R

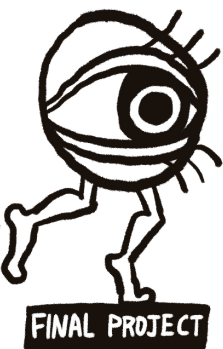
LEARN FROM

STRONG

STUMBLING

WRONG TURN

DEAD END



FINAL PROJECT

POSTGRADUATE LEVEL

LEARNING

PROFESSIONAL EXPERT

SKILL



2.Your Notes - Test the best ways of note-taking: mind-mapping, sheet-cheating, bullet-pointing, building a vocabulary... find your own style!

3. Test your understandings- Describe how different people would see / want to know / can learn about an Elephant. **Make note of what aspects would be interesting for each**

From the point of view of:

- Illustrator
- School Student
- Historian
- Farmer
- Shaman

4. Reflect on how this metaphors connects with the role of the Arts and Design in Research Projects that are addressing complex -wicket- problems.

5. Write 250-350 words. Use the Reading List to strength your arguments.

Resources and Reading List:

- **Frayling, C. (1994)** 'Research in Art and Design,' in Royal College of Art Research Papers 1 (1): 1-5. (level of difficulty: medium) Available at: https://researchonline.rca.ac.uk/384/3/frayling_research_in_art_and_design_1993.pdf
- **Gray, C., and Malins, J. (2004)** 'Planning the Journey,' in C. Gray and J. Malins (Eds), Visualizing Research: A guide to the research process in art and design (1st ed.) (pp. 9-34), Routledge. (level of reading difficulty: easy) [Available as an e-book in UAL libraries](#)
- **Vaughan, L. (2017)** 'Designer/practitioner/researcher,' in L. Vaughan (Ed.), Practice-based Design Research (pp. 9-18), Bloomsbury Academic. (level of reading difficulty: medium) [Available as an e-book in UAL libraries](#)
- **Low K. (2021)** The PhD Life Raft: The Problems and Pleasures of Practice Based Research with Kat Low [Podcast], 01 February 2021. (level of difficulty: easy) Available at: <https://open.spotify.com/episode/4ixUtbftqEsXsMRGtcgDI?si=WsBGUEFsSkWTv7oRuVT5Nw>
- **Escobar, A. (2018)** 'Design for the Real World. But Which "World"? What "Design"? What "Real"?,' in Designs for the Pluriverse: Radical interdependence, autonomy, and the making of worlds, (pp. 49-76), Duke University Press. (level of reading difficulty: advanced) [Available as an e-book in UAL libraries](#)