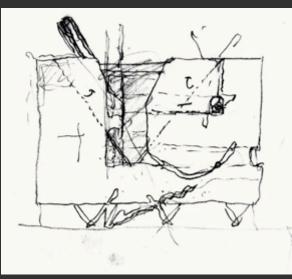
Mercoledi 15-03-2017 Doug Cooper

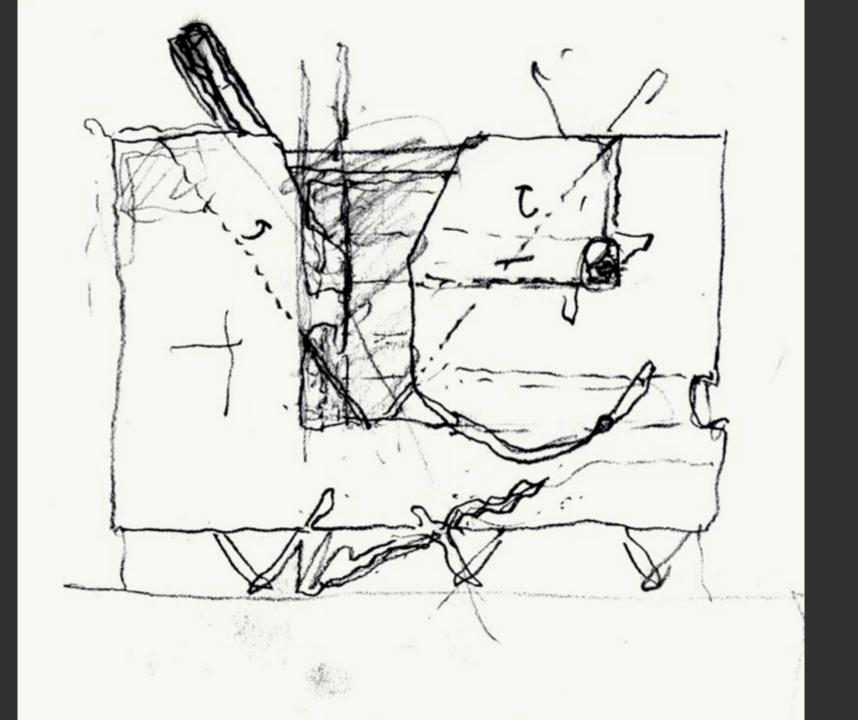
IMAGINATION'S HAND

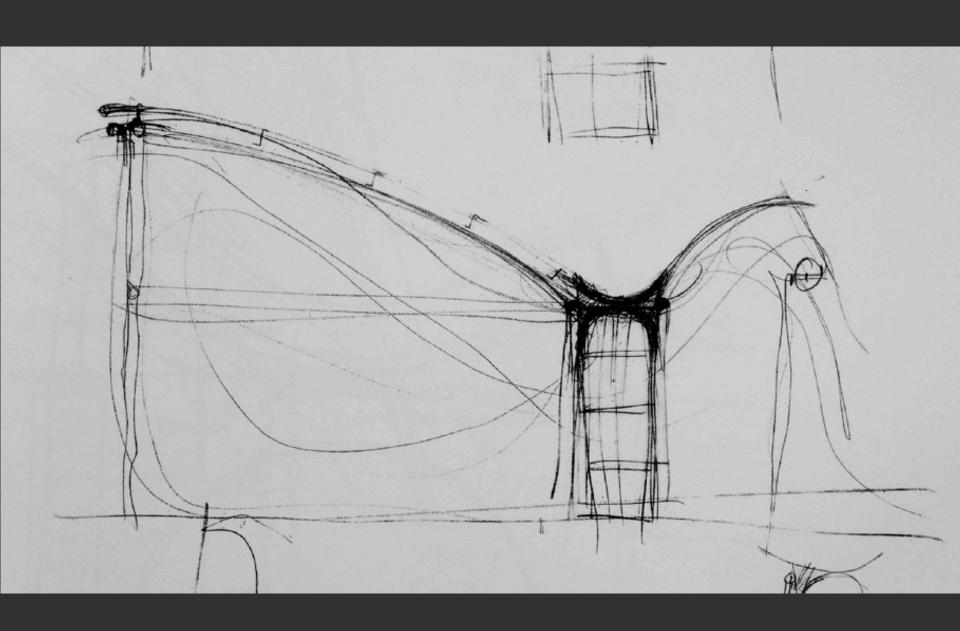
The role of a gestural mark in Design Drawing from the perspective of Embodied Cognition

