

THTR 250

Introduction to Design

Fall 2020

Project #2- Introduction with Design

Designers (and all kinds of artists) use metaphors as a tool for enhanced communication.

A metaphor is: "a figure of speech in which a word or phrase is applied to an object or action to which it is not literally applicable." Or: "a thing regarded as representative or symbolic of something else, especially something abstract." (from google).

For this project, I'd like you to introduce yourself to the class in a presentation. You will use a sound, image or object, which, through the use of a metaphor, introduces you. This should reveal something about you that we might not already know. You may feel free to explain your object, image or sound and how you believe it relates to revealing something about you.

This is design. Identify the problem, gather information, and create your solution.