

Placemaking: Creating a Place for Art & Design in Research

Vision:

Integrate Art, Design, and Research Within Place

- » Use trans-disciplinary knowledge, experience, and education to create authentic mechanisms for collaborative research across the university that are based in arts, design, and creative processes and methodologies
- » Become a place where arts-based research is cultivated on our campus where new research teams form and adapt to better articulate, design, and communicate their discoveries, applications, and connections.

Challenges:

Preconceptions Regarding the Role of Art and Design in Research

- » Preconceptions regarding the role of arts in research
- » Developing a new collaborative methodology to create something new
- » Effectively integrating students into projects
- » Understanding the potential contributions of different disciplines within the arts, humanities, and social sciences
- » Taking the time to learn about our individual values, hopes, and frustrations so that we could find alignment in our efforts

Brag:

Things Our Group is Actively Doing

- » Doing the hard work of creating new collaborative methodologies .
- » Exploring collectively, in community, what place means and remaining open to the directions this conversation takes us
- » Fostering truly trans-disciplinary research, which fosters new knowledge and novel ways of thinking
- » Using art and design thinking to make research better
- » Creating a team that advocates for and amplifies members' voices
- » Creating something together, rather than pursuing one individual's agenda

Research Activity:

Areas We Currently Work In



Process:

How We Partner with Other Researchers

- 1 **Ideation** | Someone has begun research, but doesn't know where to go next or what to do with it within the context of academia. That is, a wall has been hit (e.g. Wildfire Smoke Fan).
- 2 **Translation** | Research/project has been completed, and they want to move it beyond the classroom/lab (e.g. Beaver Relocation Project/Fund via storytelling).
- 3 **Collaboration** | Research has not yet begun, but there is some semblance of an idea and they're interested in interdisciplinary collaboration. (e.g. IRA Placemaking group)
- 4 **Amplification** | Research has been defined and is in progress, but help is needed in a very specific facet (likely graphic design or documentary filmmaking) in order to display outcomes. (e.g. Sponsored lab)

Example Engagement:

Rapid Response Design Lab

- » Curate, compile, translate, and edit the material for a book, entitled *Nosotras*, profiling 50 inspiring Latinas who have shaped the State of Idaho in the last fifty years. Co-editors María González and Emily Wakild will draw upon their decades of previous work and community roles to select, invite, and collate the collection of individual biographies.
- » Target audience: High school or early college readers
- » Graphic Design students created draft versions of the layout, which moved the project forward by 'bringing it to life' so that editorial decisions could be finalized
- » Selina Ceballos, a graduate of Graphic Design, is both profiled in the book and served as the project's graphic designer. Another School of Arts student, Jasmin Martinez is also profiled and did the cover artwork for the book.
- » This project pilots a publishing path in partnership with Boise State University Press where locally relevant and place-based publications by our faculty and students could be made accessible that otherwise would be too narrow for other publishers.