

Share Paper #2

Due Oct. 1—deliver via blackboard

Design and describe a workshop on expanding creativity for artists using a simple metaphor like “marking and mapping.” The metaphor can be any of your choice (except mapping and dreaming). Use as your model the workshop presented by Dr. Sandell, but develop your own metaphor and activity.

For example: you could design a workshop on “creative exploration of identity via self-googling” (I will show you two examples!)

Two pages, in any format that makes sense to you, but include a “proposal” paragraph that covers the goals of the workshop, materials needed, location, and goals.

I will evaluate based on your engagement with the assignment, the match-up of goals and techniques, and the likelihood that artists would connect with your idea!