

## Trends - course, concentrated -

2 consecutive days of 7.5 hours incl. breaks

No man is an island! Designers who are strong in sharing and collaborating are better prepared for the future.

The intention is that the group and the plenary builds on top of the research has brought to the table, take the ideas to next level by virtue of cooperation. The result is an inspiration and can be interpreted individually.

Co-teaching is possible with different study programmes - graphics, furniture, play, fashion, textiles, architecture, interior design, service, user experience.

## DAY 1

What are trends? Where do you find them and how do you spot them? How do you translate and communicate them?

Each student presents 3 significant, different illustrations on what will influence the direction of the product, service, etc. they are dealing with, two years into the future. The students can also address materiality, texture, colours. The illustrations can be supported by words. This presentation is prepared before the start of the course.

## Work in plenary:

- which words are the most important, which are repeated
- which illustrations point in the same direction

The material is divided into thematic groups and the groups are established.

## DAY 2

The students work in groups with the themes.

Work in plenary and in groups is an alternated.

It will probably be necessary to add new illustrations or materials or something else.... Sustainable choices are discussed in plenary during the process.

The result is a joint one.

The communication of the trend is tested by having each student make a sketch inspired or following one of the trends they have not worked with themselves.

The sketches are discussed in plenary.