

BNY

- simplify distractions
- make code compliant (30-60")
- reach out for Mallory about core conference furniture
- label which wall section goes where

L+M

- make deck of sketch ideas

METH

- Pitch - verbal proposal
 - ↳ brief written proposal (week 7)
 - ↳ brief drafts by week 3
- Pitch will be a 10 min presentation for faculty → 10 min presentation, 5 min feedback
- Brief is 23 pages w/ 6 courses roughly
- This isn't a thesis, capstone is just a project
- Outcomes → personal, immediate, intermediate, ultimate
 - ↳ personal is goals you set for yourself for the next few months

LO-OP

- Genster wants me to get ✓ strong goals for next semester & what I want to be doing
- email Hannah w/ anything
 - ↳ Hannah - Huff at genster.com
- get ✓ specific about the projects I want to be on and what I want to learn

METH

- personal outcomes won't be in brief
- immediate outcome is the audience reaction that is observable
- intermediate → something the audience could do
- ultimate outcome is y big picture
- not all projects will have all outcomes, immediate outcomes are most important for capstone
- choose an outcome you work towards it, you can work backwards
- constraints → context, format audience, activity, client, context, message, stakeholder
 - ↳ use these to design solutions and brainstorm, look at problems from different angles
- narrow your topic and focus on something very specific
 - ↳ talk to experts, audience members
 - ↳ this isn't an independent study on your topic
 - ↳ ask what you already know on your topic

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"Lacrix is like soda for ghosts" - Ian

- setting a schedule for yourself is v. important to meet deliverables
- tip: start making early! It will help you figure out what you're doing instead of figuring out and then designing
- It's just a design project, not the be all end all
- don't plan to work on capstone over 10-15
- exhibition poster, process book and reviews will happen in the spring and you can't work until they're all at minute
- identify what you're good at & base your work on that and get to know what you aren't good at and do not do that
- presentation of faculty is just a definition of topic and defining the problem space without saying what you're going to do
 - ↳ it's not a thesis, it's a self directed project
- take lots of notes on feedback
- find your experts! bounce things off of them
- spreadsheet going around to what project interests
- iterate your idea through iterative design
- only 2 classes required in spring no 1st stress
- get going on surveys and research and sketch soon
- idea poster & schedule - deliverables
- don't plan on working on holiday
- Universal Methods of Design

- something to help kids through grieving process
- soda fountain/pharmacy starting
- learning tool for kids who are auditory learners
- baby brand
- tool to help people not be anxious about mortality
- helping people face their disenfranchised grief in a healthy way
 - ↳ establishing rituals
 - ↳ identifying rituals & communication with others about feelings
 - ↳ reestablishing disrupted rituals and ~~app~~ adapting them for daily practice
- puzzle crawl
- helping people understand end of life options
- help someone write a self help book

- product design vs communication design
 - ↳ making a distinction between them based on the problems they solve
 - ↳ comm design solutions help do an action, product design will literally help someone do an action
- actions ~~can~~ could be divided into things chosen to do or not
- "event caused by reasons: beliefs & desires"
 - ↳ how things are and how we would like things to be
 - ↳ this is about intentional actions as opposed to automatic action
 - ↳ there are some exceptions such as weakness of will

- asking an audience's beliefs & desires can help find solution
 - ↳ sometimes these two things can contradict
- An action is an event that is intentional under some descriptions
 - ↳ you may do one thing but it can be described different ways
 - ↳ don't let language trip you up some descriptions are more useful than others
- actions have consequences → cause + effect
 - ↳ the accordion effect: you can expand the description of the action to include the consequence
 - ↳ accordion effect can break down when chance or a chain of people
 - ↳ this can also expand to include more than one consequence
- we can usually assume a sequence of events by an action description
 - ↳ by means of (physical cause)
 - ↳ by way of (meaning)
 - ↳ ex: voting by way of raising a hand
 - ↳ going to college by means of going to class or by way of walking there
- Activities can be broken down by a hierarchy of the actions that constituted
- OR there is an order of physical causality to an action happening
 - ↳ sequence vs non-sequential
- Task analysis talks about relationships
- product designers need to analyze tasks people are already doing or already exists rather than trying to design something for too specific a task

"Defending Your Client's Property Rights in Space: A Practical Guide for the Lunar Litigator" by Blake Gilson
via Google Scholar

PAL assignment Q's:

- what are decisions that need to be made / problems solved in our organization
 - ↳ what was a project that required problem solving + consequences
- evaluate development
 - ↳ decision making
 - ↳ evaluate strengths + weaknesses in career plan
 - ↳ presentation skills + deck building
 - ↳ scheduling + communication

SYSTEMS

- wayfinding is any form of communication that helps facilitate moving through an experience
 - ↳ doesn't have to be signage
- always know code signage
- wayfinding is good when people don't stress about it and don't think about it
 - ↳ bad wayfinding says a lot about the location
- pattern as tool
 - ↳ pick a site & show it on map
 - ↳ include photo & pic of team
- pick a place and can make it "more cinematic"
- all stuff due as 11x17 pdfs via email
 - ↳ create a template as a team
- providing case studies into problem statements help
 - ↳ just give a very objective view of what we want to fix
- telling a story in project statement is important

CAPSTONE

- reducing death anxiety
- helping people navigate disenfranchised grief in a too busy world
- recreating the rural memorial movement and closeness in tough times
- understanding end of life options
- pharmacy dishes
- infographics + making non-fiction more accessible
- email: vole@hellorole.com
- importance of language
- get more clarity on topic & then start working on form

INTERACTION

- product design conditions allow different methods of interaction with existing conditions
- a product allows us to create new artifacts
 - ↳ calculators allow us to generate new ~~complex~~ symbols to manipulate
 - ↳ label makers generate new communication artifacts
- belief \rightarrow outcome
 - desire (larger task) \rightarrow \square outcome
 - breaking down task
 - $\Delta \rightarrow \Delta \rightarrow \square \rightarrow \Delta$ intermediate outcomes
- if you know a process has intermediate tasks & outcomes, you can use that to inform your task process
- Mental acts
- actions are a series of events that align with intention
 - ↳ if the outcome isn't right, it was an act of trying
 - ↳ an action that fails is just as important as deriving belief + failureless trying
- Mental acts like thinking about next moves in a board game adds to the action

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- Research through form making
 - ↳ 1. Question
 - ↳ 2. Method
- How can visual form be shaped so that some people better understand X?
- Method: Narrative
 - ↳ make
 - ↳ analyze, evaluate
 - ↳ articulate findings
 - ↳ Repeat
- Understanding is a spectrum
 - ↳ a baby ↔ an expert
 - ↳ ask, what does my audience understand
 - ↳ you will move your audience from where they are to want to be
 - ↳ the gap between those positions what you will design for
- another continuum is opinions
 - ↳ advocating for ↔ against
- How can people better understand [X] and do [Y]?
 - ↳ you can't force someone to do something but you can convince them to change
 - ↳ understanding [what] informs [Y]?
- How can we help some people to better do [Y] or more often/frequently?
 - ↳ what do they do now?
 - ↳ worst case ↔ best case
- when you try different things, you can help define the bound a little better
- It's okay to feel fear over this project, but you need to work to fix uncertainty over time
- Hurky exercise: I'm too dumb right now / death is inevitable / I'm okay with that