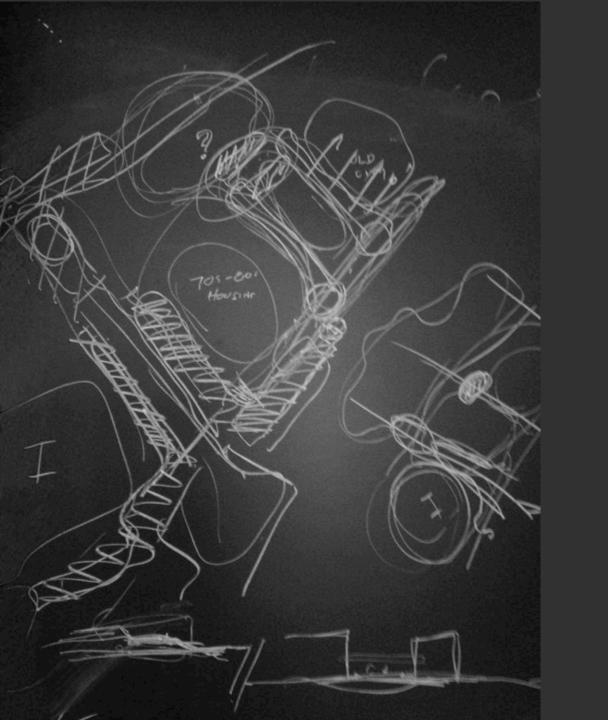


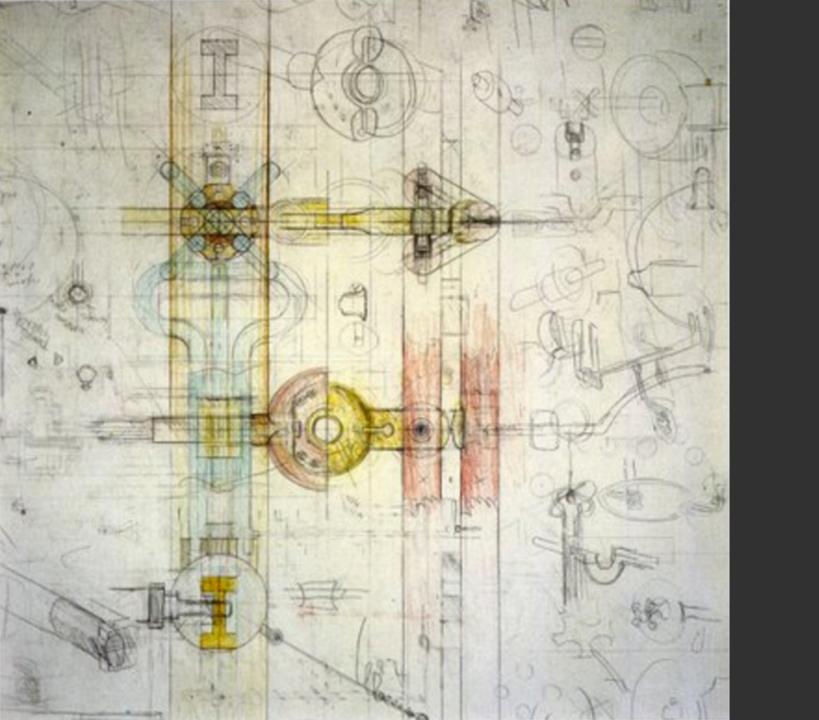


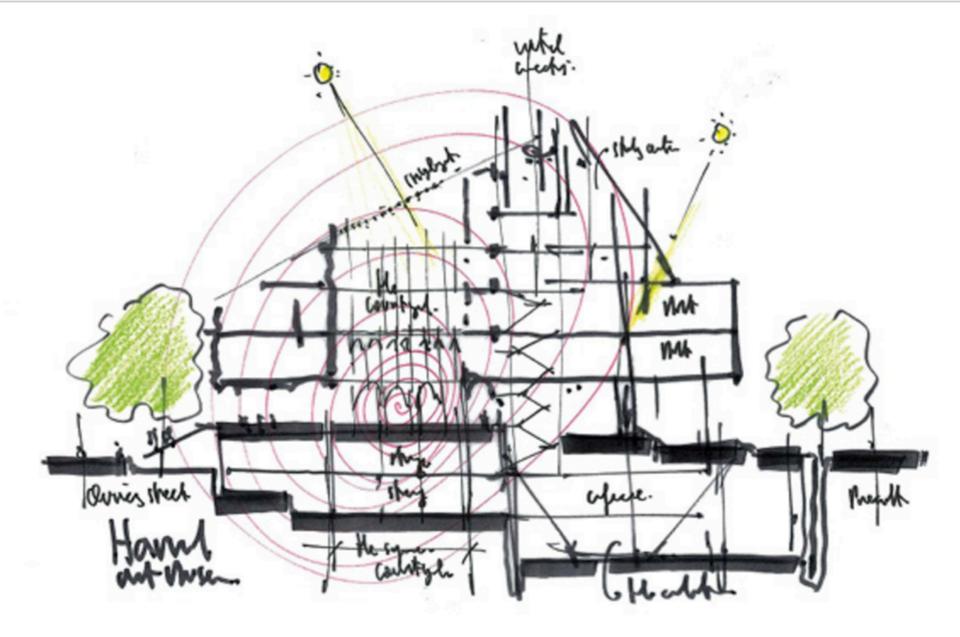








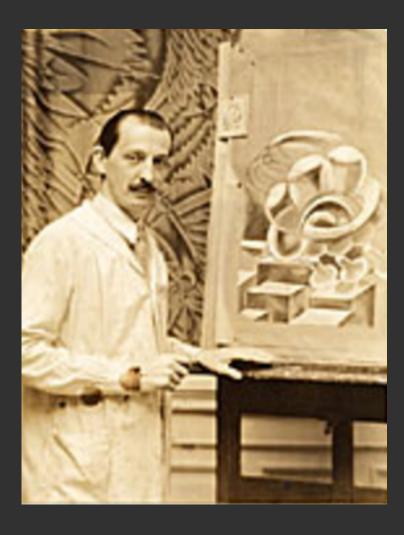


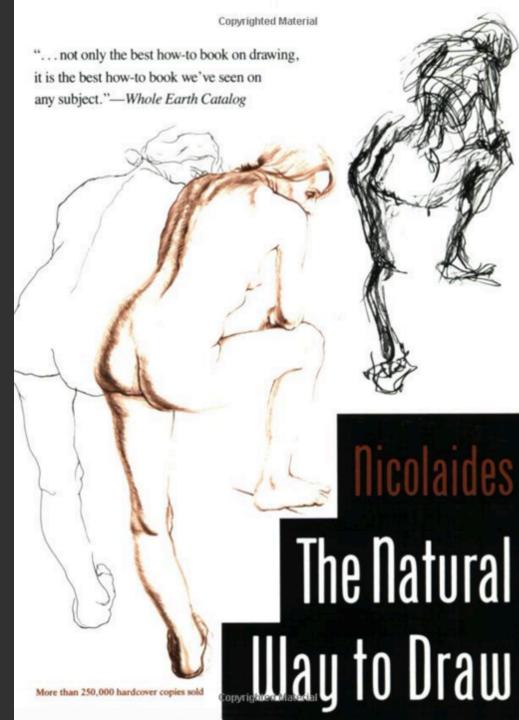


In my paper, I use the research of Embodied Cognition into hand gestures to examine two reasons why a gestural mark may contribute to design.

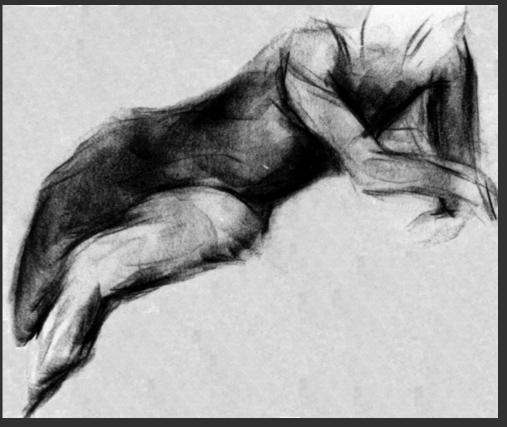
 A dynamic line character assists and sustains spatial imagination

 Variation of weight and precision bring a useful level of ambiguity into design thinking Both imply changes to the digital workplace.

