



METHODS OF INVESTIGATING SUMARISED FINAL CRIT FEEDBACK

↑ WHAT'S WORKING WELL?

- The way she presents the material is very clear and speak of her method and point of view.
- Slide 33. is one of the highlights. These are symbol maps as well as illustrations. One image is very descriptive.
- The block illustrations that you have been making were the most interesting outcomes from this round - the one that you felt was quite 'childlike' was definitely an interesting block system to depict refectory / lobby life...something cubist about it where you are combining different perspectives together in one image...
- Restricting yourself to drawing making the cubes is a great system that could be pushed quite far. Cubes can be divided into smaller cubes that can aid the composition.
- The combination between colour texture and object really works as a tool for understanding the place from an outsider's perspective. There's something really interesting in the way you have divided the spaces and colour coded them, that is very effective too.
- The process you explore the texture and patterns in the chosen place, and each trying shows the different way/angle you observe these things. Also love the Lego and 8-bit game-like it's an clear abstract of the place and I can see potential in it.
- The idea of the game, it is really interesting that you could actually create a university in a pixel game, make every staff, students, and class rooms in it. And all the texture that have been searched could be used when the game is created and designed. I also like all you simplify the texture into the pure graphic which I think works really well.
- The work is systematic, and it seems so neat and organised. I really enjoy your clear and organised presentation. The graphics you create for each different textures and blocks looks wonderful.

↔ WHAT CAN BE IMPROVED/DEVELOPED FURTHER?

- The connection with games is interesting. Could it be developed further? these could be created in Minecraft and be experienced digitally by other people.
- The blocks are the start of an interesting visual system that can be explored further and used to represent the place from different angles like you have already started doing.
- The interesting thing was representing the space using the cube as a constraint. This develops some really striking illustrations / maps. I think using the blocks as tools for illustration / mapping would be really interesting to continue further. Using the cube or sections of cubes as a illustration constraint is a good starting point - the cube could be divided into smaller cubes to show more detail in these drawings?
- The more abstract representations and simplified symbols from the last slide could be an interesting path. They could be developed more. Abstract symbols can also make part of the system that could be expanded. They don't have to be literal images. This is a "graphic design" approach to illustration and map making.

↓ WHAT IS NOT WORKING?

- There are lots of experiments. She doesn't feel like she's arrived to conclusion.
- There is not full commitment to one method of investigation, lots of small projects...the cube illustrations could be pushed much farther.