- audience → people entering the job market?
- do not want: an app, a website, a filmed motion piece, signage system, photography
- It like: infographics, book/magazine, animation, experience design, designing with information, technical illustration, podcasts, branding, physical making, exhibit design, taking notes, being organized, patterns, packaging, craft, physical interaction, research, teaching + learning

- internal structures of intention-in-action can become complicated
 - ↳ ie. getting revenge → shooting an enemy → firing a gun → pulling a trigger
- task analysis & process of learning about ordinary users by observing them in action to understand in detail how they perform tasks and achieve intended goals
 - ↳ what user goals are
 - ↳ what users do to achieve goals
 - ↳ what experiences do they bring to that task
 - ↳ how are users influenced by the physical environment
 - ↳ how users' previous knowledge and experience influence how they think about work and their workflow
- conduct analysis
 - ↳ pick task, break down into 4-8 subtasks, draw a task diagram, produce written account, present to a person who has never done task to check

THE SYSTEMS

- insights due Thuro → do visiting style
↳ don't need to print
- Use DCI city website to find parking lots
- How to make it an attraction
↳ visitor arrival → highway to hallway
↳ check for nearby bus stops
- address visitor arrival in project and strategy
- benchmark other cities' observation decks & destinations
- see if there's any visitor count or webpage audience
- consider programming
↳ look at Washington Park's success by programming
- pdf insights of slides each w/ photos
↳ tell first impressions as a story

CAPSTONE

- start a blog or something to record process
- make sure to bounce ideas off people
↳ get feedback along the way
↳ have a core base & knowledge to back it up that you don't have to show but you have if it arises in crit
- stay true to yourself girlfriend
- your experts may not be the end all
- should be able to tell someone super briefly what your project is about
- meeting w/ Ole Imperi → Thurs at 12
- call Fran & have her proofread draft
- email CMS faculty about more resources
- reach out to a religious / spiritual leader? someone at Ursuline?

SSOM

- We def need tent, table, chairs
↳ displays? pegboards, clothing rack?
↳ table cloths
↳ cute sign
↳ need a square
- Payment: venmo, square, cash
- Need to look up best way to merchandise + how much to bring
- Buy brown bags or something

INT

- Activity centered design not only understand that we adapt to technology, but it seeks to exploit it
↳ learn the activity and the tools become understood
↳ For much of ACT, though, it's the opposite: learn the tools and the activity is understood
- In order to be good at art, you must understand the various types of media
↳ to be good at oil painting, you need to know how to work in oils
↳ to be good at art, you do need to have some artistic sense but you also need a thorough understanding of the materials + technology
- H&D → the tools should be invisible
- A&D → the tools are the way
- one concern H&D can be harmful is because it focuses on improving things for one person or group may cause it to be worse for all others
↳ the more something is tailored and specific → the more likely that it will prevent others from using it
↳ the individual is a moving target

DES ISSUES

- Western culture is centered around overcoming nature
- Ecological Stewardship, economic viability, and social equity
- Population growth is an issue that would never be brought up as an issue
- The Total Beauty of Sustainable Products by Edwin Patschlein
 - ↳ is it useful?
 - ↳ is it solar?
 - ↳ is it safe?
 - ↳ is it efficient?
 - ↳ is it social (equitable)?
- Carlo Petrini
 - ↳ looked at the world of food
 - ↳ looked at what in the world of food values
 - ↳ brought into world of design
- The Omnivore's Dilemma by Michael Pollan
- Heirloom Products
 - ↳ local produce
 - ↳ artisanal craft
 - ↳ only comes with privilege now but used to be available to everyone
- Carl Haire's Slow
 - ↳ applying local + artisanal practices to pursue sustainable design
 - ↳ production design employs planned obsolescence
- Allotaire Fuad-Luke
 - ↳ began slow design movement practice
- Zen and the Art of Motorcycle Maintenance
 - ↳ "Quality is the parent, the source of all subjects and objects."
 - ↳ our personal desire for the pursuit of the best
 - ↳ live mindfully because time is limited

DES ISSUES

- toys need to your imagination
 - ↳ not provide a narrative immediately
- what's slow design every day?
 - ↳ backyard gardens
 - ↳ straight razors → safety razor
- Most product design is based on the idea of ongoing sales
 - ↳ needing to buy refills
- Equity + Ecology + Economy = ethical design
- don't make Dale hate his life and present well

DAAPTRIB

- vote at meeting if we should use instagram to share our video
 - ↳ talking future of daaptrips
- Meet with Dan to ask about getting power strips throughout the building
- do reset form on campus link

LAPSTONE

- Faculty review template posted on BB
 - ↳ titles
 - ↳ problem statement
 - ↳ cite everything at bottom of slide
 - ↳ constraints (3) and key points to why they matter
 - ↳ outcomes
 - ↳ 1-5 top questions you want to answer + methods + resources
- Be able to take control of your presentation feedback
- Questions should be things that we still need to find out

CAPSTONE

- present for 5-7 minutes so there is time for discussion.
- is defining terms crucial
 - ↳ noting death positive language is ~~is~~ is redefining terms to be more understandable important
- Reach out to some sort of community?

WTE VISIT

Questions for Cole:

- do you think defining common terms in a positive way is important?
 - what sort of tool do you think is helpful for people to have?
 - is focussing on a certain type of loss important? is grief in general too big of an umbrella?
- ple at top
nd desk
hort?
↳
- spend more

more on area

- ↳ more in gde
- ↳ selling things in gift shop
- ↳ ticketed seats
- v well maintained
- look into historic building info
- weird selection of non-specific businesses
- No # of indication in stair
- suicide prevention info on roof
- Joan - building manager
 - ↳ 241-3888
- Major problem - directing people
 - ↳ Sentry points on floors
- "I get more people asking for direction than sales."

WLE IMPERI INTERVIEW

- Is redefining common terms that we use in our understanding of the grieving process in a more positive way important?
- What sort of tool do you think is helpful for people to have during the grieving process
 - ↳ is it a physical object or a system/program
- is focussing ~~on~~ on a certain type of grief important? is loss too big of an umbrella to provide comfort for or do I need to narrow in on loss of a specific person
- If you were to send or receive a sympathy card, what would be the thing you want it to say?
- something that's coming up a lot in conversations with people is that they don't know what to do or say to help people grieve, so what advice is good to give an everyday person to know when they become a bystander to grief or grieve themselves?
- Do people even want to read self help books when they're really struggling? what's your thought on where "self help" is going?
- Who should I go to next? Should I get more perspective from experts?
- Do you think that as death care and funeral ritual innovates, the way we grieve will change and adapt to that?
- Do you have a favorite thing to say to people who are grieving?