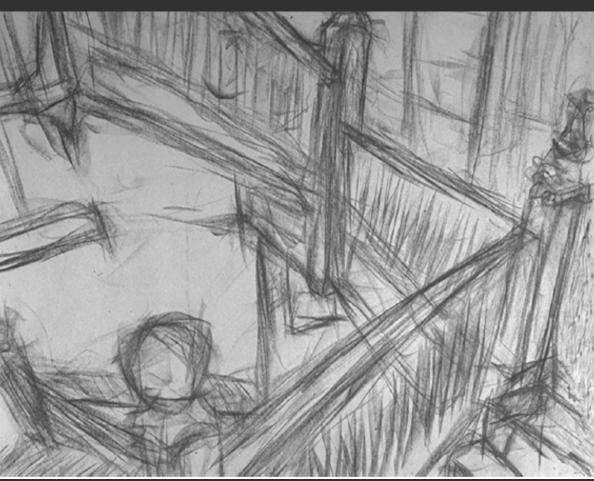










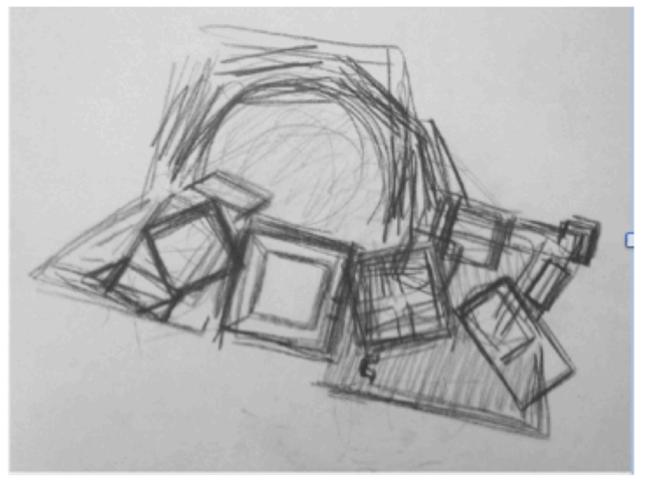












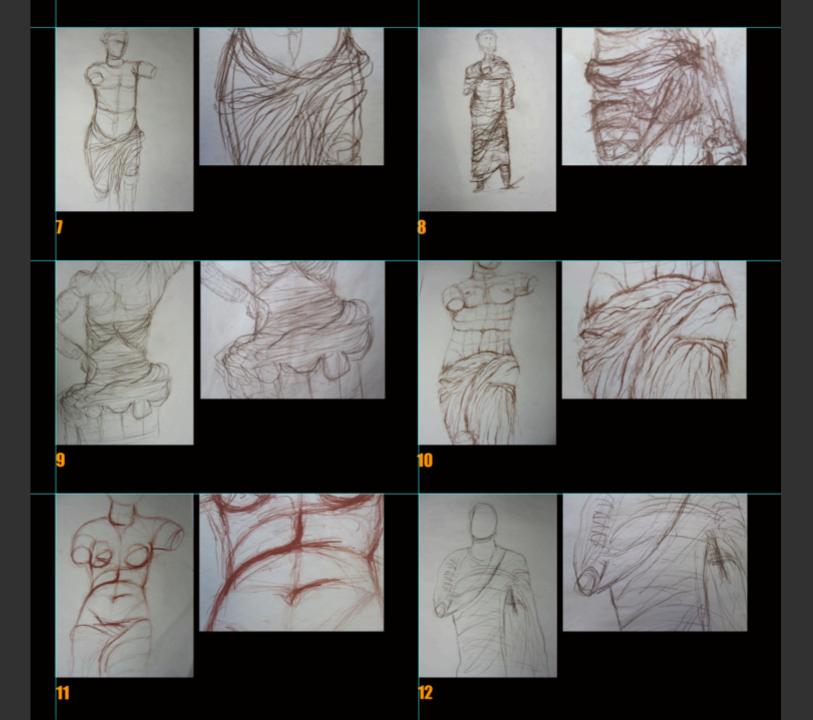


So I tried to find out if there was anything to my hunch...

First, I gathered samples of my Freshmen students in drawing contours of statuary.

I rated the expressiveness and flow of their line work





Then, independently, I asked their then current 1st year design faculty to rate their current design skill on a 5 point grading scale

I found an 78% match either the same grade or one grade difference between the two grades, enough to assume a correlation between a gestural mark and design skill

So, what does the research say about hand gesture?

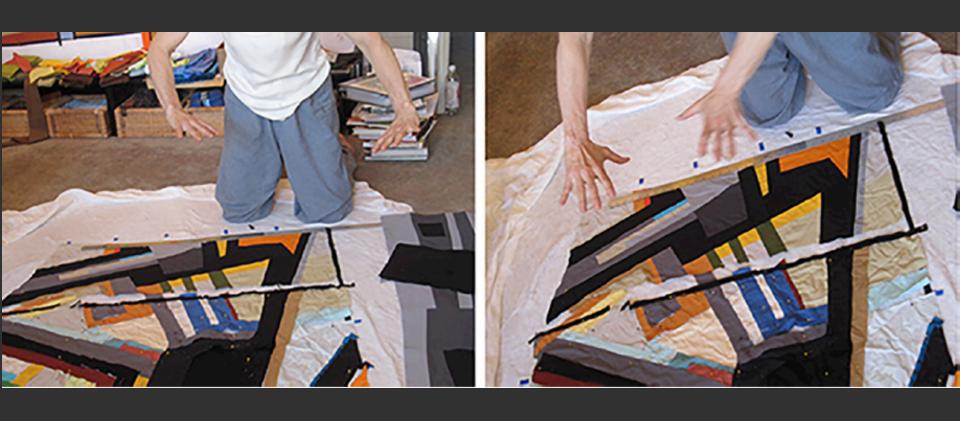
Let's start with this question...

Can there be spatial intelligence in a moving hand?

Multiple researchers in embodied cognition, Robert Krauss, Ezequiel Morsella, Frances Rausher, Richard Wesp et al among say that hand gestures we routinely use in describing spatial conditions also help our spatial imagination about those subjects.

Here are examples of what they are pointiong to but from my own experience.





How might this work?

•

Kraus and Morsella say it helps by sustaining spatial thought in working memory.

Wesp et al say it works by preventing its decay

They go even so far as to see it (gesture) as the initiator of the spatial thought. (ie. Before the conceptual thought.

