

Skunkworks II Learning Resources for Digital Manufacturing and the Use of Reactive Materials in Art and Design

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Abstract:

Project-based teaching and learning plays a vital role in the creative education sector. In particular in art and design related courses, such methodology not only brings out more creative, accomplished and independent designers, but fosters innovations and new applications in the field. (Bonwell and Eison, 1991; Sivan et al, 2001). We are applying for funding to develop two online learning resources to support our established new teaching method that innovatively fosters in-class, hands-on experimentation with smart materials and digital tooling / manufacturing in large classes. This experimental classroom setting is called Skunkworks in acknowledgement of Lockheed's revolutionary research set-up called Skunkworks.