- decide what info is crucial to fit into screen space
 - ↳ think of navigability
 - ↳ depending on amount of info on screen will change the navigation's scope
- Hierarchy must fit on a mobile device
 - ↳ actually doesn't have to
- Wireframe out navigation & how much info do you show at once
- Make revisions to task analysis by final submission date
- To have interaction, you must have directive action on things
 - ↳ how does the thing on screen react to those behaviors
 - ↳ different things on screen suggest different possibilities
 - ↳ info/data → pictures → actions
- Things to assume done for app:
 - ↳ group is connected
 - ↳ cities are chosen
 - ↳ time is chosen
 - ↳ car is chosen
- Make sure to state that things are chosen to go to either on route or stop in a city
- State voting can be like items
- proposals can happen multiple times by multiple people
 - ↳ look into variations based on criteria
 - ↳ how much time & far in advance can it be proposed
- Elaborate on criteria for finding places concerning on route
- Note if you must keep things in mind for a task → separate into (1) Find 2) Do

- Insight: Importance of languages & communication to reach understanding
- TBD
 - ↳ does religion need to play a role
 - ↳ can it be adapted to teaching people to be a bystander to grief

- Denote what exactly needs to be repeated and what needs to be substituted to make it repeatable for other criteria

- Asked people via Instagram/Facebook what they needed to hear in a sympathy card in a time of grief or what they would say (5/23)
 - ↳ Diana Tamborski: "something Sr. Lucy said after Jordan passed has always stuck with me as a really powerful statement it was ~~wasn't~~ something like "Tears are the greatest expression of love... They're also the hardest."
 - ↳ Adrienne Long: "I think the best thing sentiment (and what I always write in sympathy cards) is something along the lines of "I hope your heart is ~~filled~~ filled with warm memories."
- Email Sr. Lucy about talking people through grief
- Reach out to Laura Lyon
- What about spirituality is important

- Importance of language → people don't like to say someone has died. They'll say passed away.
- Importance of teaching kids that you can't fix someone who is sad.
 - ↳ it's not your job to cheer them up.
 - ↳ the best thing you can do is offer to listen and be there and be supported.
- Insights: people want reassurance that they aren't alone when they're grieving.
 - ↳ they don't want people to negate their feelings → trying to cheer someone up will in a way make it worse.
 - ↳ want people to reassure them that their grief over the loss is a sign of love.
- Research: future trends around self-help books.
- Asked on Instagram if self-help books are actually good resources for people or where they seek help instead.
 - ↳ Carolyn Lalonde: "For me, self-help is most effective when it is collaborative. Whether it's a session with my therapist or even just doing a facebook with a friend, I find that being with others works best for me. I'm not against self-help books, but I think that I end up feeling lonely when sitting and reading about emotional topics for extended periods of time!"

- Should I be speaking to people to prepare them for an inevitable loss or should I be speaking to people in the thick of it?
- Is physicality of a solution important?
- I don't want to do an app but is something screen-based where self-help is leading?
 - ↳ people go to the internet first to ask questions but go to other people for comfort & reassurance.

INT

- Can focus on one person's tasks
- think about how/when notifications come into play
- user to make it draggable
 - ↳ drop shadow
 - ↳ make the drop space look like it needs something placed
 - ↳ transitions & reveals
 - ↳ hand cursor
 - ↳ highlighting where it could go
 - ↳ writing out instructions
 - ↳ make more able-thinks look the same

DES ISSUES

- The role of the designer is to not just make stuff → it's to change our relationship
- We do not have to accept the existence of waste → waste is our generation's resource
- ethics = knowledge + action
- ~~We need to embrace planned obsolescence~~
- "Vote with your money" is extremely problematic
- We need to combine our work and our service instead of keeping them separate

DES ISSUES

- communication is really key
- you can't get the same info from asking people who know a lot about something as you need to learn from people who are experiencing it
- You need to find the best person to do it
- What does the future of funeral care look like and how will the way we grieve change with that?
- educational
- Kantam
- large
- mark
- 5.7m
- every
- Waste per
- in our
- Try to be natural
- blends can't be recycled

TRIB

- competitive edge in E2C gives better work for the design sprint
- we need to be super clear about winners
- discuss job list / co-op partnerships
- set up survey & getting a group to meet
- DAAP tribunal overhaul
- E2C planning meetings
- June 13
- July 11
- co-op or building touch point person
- Bearcat Food Pantry -> volunteer. us edu
- BTG is doing an IKEA trip with free shipping at end of summer
- Revoked Bill Cosby's honorary degree
- CEAS Tribunal is having a team!
- CECH is looking to host collab events

SENATE

- July 30th -> Caroline Lembright hosting LGBT housing meeting
- Do the RESET form!

CAPESTONE

- Lots of people want more modern choices for sympathy cards
- often only have the option to buy super gaudy & religious cards -> don't always know if a religious card is the best choice
- Annette Lechleiter: wants to let the grieving person know that they have people who love them and are there for them
- you aren't alone in this hard time
- Interview a hospice worker or someone who has used hospice as a resource
- Use they/them/their in writing about the person who died
- Important of talking or just being around others in grief
- Thanatology etymology -> thanos, god of death
- Thanatology is an enhancer to a degree -> you can't do it for a job
- Talking about death is an intimate topic but is cliché and doesn't have a place in society to occur
- the processes of dying and being born are similar and metaphors on the similarities can be really helpful for some
- 90% of Americans want to die at home
- Hospice can also help the family grieve
- Dying makes life meaningful
- People who tend to be more religious tend to fear death more statistically

PEOPLE TO CONTACT

- Julia Bava
- Jack Budler
- Jake Didier
- Aggie
- COLMS Faculty & Students
- Spring Grove Board
- Laura Lyon
- Religious leaders
 - Sr. Lucy Schmidt
 - Julie Lechlester Nedian

LAPSTONE

- Talking about death directly can scare people off
 - working your way to the conversation can ease anxiety
- Physics moment: the matter that makes you has always existed and will always exist
 - "We are all made of star stuff"
 - Carl Sagan
- We usually only have to deal with death when other people are dying
- "If we spend too much time in the future + which is worry, or too much time in the past - which is ruminating we end up missing out on the present. And you know what we regret when we die? It's all those present moments that we just skipped out on."
 - the best way to avoid death anxiety is to be present in your daily life
- your death is a reflection of how you lived
- We are constantly grieving
 - Big Deaths → easier to deal with
 - Little Deaths → disenfranchised grief
- 5 stages of grief: denial, anger, bargaining, depression, acceptance

LAPSTONE

- The 5 stages of grief never work in order and don't define every loss
- a death is never just a body → it's all the change that happens after
- we don't have exposure to good coping skills in our lives
 - the healthiest thing to do is have a conversation with your family
- Joann Finke - When you lose someone you love
 - Read books by people who have personally experienced a loss

SYSTEMS

- Next step: breadcrumbs → what can we fix
 - progressive disclosure: giving info you need to make your next decision
- Script: verbal narrative set of instructions
 - what is the bare minimum of info you need to get to the place
- Primary + Secondary Pathways
 - where do they usually / sometimes go?
 - diagram this out on the building plan
- Breadcrumb diagram
 - break down points of decision and sign locations that are needed there
- design for the broadest audience possible
 - physical requirements → ADA

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- I do not want to create an online community space for grief
 - they already exist and range from non-specific to v specific
 - maybe point people to them but don't reestablish them
- Insight: a lot of common sayings to tell people during their loss can be harmful to their grieving and guilt
- Katy thinks self help books are kind of insulting
 - needed to see a therapist
- Sarah: forces you to add another task on top of everything
- Work with therapists to text
- book with text as grief gift
 - what to say to a friend who's grieving
 - choose between person who is grieving and person who is a bystander to grief
- Is there a workplace solution?
- Journaling - create a journal
- Podcasts; Millennials will listen over read
 - guided meditation
- How to capture hope for people who are grieving - its a 2 minute moment
 - creating a prompt for reaching out
 - how do we want people to honor you
- Can I narrow in on the person who died
- Podcasts make it more bite-sized
- Organizing resources and providing connections to support groups
- Daily insights
- Email search insights

