Graphic Communication Design
Commune Day Planner

Commune group: *Alice, Victoria, Dea*	***Day lead:*** *Me (Alice)*
Project title: tbc.	***Location:*** *around my local area and home - Colchester*
Date: *Monday 18th February*	***Start:*** *12:30* ***Finish:*** *00:30*

Day aims and Intentions:
- Over the course of my individually led day, I hope to gain insight from my group on their response to my project. Hopefully we will be bouncing ideas off of each other, to broaden my scope for research and experimentation.
- The focus will be on interactive art and design, as well as my chose subject to respond to – knife crime. Because our commune project centres around the idea of sharing, we will spend all our time together, working towards each individual person's ideas, sharing ways in which we think each project could go.
- I hope to have a greater understanding of the nature of interactive design, to experience working as a collaborative, and to learn the artistic practices of my group members, seeing how their approach to my chosen topic can inform my continuation into part three.

Resources required: *List what materials and resources you will need to carry out the activities of the day*
- Group members
- Camera
- Sketchbook and pens
- "forensics" inspired materials such as inks for fingerprints, and paint to create "blood"
- Notebook to take notes and write ideas for progression
- …

Meal planning: breakfast, as well as the entire morning, will be time spent independently. Days will begin after lunch, which will be cooked by whoever is leading the project that day. Dinner will be cooked as a group, tasks distributed and everything coming together for a collective meal and commune experience.

After the three-day period spent together, we will take time to reflect on the experience on the whole.

All work will be documented in sketchbooks and on workflow.

	Activity	Location/participant
AM	Individual time – breakfast, independent morning activities. Focusing on the nature of interactivity. What makes something interactive? Does collaborative work count as interactive? Or do the participants have to have less of a say in the outcome, and be more directed than independently involved? Test the boundaries during this time… Could factor in a gallery visit – Firstsite Colchester – to see what sort of mediums the artists and designers use that could reach into the realms of interactivity. I also plan to reach out to the local police station, in the hopes that they will let us come in and look at the content of the knife amnesty bin. Not only would it be interesting to see the sorts of weapons people who live so locally have had in possession, but also being in a policed environment may inspire further research and responses.	*Whole day will be spent intensely as a group…* My house Colchester [town] Firstsite Colchester Police Station
PM	Collectively cooked dinner. Listen to music playlists we curate as a group. After dark, I will shift my focus to think about the subject of knife crime. We, as a group, have decided to take night walks, and so this night walk could be led towards photographing and exploring "crime" in my town. Investigate the subject if forensics through experimenting with materials that are inspired by/used by forensic teams when on a crime scene. Following this, we could, as a group, create an artistic response to this – for example, finger print painting, using invisible ink, blood, knives and cutting, etc. Watch a documentary or film relevant to my part three project. Daily reflection…	*Whole day will be spent intensely as a group…* My house Colchester [town] *Tbc.*