

Alice Baldwin

Part 3 Project – PROPOSED PLAN/STRUCTURE

COMMUNE [18 TH – 21 th Feb]	PHASE ONE [25 th Feb – 1 st March]	PHASE TWO [4 th – 8 th March]	PROGRESS TUTORIALS [11 th -15 th March]	PHASE THREE [18 th – 28 th March]	PHASE FOUR [1 st – 12 th April]	PHASE FIVE [15 th – 26 th April]
<p>DAY ONE Day directed by me</p> <p>[see commune day plan for further details]</p> <p>DAY TWO Day directed by Vicky</p> <p>DAY THREE Day directed by Dea</p> <p>END OF COMMUNE/GO HOME</p>	<p>Begin project by exploring pathway medium – photography and moving image.</p> <p>Documentary photography of violent areas in daylight, compared and contrasted to same locations at night (?)</p> <p>Generate some form of first-hand research, investigation into people affected, perhaps carry out some surveys, analyse graffiti and tags, explore the notion of “postcode wars”.</p> <p>Research documentary photographers.</p>	<p>Graphic Design Knife crime campaigns and posters, involving interactive aspects, transcending one-way submission of information.</p> <p>Visit the British Library Central Office of Information archive to see how older propaganda and campaigns were used effectively. Investigate change in style yet strength of message (?)</p> <p>Consider what materials I can use to make the posters interactive – heat sensitive paper? Paint? Mirrors? Etc...</p>	<p>Begin brainstorming for phase three.</p> <p>Research into forensics, what materials are used, and how to incorporate them into my designs and outcomes.</p> <p>Reflect on and refine any work made so far.</p>	<p>Creation evolving from research into the more policed, criminological side of the knife crime epidemic in London.</p> <p>Consider appropriate medium, materials, and level of interactivity.</p> <p>Scale? Size? Contextual nature of work – where will it be shown?</p>	<p>Longest phase – exploring interactivity in time-based media.</p> <p>360 images, virtual reality (?), photographic apps...</p> <p>Turning photography into a game (?) – level of interactivity.</p> <p>Consider the connection between games, like GTA, and knife crime. Do games influence violence?</p> <p>In creating a game, reverse the expectations and raise awareness rather than fuelling violence...</p>	<p>Exploring the idea of an entirely interactive installation, or curated collection of my work so far. Opportunity to redo and refine any work created so far.</p> <p>Preparation for assessment [29th April – 3rd May]</p> <p>[7th May assessment deadline]</p>

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