- how do you make a tangible thing
 - grief support makes it physical
 - putting emotions to lay object
- checklist is great!
 - gamification
- "This is just shitty"
 - we think we're being supportive by saying "it'll get better"
 - support them where they are
 - makes the person feel seen
- Just presence helps people
 - being there physically is best to support
 - anxiety in death needs a person who is grounded for you
- "Let me know if you need anything"
 - pushes the ball into the grieving person's court - they don't want to think
 - commit to doing something
 - basic routines are out of wack
 - give a friend things like toilet paper so they have more time for care for themselves
- Key to helping people: Look at your own responses
 - deal with your own shit first
 - you will blame other people for some issue you have
- Don't try to one up someone's worst experience to make them feel better
- People's grief is made of different emotions
 - defining it can help you know what to ask/look for
- Think of it as a flower
 - center is grief, petals are emotions
 - pie charts
- Green burial Cincinnati - We do at /WBXN
 - June 29 at Heritage Church

WHAT WITHCORE

- People in grief often don't want to seek out help
 - ↳ people need to know when to stop
 - ↳ Hoarding is a manifestation
 - ↳ Give space but let people know they'll need to address it eventually or it'll manifest
 - ↳ can also trigger intense midlife crisis
 - ↳ every friend needs to look at it and really approach it in a good way
- Trauma and grief will always exist
 - ↳ "I know that your loss will never not exist."
 - ↳ Cole has an article about what to say and not say in a sympathy note
 - ↳ DOs and don'ts
- The difficult thing in a difficult time is to address it
- Support groups don't have enough resources
- Dremains - digital remains
 - ↳ there's no internet exit plans
 - ↳ the internet is more like a graveyard
 - ↳ people have more longer relationships with the dead now than before
 - ↳ talkdeath.com → death + social media

SYSTEMS

- placemaking / wall graphics
 - can be their supplemental
- could be any supplemental design element but may not have to
 - not be print
- do sign sketches & individual idea sketches
- do quick hand sketches

Breakthrough statement:
I want to create a tool for people in their 20s-30s who are working their first full time job and don't believe they have time to grieve.

I think that I want to address people who are bystanders to grief, like a close friend to a grieving person, who don't know what to do or say to help. I think this will also help them cope should they grieve.

THIS IS JUST

SHIT

TRIBUNAL

- ask if we need to go through licensing for hats
↳ ask for a ballpark price?
- Town Hall
↳ Amberly Marlo (sp?) wants to be involved
↳ talk with Audrey
- Work with events committee
- Lead discussion on social media content and strategy
- ↳ website necessary for us

CAPSTONE

- "Only when pain suddenly jerks out of our otherwise ordinary life do we discover something powerful and true about ourselves!"
- "Grief isn't just sadness" → add
- New title? too much of an oxymoron
- Use less I statements → be assertive
- say who the people who need help are as a stakeholder
- edit content slide
↳ use "equity"
- current stakeholders should be clients & stakeholders should be grieving
- Add of intermediate something
↳ be more specific w long term
- Methods page → vague
- bullet questions
- don't have any real designed things in presentation
- people want reassurance that they are allowed to grieve and feel grief for a long time
↳ "Grieving is the last way we get to love people."

LAPSTONE

- Reminder that all of the bad feelings in grief come from a place of love
 - you wouldn't feel them if you didn't feel love first
- Do I need to explain that grief is a word that encapsulates all of the emotions we feel for loss? How there is no one way to feel grief?
- Your grief will never get any smaller, but your life will grow bigger
- Remind yourself to reach out → a friend's grief won't end after the funeral, the person will continue to feel its ache if their support system does not
 - reach out after incremental periods of time because it is just alone when they may feel
- Talking about a person who was lost often makes people feel more comfortable, not lost
- Is there a modern equivalent of a momenta mori of Victorian mourning fashion
 - how can we show that we are mourning to the world without being taboo or god forbid - crazy?
 - can we alert people that we aren't ready to engage in society yet after a loss
- The importance of grief gifts?
- Ask people about their feelings today, emotions change frequently when grieving and you should validate them for how they feel now
 - Remember that grief is not linear

LAPSTONE

- How to write sympathy/condolence cards (bc no one knows how)
 - send a physical card. It's helpful to have something that can be held + looked at over time, seeing a manifestation of loss and an accumulation of love is incredibly helpful to people
 - tell people specifically what you can do for them - or better yet - just do it
 - tell stories → they won't make the person feel sadder about the loss, they'll make them feel more connected
 - don't be afraid to sound cheesy if you think it'll help
 - you don't even need to be cheesy + sentimental, just writing what you feel can be validating - "this sucks"
 - tell someone when you think of them or their loved one

INT

- show drive time between
 - show average time destinations
 - put a suggested to go people don't love
 - indicate summary
 - reverse colors
 - indicate larger + or an exclamation
 - change color / oppo location selected
 - number cities
- *callout related gestures

*user desire

→ why would you have a certain funct.

- On a super basic level what do you teach your students to say to people who are really struggling?
- What would you want someone whose loved one is grieving (or just anyone who isn't grieving) to know about grief + comfort?
- Do you think a physical object (ie a card or a sentimental object) is important for someone grieving?
- What do you think of sympathy cards?
 - ↳ what would your ideal sympathy card you would send say?
- Is there anyone you would recommend I talk to?
- How could you talk to someone about death / loss without freaking them out?
 - ↳ How do you tell people what you do?
- Notes from interview
 - ↳ people tend to have the best interactions after the funeral is formally over, conversations with lots of loved ones over a meal
 - ↳ how does food tie into opening up conversation around grief
 - ↳ comfort food in the truest sense
 - ↳ talk to funeral director students about their experiences

- Helping someone through grief can sometimes bring narcissistic thoughts and that's okay as long as they and you know you're trying + have good intentions
- Stop worrying about what your response says about you, no one can be a pro at helping someone move through grief
- don't disappear from someone who is grieving: showing up or letting them know that they are in your thoughts goes a long way
- Make a list of the things you can do for someone and do one
 - ↳ this includes running an errand, doing a chore, visiting, bringing food over, walking their dog
 - ↳ start small and even dirty out your car to people who over "let me know if you need anything"
- Remind people not to make it all about them
- sending a card is the easiest thing you can do that helps someone
- "everything happens for a reason" and "they're in a better place now" are lazy statements & will probably make someone feel worse
 - ↳ its denial and uncomfortableness of the person who isn't grieving basically
- Look at anti-self help movement
 - ↳ emotional agility
- rephrase 2nd part of PS → make it be better as disclaimer and not a contradictory statement
- emphasize the need to show up
- talk slower
- add funeral directors to clients

587	29	1	6	3	4
342	6	7	5	1	9
961	3	4	8	7	2
826	1	3	4	5	7
193	5	0	7	4	8
754	8	2	9	3	6
275	9	1	6	8	4
638	4	5	2	9	1
419	7	8	3	2	5

251	9	7	6	8	3
847	2	3	5	6	1
369	0	1	4	7	5
485	6	2	7	3	9
712	4	0	3	5	7
736	1	0	9	4	2
174	3	6	2	9	8
590	7	4	1	2	6
623	5	9	8	1	4

SYSTEMS

- Working in scale
- Most states, street signs are 24" x 30" and highway signs are 30-40% bigger
 - ↳ distance + speed affect sign size
 - ↳ cap height on street signs are about 10-12"
- Telling tales are either 1x1, 2x2, 2x4 or 4x4 for fast measuring
- Always do a full size print test
- Communicating to the sign fabricator is critical in design documentation
- always have scale, figure, and ground in drawing
- sign must hang on Right for double doors or on Latch side for single doors
- For user → do sketches & do one scale digital of 3 sign types
- What kind of resources do you point your students to? or people you know?
- signage pyramid: graphics, hardware, information
 - ↳ info is bedrock, communicated via graphics, displayed on hardware
- types of information: identification, directional, warning, regulatory + prohibitory, operational, honorific, interpretive (provides info on meaning of place)