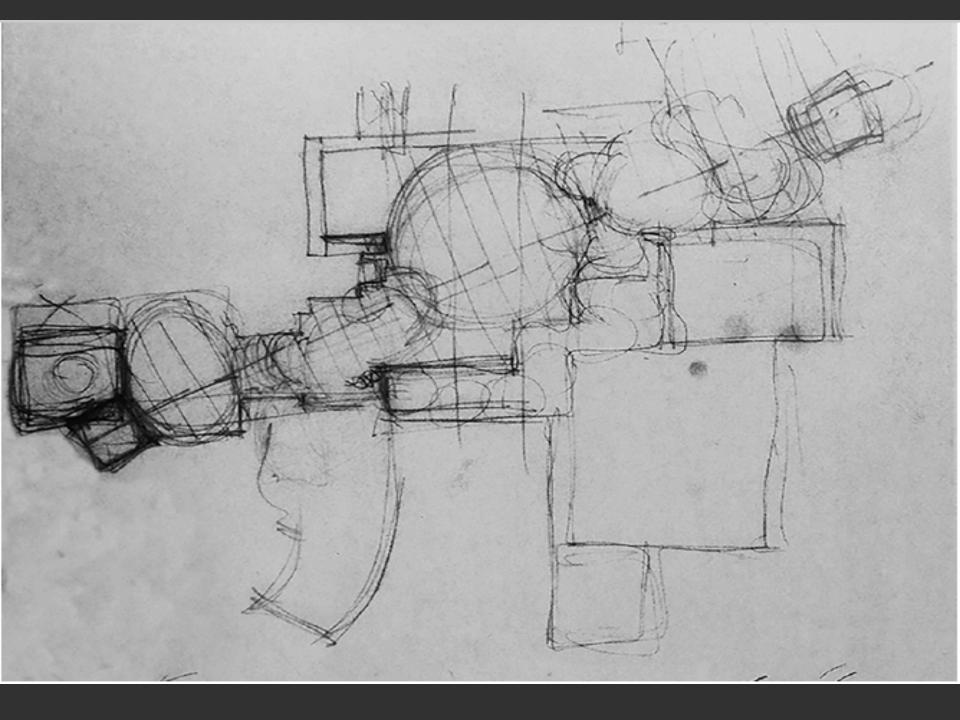
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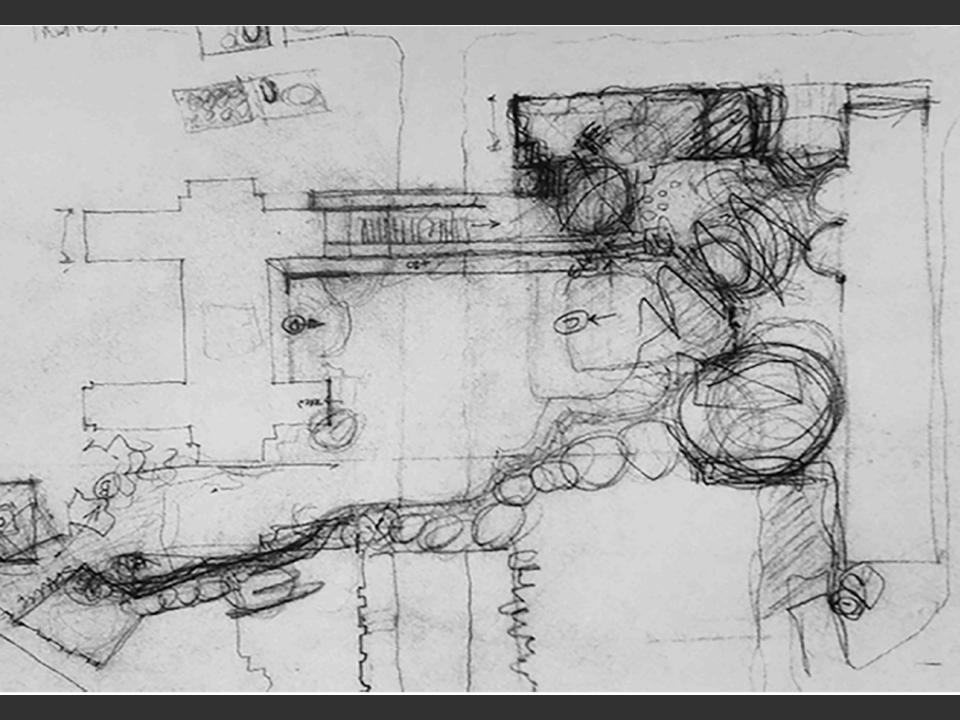
So how does a gestural mark help?

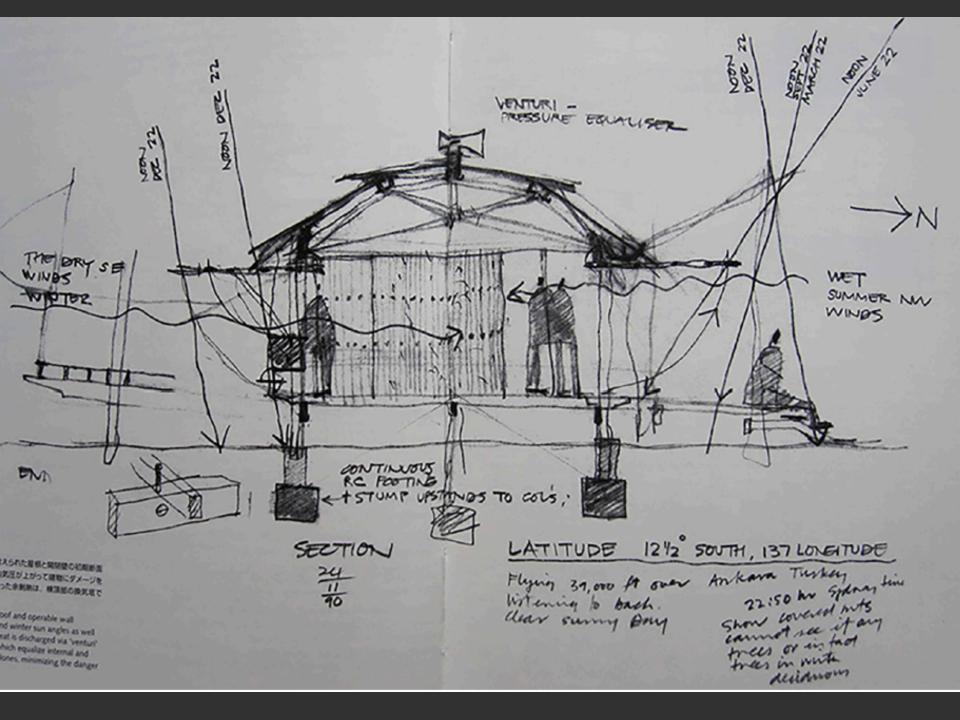
I propose two reasons...

