

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</p>	<p>Begin project by exploring pathway medium – photography and moving image.</p> <p>Documentary photography of crime rated areas (?)</p> <p>Considering the relationship between the locations knife crimes occur and the acts themselves, victims, etc.</p> <p>first-hand research, investigation into people affected, perhaps carry out some surveys, analyse graffiti and tags, explore the notion of “postcode wars”,</p>	<p>Graphic Design Knife crime campaigns and posters, involving interactive aspects, transcending one-way submission of information.</p> <p>Contextualising the design in the space, in order to memorialize and question! Visit sites and think of them as somewhere to create an intervention -- More than just communicating through posters...</p> <p>Visit the British Library Central Office of Information archive to see how older</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, especially those which require longer time because of interesting materials, e.g. scratch away paper, heat sensitive paper, mirrors, etc.</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>Digital interaction v analogue interaction.</p> <p>Visit some exhibitions, for example, “Miniatures”, at the National Portrait</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. Consider the connection between games, like GTA, and knife crime. Do games influence violence? 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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	<p>permanent memorials in certain areas of London, etc.</p> <p>Research documentary photographers.</p>	<p>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>Gallery, in which viewers have to use a magnifying glass to view the tiny paintings.</p> <p>In terms of my topic, what could the purpose and design of scale and size say on the subject matter? Could it be a comment on the way in which knife crimes are treated? “only get attention when it's too late, after someone is dead”.</p>		
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