TERESA DATKO

- "The worst thing you can do is abandon someone"
 - ↳ "There are no magic words"
 - ↳ Think about what people say so divert it
- You can support the family in non-verbal ways
 - ↳ having good content + aesthetics is important for fun dir
 - ↳ quick reader + good advice
 - ↳ cards + book marks
 - ↳ people who want to read more do
- Sympathy isn't empathy
 - ↳ there's no relationship building
 - ↳ calls + visits are more important
 - ↳ momento vs. linking object
 - ↳ representation of the person
- Blank sympathy cards are good for some people, not everyone
 - ↳ short quotes or sentiments
 - ↳ "There are no words"
 - ↳ (Lorca) MacArthur is v quotable
- Put death in a lifecycle context
 - ↳ don't put death + life on opposing ends
 - ↳ death is not the enemy
 - ↳ think of how people 100 years ago processed death
 - ↳ bring death back to the home
- Grieving is harder now
- Internal wounds aren't visible and need to heal
 - ↳ treat emotional wounds like physical
 - ↳ lack of appreciation to let people want to hurt and then heal
- don't use cliches

2	6	9	1	5	7	3	
	3	9	6	5	1	4	2
5	4	1	3		9		
		7	2	9	1	8	
8	1	8	5	7	2	6	
	7	1	8	9	4	3	6
1	6	9	2	5	4		
	2	4	1	9	7		
9		2				1	

5	9	8	1	6	3			
4	1	3	5	1	9	2	7	
6	8	9		5	4	8		
6	2	1	8	3	5			
1	5	6	8	7				
8	7	4	5	2	1	6		
3	2	6	5	7	9	4	8	1
9	7	1	8	2	4	6	3	5
5	8	4	6			7	7	2

TERESA

- don't try to happy spin it or make them think of the future
- ↳ don't say "I know how you feel"
- community advocacy teaching needs to happen
- ↳ get more comfortable w/ being uncomfortable
- ↳ social media doesn't help
- Make grief gifts thoughtful
- ↳ one thing isn't appropriate to everyone
- ↳ picture frames are great bc it does grief work
- Don't have a standard script for what you say or what you do
- ↳ don't be afraid to say "I'm here because I care"
- ↳ People always need practical help
- "Grief and the Healing Arts"
- ↳ chapter on Monk
- Reach out to Fernside and grief for children
- ↳ activity based therapy
- Timing → don't wait until there's a crisis
- ↳ don't capitalize on tragedy but use that teachable moment
- ↳ on-going conversation
- Prop experts in Boston
- ↳ Mass. Gen. is a peak of grief research
- ↳ Ulrich Lindemann's work
- Grief pushes people away from grief
- ↳ be accessible!!
- Continuing bonds + relationships → important in supporting people over time
- A grief companion meets where they're at
- ↳ Dr. Alan Wolfelt
- Stereotypical grief isn't what everyone does

TERESA

- Some people will cry, but some people need to journal + be physical
- Grief support is good but not always
- "You've got to do it."
- Journey to Hope had an atypical support group
- Heather Chang "Mindfulness + Grief"
- ↳ Integrating meditation
- Bereavement at Children's
- ↳ Jan Borgman - coordinator

LAPSTONE

- cite or quote anything that might raise any questions in presentation
- Reach out to CAPs + ask how they provide self-help resources and how people utilize them
- Knowing coping with grief skills can make you a better friend
- Aversions vs. rejections
- ↳ we learn best from others when we know where they're coming from
- ↳ we can be better tomorrow than we are today → ie live a better & fuller life
- ↳ practical applications of thanatology to modern life
- Aversion is dislike
- ↳ we can be averse to death but we should not reject it
- ↳ "What we reject in others, we often don't allow in ourselves."
- "A good rabbi will show you where to dig and what to dig for, but the digging you must do yourself."
- Remind yourself that failure is an event and not a feeling (or success)

CAPSTONE

- attachment is a form of aversion
 - ↳ when someone tries to see the world more black + white
- put important things into perspective
 - ↳ if I were dying, would this be an ultimate regret if I don't do it?

TRIBUNAL

- orientation sign ups
- bring ~~st~~ tickets to DAAP
 - ↳ leave in Michael's office

use color to indicate interaction
don't worry about functions you aren't currently designing for

REFUND
DECEMBER 15TH
TICKETS
SOON!

Make things look selectable or tappable

functional callouts might solve problem or be necessary

but make interface as fool proof as possible → clarify in design

9	1	4
5	3	9
4	2	7
1	8	6

CAPSTONE PITCH

- Now that they're present what do they do
- what do they need to know
- this could be simple
- participate in needs analysis
- Anticipate amount of time they'll spend on this

INT

- final format must be self explanatory
 - ↳ can be understood without walking through it
- PDF probably best w/ meta info notes in margin
- could also be a video
 - ↳ screen caps of a dick through PDF worker
 - ↳ screen recording can have voiceover of actions + intentions that would be shown in pdf format
- clarify where in the process it occurs
 - ↳ label task analysis or state the point of the process
- check boxes to choose places to add
- toggle categories: food, etc.
- gradient on list to show its scrollable
- may need confirmations when it's not recoverable from
 - ↳ offer a go back button
- have time turn red when a ton of time gets added
- don't need a save but does group need to be notified/discuss
 - ↳ how collaborative is it
- difference btw indicate on map vs add

3	4	8	6	2	5	7
1	6	7	9	8	4	3
5	2	9	7	1	3	4
9	0	1	5	3	7	2
7	5	6	1	4	2	9
2	3	4	8	9	6	5
8	9	2	3	5	1	6
4	7	5	2	6	8	1
6	1	3	4	7	9	8

SYSTEMS

- Assignment B on is beginning of final deliverables
- Refinements to key parts should be included
- one slide of entire sign type family in slide → elevation + plan
- slide with website wireframes
- slide of building map
- due then June 26TH
 - ↳ includes progress of individual projects
 - ↳ technically just a progress review + one half per team
- 70% is group ideas convergence
- 85% is adding renders, drafts of message schedule
- June things, meet in auditorium
- Map w/ signs indicated, sign design, website, map sign
- keep rendering in mind
- do map of building w/ sign types
- use color pops to reinforce wayfinding
- ↳ assign meanings to each pattern
- outdoor signage / building needed
- work in place w/ sign stack
- delicate patterning
- hang signs → figure out ceiling + hang height, currently
- website should speak to all other signage + digital
- push signage design more
 - ↳ integrate system into architecture
 - more → elegant & functional
 - ↳ don't just do all fold black
 - ↳ create a grid for signs
- do shut in perspectives
- 80% multiply layer → day to night
 - ↳ add a layer of light hits

CAPSTONE

- Facebook designers memorial pages
- start working on timeline
 - ↳ work in what to research
- Reach out to Teresa again + see if her students would be willing to chat