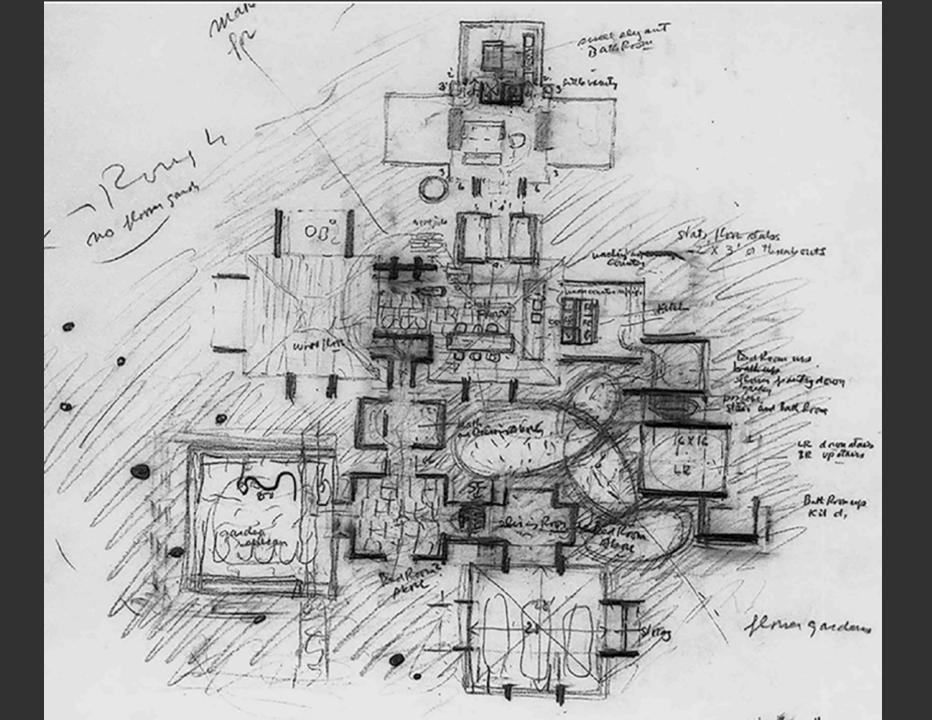
1) It brings a sense of enactment or occupancy.

