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PREDIPLOMA
OMORE UIBK 26/27

WHEN MACHINES CAN DO 'ANYTHING,' WHAT DO WE DO? WE THINK. THE PREDIPLOMA IS THE MOMENT TO INVENT THE ASSIGNMENT YOU ACTUALLY WANT TO DO. NOT TO ILLUSTRATE A SOLUTION, BUT TO STAGE A QUESTION. DO NOT BEGIN WITH AN ANSWER. BEGIN WITH A CHARACTER, A THEME, AND A LOCATION. MAKE THEM COLLIDE. ARCHITECTURE IS NEVER ONLY AN OBJECT. OBJECTS ARE ONLY AS GOOD AS THE STORIES, CONFLICTS, DESIRES, SYSTEMS, AND FICTIONS THAT MAKE THEM CONTINGENT. WORK THROUGH THREE TRIANGLES: CHARACTER / THEME / LOCATION. TEXT / IMAGE / SCENE. TEXT / CODE / PROMPT. EACH TERM SHOULD PRESSURE THE NEXT. A CHARACTER INTRODUCES A THEME. A THEME OCCUPIES A LOCATION. A LOCATION BECOMES A SCENE. A SCENE IS AN IMAGE. AN IMAGE TRANSLATES INTO TEXT. TEXT IS A CODE. CODE BECOMES A PROMPT. PROMPT RETURNS AS TEXT. MOVE THROUGH THESE LOOPS UNTIL THE PROJECT STARTS TO SPEAK BACK TO YOU. THE PREDIPLOMA IS NOT A SMALLER DIPLOMA. IT IS A CLOUD AROUND YOUR DIPLOMA. IT IS ABOUT TESTING WHAT YOU WANT TO DO. IT ARTICULATES THE WORLD OF THE DIPLOMA: ITS RULES, ITS ACTORS, ITS QUESTIONS, ITS AESTHETICS, ITS RISKS, ITS VOICE. FOR THE FINAL PRESENTATION, MAKE A FIVE-MINUTE VIDEO IN WHICH YOU TELL US WHAT YOUR DIPLOMA WILL DO. SUBMIT A 100-PAGE BOOKLET THAT MAKES THE CASE FOR IT. OMORE.NET/DIPLOMA ASK.ALICE-CH3N81.NET