INT

- Wireframe order
 - ↳ 1, 2, 3, 4, 5, 6, 9, 7, 10, 11, 12, 13, 8, 14
- Put "trip summary"
- slow down video
- make mappings and check boxes same shape and more obviously a checkbox
- eliminate plus → just click on/off
 - ↳ show toggle
- show some sort of autosave thing
 - ↳ show a "saving..." thing in the window
- upload materials to dropbox in a folder w/ name
 - ↳ compress video on handbrake.fr
 - ↳ upload task analysis + files shown today
- Revise by Tues.
 - ↳ office hours on Fri 12:30-1:30
- Anticipate questions, automating constraints for efficiency

SYSTEMS

- put a person in render
- make mad shit → decide direction on Tues
- need to go, measure current signs
- ↳ take pictures to render on
- ↳ areas where many signs will go
- ↳ do v straight forward pics

TRIB

- get an event planned for the next two weeks
- ↳ figure out date & time of dog events & message locker contact
- student conduct & community standards
- lunch hour 12-1 best for town hall
- ↳ T/W/Th
- ↳ lecture hall
- ↳ reach out to Amberly Marys
- New dean announced next week

CAPSTONE

- funeral ritual importance
- ↳ impacts family health + wellbeing
- ↳ informed by religious & family dynamics
- ↳ funerals are about the living
- community outreach programming?
- support communities to help the family → home funerals
- ↳ tailor to the needs of the family but many don't know their options
- griefnet
- deathcafe.com
- look into self-help alternatives
- Reach out to Animate Children's Bereavement Counselor

2 3 1	8 7 4	6 5 9	3 6 6	1	8 2 4
7 9 6	2 1 5	3 8 4	1 7 8		3
5 4 8	9 3 6	7 1 2	2 4 9		5 7 1
4 1 2	3 5 7	8 9 6	4 9 3	1 7	8 5
8 5 7	1 6 9	2 4 3	5 8 1	4	7 9
9 6 3	4 8 2	1 7 5	6 2 7	8 9 5	1 4 3
6 7 9	5 2 8	4 3 1	3 5		4 1
1 2 4	7 9 3	5 6 8	1		6 8
3 8 5	6 4 1	9 2 7	8 6		1 3 5

BILENTENIAL

- DAAP bus shelters
- email spam list of co-op companies

INT

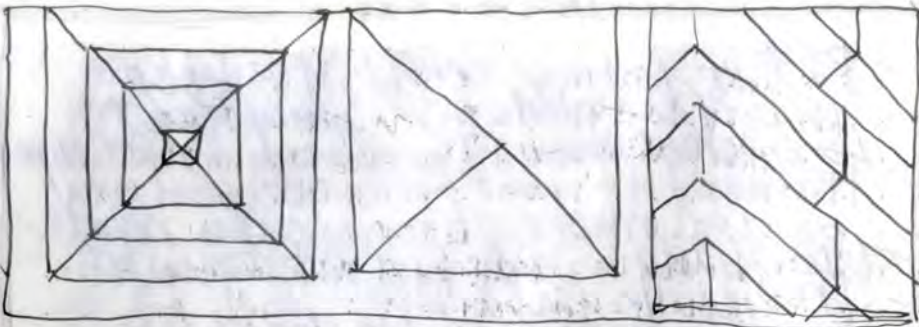
- show original time plus added time
- toggle adding places
- show video down
- ↳ user denies
- look at screens on phone → no less than 12 pt fonts
- contrast
- type hierarchy
- add a "saving..." note on top?

SYSTEMS

- directional signage to 2nd elevator placement
- plot signs on map
- front standing signs → directory/map
- exterior signage - iterate
- iterate on hours/observation signs
- how to walk people through the system and space

INT

- look at people who do what you're trying to communicate as a job to get a better handle on how to communicate it
- what gestures are supported where and how do we indicate it
- indicate consequences (feed forward)
- big circle is indicative of touch screen areas, but not is desktop



QUESTIONS FOR JOEIE

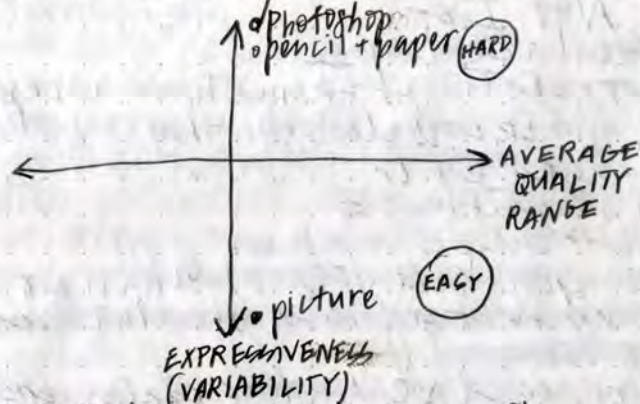
- what kinds of materials do you look out for to share with people?
- what has been the most helpful thing to know/learn about how to comfort people?
- when do you think the best time for someone to learn about stigma/truth about grief is? Before grief?
- where do you go or tell people to go when they're seeking self-help or advice?
- what advice do you give to people who want help?
- do you think there's a good way to encourage friends to participate or just show up to the funeral?
↳ Maybe do we think about it as a way that we try to get people to go to an entertainment venue or store
- do you think there's a way to make grief work trendy?

LAPSTONE

- Refuge in grief → website
- we have to humanize grief
↳ we need to talk about it
- Difference between solving pain and tending pain
- "You aren't crazy, something crazy has happened."
- a guide to grief for the non-grieving
- email Jan Bergman at Linex Children's → jan.bergman@lchmc.org
- start moodboards
- funeral consumer's alliance
- death phobic culture = grief phobic culture
↳ grief doesn't go away
- best thing to do: claim your awkwardness + step up to talk + listen
↳ companion them do not try to fix grief
↳ grief isn't a problem that can be fixed
- Always think of a second half to what you say
↳ think of what you say having an unspoken "because that might help or hurt someone"
- Meet the person where they are on their terms
↳ give control to the person
↳ companion the person → it isn't that hard
- we need to dispel the 5 stages of grief myth
- death is the end of a person but not always the end of a relationship
- don't think of grief like sickness, it won't get better, it changes you

- getting over grief isn't always best for someone → it would mean getting rid of all of your connections to a person
- Dr Susan Delancy
 - ball & jar metaphor: grief isn't less things filling the jar as time goes on, it's the jar getting bigger around the same amount
 - "we grow" around grief, we become bigger.
- grief has good days & bad days
 - the trajectory of grief is always forward but there is no endpoint
 - we accommodate to grief
- We actually function better both physically & mentally around people we love
 - if we lose one of these people the symptoms of grief are very scientifically backed up
 - "widow brain" is a real phenomenon
- People need support & accompaniment in their grief
- complicated grief happens bc the time & supportive therapy doesn't always work
- secularization makes grief harder?
 - bc there are less rituals & explanations of death that are peculiar to help them move forward
 - home funerals, participation & witnessing to have family be present to grief
 - people can still be served by trad. funeral industry & find comfort in it, but many don't know there are other options

- people like when their little actions have larger effects → amplification
- figure-ground fluctuation → we pay attention/compelled because it's peculiar
 - surface ambiguity
- people like making things, people like nice things, people like making nice things
 - this is why cake mix isn't a "just add water" bc people want to actually → make it



- the variability & quality flux
 - you don't need a lot of variability to get something of quality
- the more expressiveness you have, the more likely someone will make garbage
 - ex: more "creature maker" someone will probably make a duck monster
 - journey: using the loudness & speed of a single sound to communicate in situ
- adding just a small amount of user input can add a lot of interest to a less variable but random system