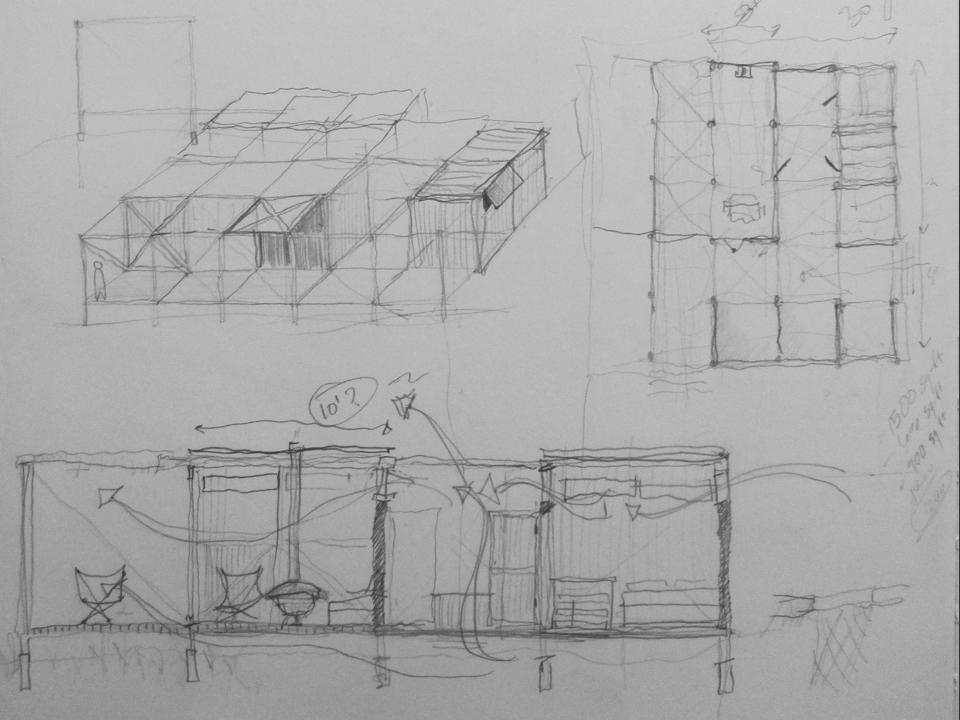






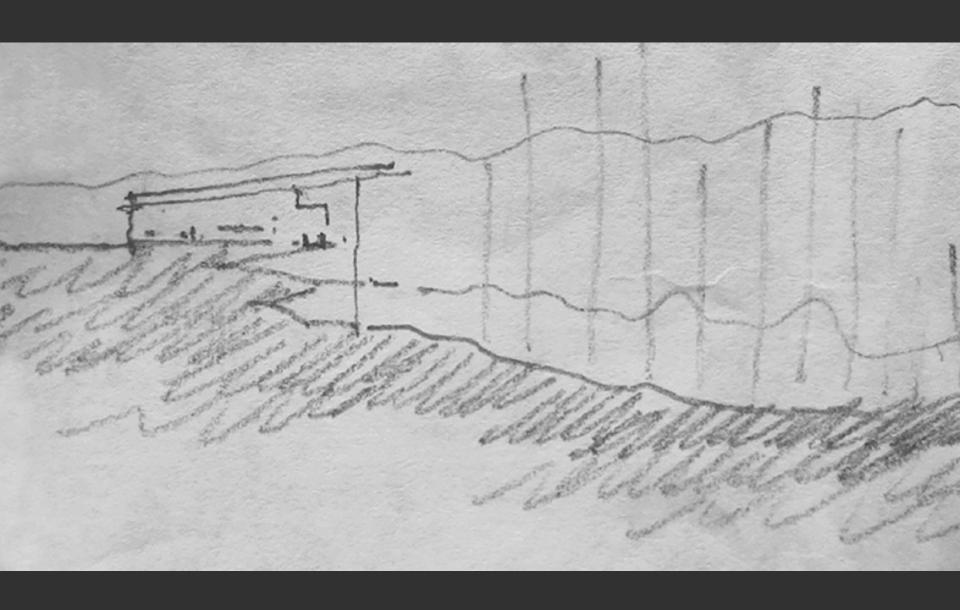


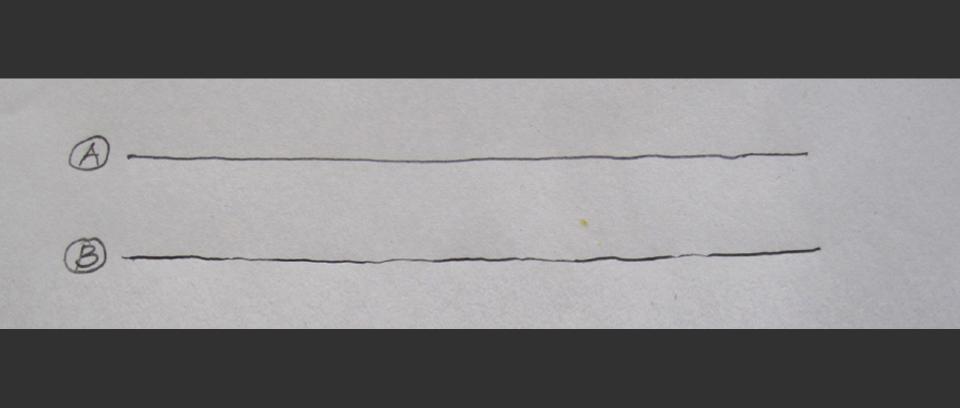


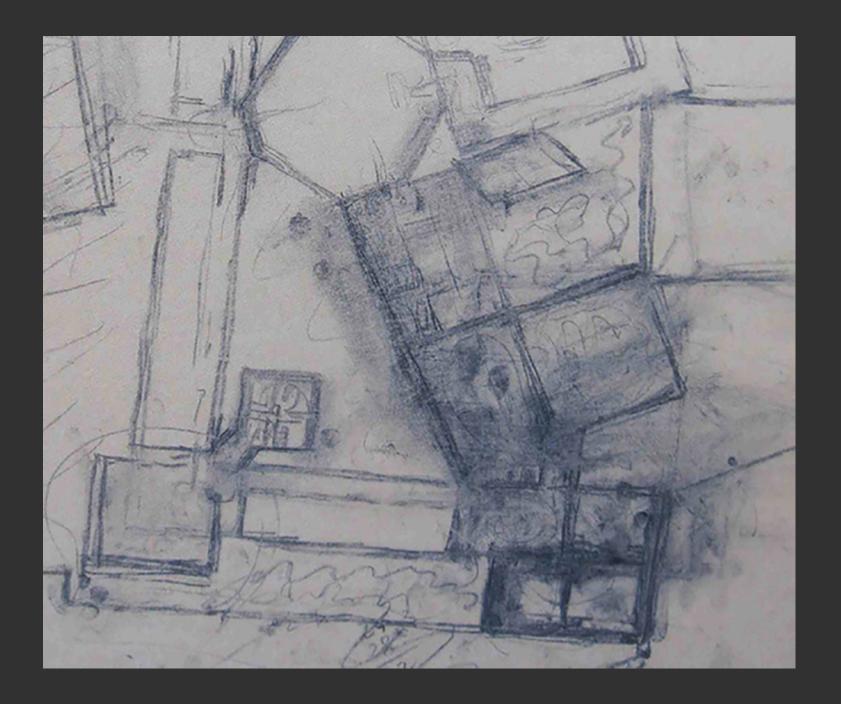


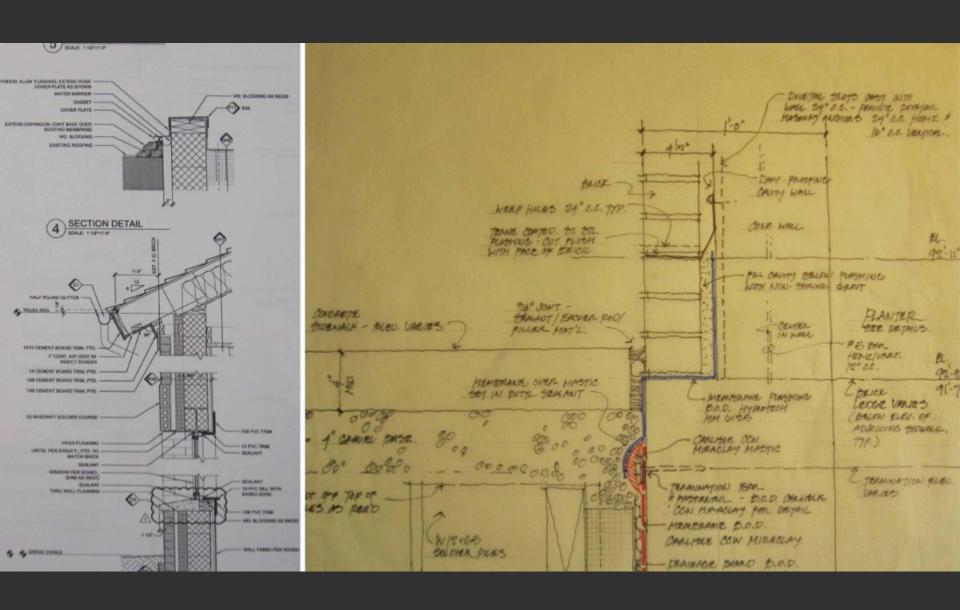
2) It brings a helpful level of ambiguity into the design process.









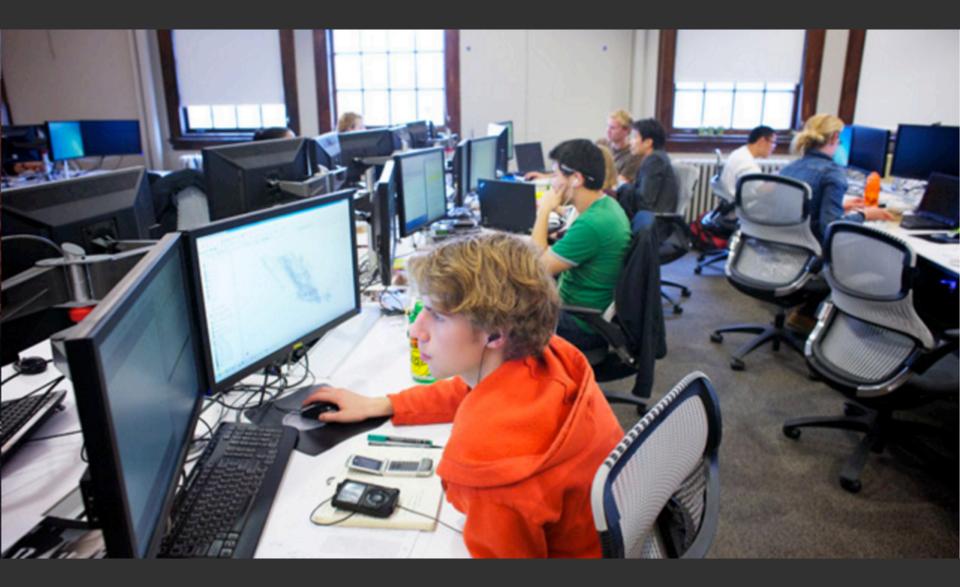