SYSTEMS

- sign indicating not wheelchair accessible on 1st floor
- show floor graphics in elevations
- visitor experience as you go up
 - ↳ museum style hallways
 - ↳ people are in line for elevator
 - ↳ make floor v historical
 - ↳ Mill Museum in Minneapolis
 - ↳ empire st building
 - ↳ connect lobby into upstairs
- implement patterns more into visitor areas
- our story is too lumberjane? lol
- explain better history stories on elevations
- we should talk about signage materials
 - ↳ I do that → pull thumbnail images

CAPSTONE

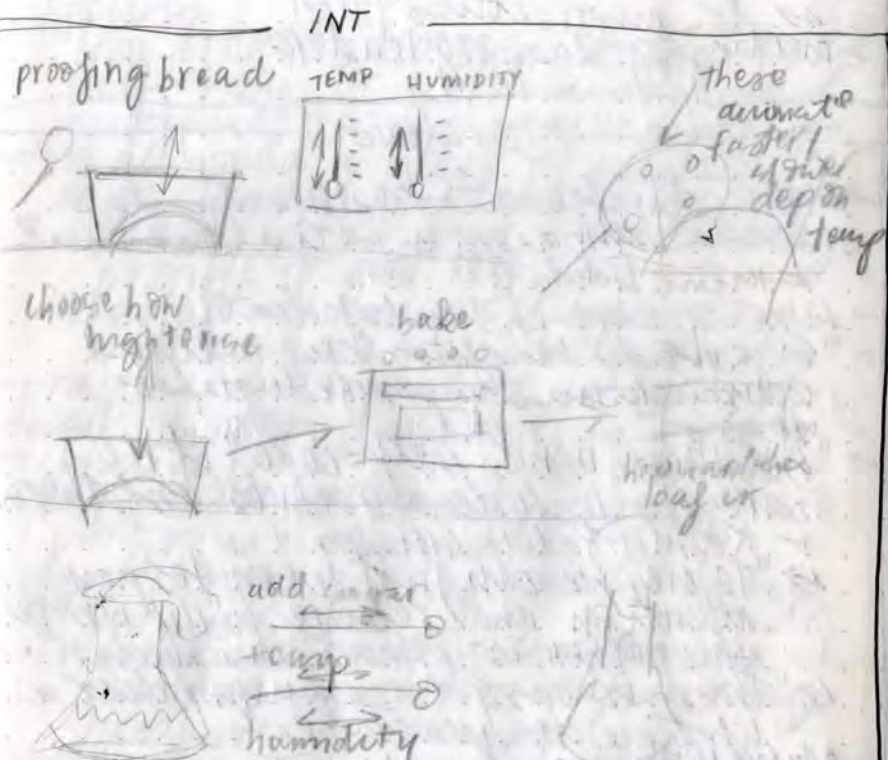
- "do what you need to do for you"
- Around age 4-5, children realize the irreversibility of death, at 6-7 they understand the non-functionality of death
- death awareness process
- Need to respect all grief including pets
- death discussion should get out into bite-sized pieces

7	5	2	1	6	3	4	9	0
4	6	3	8	7	9	5	1	2
9	8	1	4	2	6	3	7	
6	4	5	3	2	1	8	7	9
1	7	8	5	9	4	3	2	6
3	2	9	7	8	6	1	9	4
2	3	4	9	1	8	7	6	5
5	1	6	2	4	7	9	8	3
8	9	7	6	3	5	2	4	1

7	3	4	1	6	5	8	2	9
8	6	2	7	9	3	5	1	4
5	1	9	2	4	8	6	3	7
1	4	5	9	2	6	3	7	8
9	2	7	3	8	4	1	5	6
3	8	6	5	7	1	9	4	2
4	9	3	6	1	7	2	8	5
2	7	1	8	9	4	6	3	
6	5	8	4	3	2	7	9	1

CAPSTONE

- A lot of people are afraid of death because they're afraid of causing grief to their loved ones
- ~~When we Reaped.~~
- Reading memoirs of people experiencing grief can eliminate the fear of grieving because it helps us to understand resilience
- Documentary: Extremis on Netflix



- start with the variable slider

SYSTEMS

- Add remove things to kit of parts so it matches all current materials/patterns
- study black put out
- use iconography (SEGD pictograms) in map as much as possible

TRIB

- Make folder with docs for each city and share
- ↳ do major cities first
- meetings of daap org leaders

CAPSTONE

- book: awake at the bedside
- idea → campaign on social media? + mini book
- film: a certain kind of death
- "everybody benefits from rational educational exposure to taboo topics"
- "be there is no "self-care." If we care we include ourselves and others."
- Koshin Paley Ellison
- ↳ "to me, we can just learn to pay attention and receive fully where the person is without an agenda"
- ↳ "this is easy to say and takes a lifetime to practice."
- Make it ok org
- ↳ tip card resource to open conversation about mental illness
- ↳ what to say vs what not to say
- Campaign & resource
- ↳ making grief resources that exist more navigable and trendy

CAPSTONE

- if you deny your feelings or suppress them, they will only get louder
- make exhaler longer than inhaled to smooth the fight or flight anxiety you may have
- address your physical needs first
- help someone regain their self trust → reassure them when they need it
- reassure people that they are allowed to feel whatever it is that they are feeling
- You create your own reality style self help is both untrue and hurtful to the grieving person
- We all need a place of neutrality
- ↳ we all need a sense of safety + reassurance but it's not always possible to get that
- ↳ establish a greater sense of safety through assurance
- practice asking what is needed
- ask, listen, respond, be kind
- creative practice in grief isn't a cure and the "beauty in pain" part of art is a myth
- death doesn't end the relationship, it changes it
- ↳ creativity + conversation can continue the relationship and help navigate the change
- ↳ conversation can help someone reestablish connection, at their heart, they only make something slightly awkward
- Tell the truth without apology
- death positive doesn't mean death is positive → it's ok that you are interested in helping the world of death

- don't be hard on yourself over grief, work on your everyday relationship to it
- the more you talk about it in a normal way, the more normal it becomes
- you can have conversations about grief with humor
- how to be a better friend through the lessons you can learn through grief
 - ↳ social media campaign
- Quiz of moodboards & social media campaigns & then a second page about grief
 - ↳ audit some grief work places that exist
- Ask Cole if I can advertise on her show to get you responses
- set up a color database
 - ↳ bolder color for friend-facing, softer color for grief-facing
- public community outreach
- funeral directors want to be more approachable
- funeral experience > cost
 - now is a good time for younger people to render field
- "winning space"
- Reach out to Paul → funeral trends
- importance of being an example to participate in the funeral
- lots of legal papers & that families receive legal papers & that families
 - ↳ don't want papers make it feel like a business meeting
 - ↳ stand pt cleanup → as much work as a wedding
 - ↳ lots of hesitation

- communicating via interactivity
- using small screen space by making info appear/disappear
 - ↳ scrolling, accordion menu
 - ↳ interaction is incidental in this case
 - ↳ less interaction may be better
- books are also information navigation problems
 - ↳ mechanics are built into the artifact
 - ↳ information reveal → the actions are incidental but valuable
- How do you utilize interactivity to communicate without it being incidental?
- using cause + effect in the artifact to compare / describe a real world cause + effect
- the relationships & visual depictions rely on each other to say something about the relationship