WERP HOLES 24" O.C. TYP: CONC. WALL TERME COATED. 31. 312. PLAZANDE - CUT FLUZH WITH PACE OF ERICIC FILL CAUTY PORLOW FLASHING WITH NOW- SHILINK GROUT 34" JOINT -PLANTE TENANT / BACKER ROD/ pueu. VARIES " IN WALL SER DRIA FILLER MATL. #58机 HOMZ/URRT. 12" O.C. MEMBRANE OVER MASTIC - BRICK STET IN BUTYL SEALANT - MEMPOLANE FLASHING LEDGE VAN B.O.D. HYDROTECH 0000 900 (BELOW ELE MM 6125 ADJOIDING & PASE. CAPLYBRE CON Typ.) MIRACLAY MASTIC 000000 0000000000 20000 C TERMINATI TEMMINATION BAR

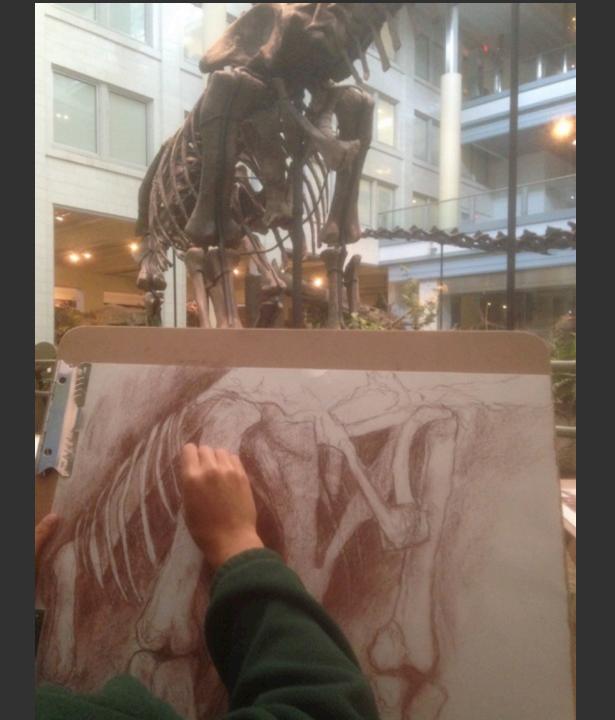
So as it concerns digital work, what's the solution?

How do we make this...





more like this...



I think it's already starting to happen