RENDER

- Exterior
- Reception
- Lobby
- elevators
- elevator bank 45
- 45 hallway
- bottom of stairs
- looking at deck door
- liney → 3 & one is orange
- red floor on 45 to match floor 1

- this is a forethought & not an afterthought
- never try to bring your self into someone's grief
- ↳ difference between meeting where they're at & I upping them
- ↳ stop apologizing for death
- sympathy cards should be more realistic
- ↳ there's nothing that could combat what they're feeling
- so much you can do in the moment but it really counts later down the road
- you have to know that every grief experience is different & personal
- dealing w/ the living is 99% of the job
- not many resources for funeral director mental health
- celebrant training
- transparency is needed!
- ↳ show people what it looks like

INT

- belief + desire → event → consequence
- ↳ side effects
- provide opportunity for action and show consequence
- ↳ interactivity emphasizes side effects
- emergent phenomena (comes out of rules and isn't pre-empted by rules)
- ↳ ex: rule of clap based at a distance → people clap in a wave
- self-organization is a phenomena that can result from rules

INT

- a simulation is when you run rules in a simpler way
- Reskin Love Letter
- ↳ needs to have some sort of power structure in character cards
- ↳ reconsider the time it takes to play a round/what a round signifies

CAPSTONE

- Content
- ↳ short tips
- ↳ dispelling myths
- ↳ advice
- Does it need calls to action?
- How much content should be cited?
- ↳ does providing the source help?

INT

- unique to this game
- ↳ hidden score
- ↳ balancing feedback loop
- ↳ incentive to bluff
- ↳ multiple rounds minimizes strategic play
- ↳ player elimination
- ↳ timed rounds → cards level could represent something besides time
- ↳ reskin needs uncertainty
- ↳ heirarchy same but reskin doesn't need that
- ↳ change units represented by card
- A main strategy is to seem like you have a strategy
- listen to people's reactions to cards → keep shifting the design of the image throughout

- word choice can often be harsh on the grieving
 - don't use "better" or "recover"
 - definitions often become more literal, and the idea of recovery doesn't exist bc loss can't be regained
- grief is the only devastating event in our lives that society expects us to recover from
 - there is no such expectation in any other major life experience
- Adaptation > resistance/resilience for change
 - Patience implies change and allows for transformation
- Asking someone to recover or move on is an impossible request
- things get different, not better
- Hope is a word that needs a object and grief robs that object
 - it's too often presented as an end goal
 - change the definition of hope from where we want to go to how we want to get there
- you should have sovereignty over your grief and how you cope + integrate it
 - only you can make the choices for your life, others may offer insights
 - don't tell people how to recover, it's only helpful to them when they make that choice themselves
 - staying true to yourself in grief is what will guide you through it
- "If I can't recover, what would healing be?"

- support communities are ones that bear witness to pain that cannot be fixed
- The biggest suffering in grief often comes from lack of support or genuine rudeness from people trying to help
- Biggest catch 22 is there is a lot of support but little to know/education on how to help
 - grieving people are the least resourceful for education but don't have the energy or capacity to teach people how to be supportive
- we need to talk about what isn't working as much as what is
 - it's not easy but it's important
 - don't push people to feel better, they are the judge of what they can/can't deal with
- Never start any theory with "At Least"
- Dispell the myth of Kubler-Ross's work being gospel and not to be literally interpreted
- Don't let someone trying scare you off
- Give grieving people permission to be honest and not afraid to tell people that they aren't helping
 - Tell helpers not to be angry/frustrated/try harder if they get asked to stop
- Politeness reinforces incorrect assumptions we have about grief
 - do we give people permission to be rude if they need to ~~we~~ get the actual help they need or correct assumptions
- Video series! easily comparable
- knowing when someone's asking for help

- Persona-based guiding
- voice + illustrative
- think about billboards → what is the inside message



Grieving



Grieving

GRIEVING

- Past: Knight of Wands in Reverse
 - ↳ associated with energy, spirituality, inspiration, determination, creativity, ambition, spirituality and things that are important at the core of your being
 - ↳ inverse often deals with illusion, impulsiveness, and lack of direction
 - ↳ here it means haste, scattered energy, delays, frustration
 - ↳ the loss of personal power and compensating for your inability to control the situation
 - ↳ restlessness, impatience, and lack of foresight
 - ↳ Reminder that there will be things in life that are in and out of your control and consequences must be considered
- Present: The Moon in Reverse
 - ↳ readings of mostly major arcana deal with life changing events
 - ↳ in reverse: release of fear, unhappiness, and confusion
 - ↳ deals with the journey towards higher consciousness
 - ↳ dealing with deeper issues and negative energy subsiding
 - ↳ confusion over next steps in life
 - ↳ confront your fears, gain self-confidence, believe in yourself + your ability to create balance
 - ↳ you may misinterpret things more easily → take time and come back to things when you feel clearer
- Future: The Devil
 - ↳ symbolizes scapegoats and the negative sides of the self → what is making you feel stuck or restricted
 - ↳ you have power to break free of negative influences & habits but you must acknowledge them
 - ↳ don't over-invest yourself in one thing.



All you can do is keep trying.



**FEAST
FOR
THE
EYES**



DE CE VIEUX MERLON,
A QUOI BON POUX NORD,
TROPICALES, EQUATEURS, ZONES
ET MERIDIENS? TONNANT
L'ORANGE A LA CLORIDE ET
CHACUN DE REPONDRE: CE
SONT DES CONVENTIONS QUI NE
RIMENT A RIEN! QUELS REBIS
QUE CES CARTES, AVEC TOUTS CES
CAPS ET CES ILES! REMERCIONS
LE CAPTAIN DE NOUS VOIR,
A NOUS, ACHETE LA MEILLEURE
- QUI EST PARFAITEMENT ET
ABSOLUMENT VERGE!



THIS IS JUST
Shitty



BEREAVED
Lorem ipsum dolor sit amet, consec-
tetuer Lorem ipsum dolor sit amet,

- Playtest feedback
 - ↳ storytelling elements help make cards more memorable
- adding randomness takes away an element of strategy
- integrate drinking something into all cards
- document process
- mechanics
 - ↳ Recovery: ask Michael how many people are working in photo lab
 - ↳ player collect cards and for reference for other cards if in the
 - * look at hidden to wrap a hypothesis: card in win → has no value but good to hold onto
 - ↳ a card with a pair that forces a player to discard the matching card if they have it → should be higher value so it would be good to hold longer
 - ↳ drunken stupor (beer) → collect everyone's hands, shuffle them and pass them back out → no one can see the whole spread of hands and only know which card they have and had person who played that card is safe for the round and no one can get out from this turn
- could the card be related to cholera street
- for Tuesday: have some visuals & decide on mechanics

- Make schedule
- update presentation
- document process
- moodboard
- remind people of sources that are out there already
- look at how good/market stuff
 - ↳ pepper it into other channels
 - ↳ this is a skill you should have
- where do people find it
- start on design process + work from there
- where do you find it and where does it live once you have it
- show that it could come digitally but not focal point
- start with an outline
 - ↳ let outline guide design
 - ↳ play with visuals
- Ask a grief psychologist
- do an outline for info

TRIBUNAL

- Type up the mental health resources list & put it on the drive
- Look at list of action items
 - ↳ Monday at 4 regroup
 - ↳ add action points
- Ask Michael how many people are working in the photo lab

INT

- do backs that contrast fronts so it's very clear which is face up/down
- make new card a higher value?
 - ↳ then is held longer in the game