



PlayLab Collective The Art of Risk - A Space for Creative Risk-Taking and Collaboration

Fiona Wilson University of Staffordshire



Origins of PlayLab

- Increased reluctance to play and take risks
- How to develop creative confidence and risk taking?
- Normalise failure as information from which to build further ideas and problem solve.





- Risk Taking
- Play
- Collaboration
- Embrace uncertainty
- Play within their creative practice



“When we stop playing, we stop developing”
 Stuart Brown, 2010

From Planning to Piloting

- Started with a staff collaboration
 - Opportunity to model and refine before engaging students in creative co learning
 - To investigate how 3D forms, surfaces, and structural qualities of ceramics can inform and inspire the development of fashion pattern cutting and surface designs.
 - To foster collaboration between a 3D designer, pattern cutter, and print designer
- Roll out to students in 25/26

The Academic Team

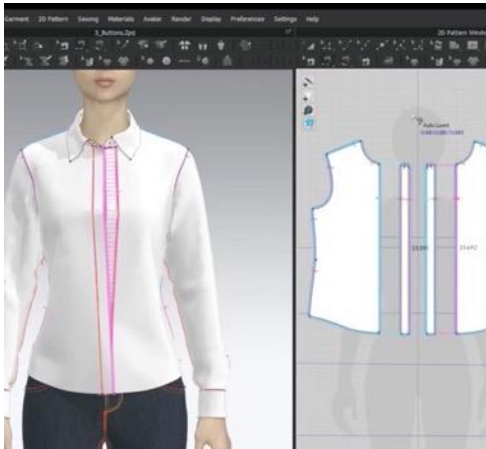
Fiona Wilson
Print Designer



Keeley Traae
3D Designer



Holly Nancarrow-Hassall
Pattern Cutter





Inspiration



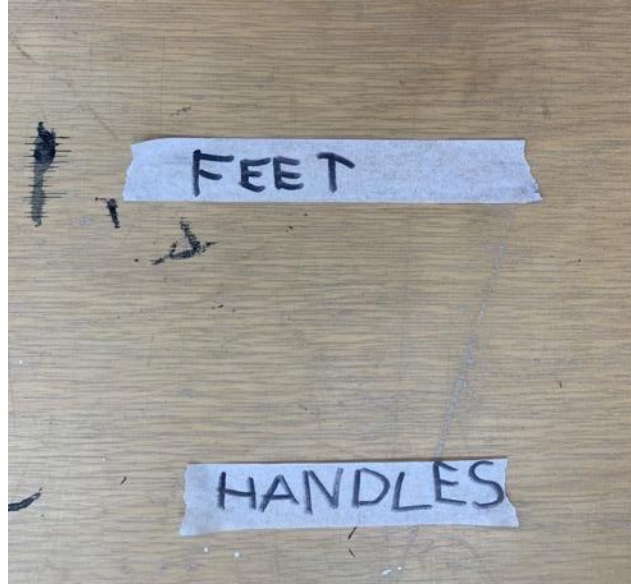
- The Wedgwood Archive

- Shape
- Pattern
- Texture
- Colour



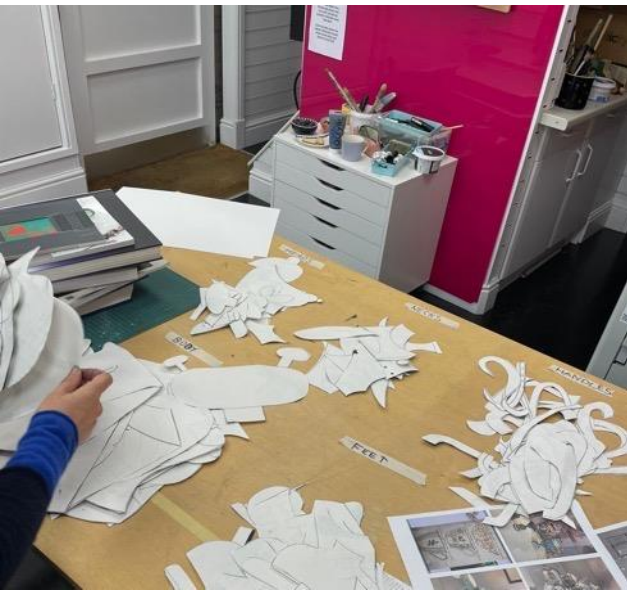
Visual Research & Mark Making

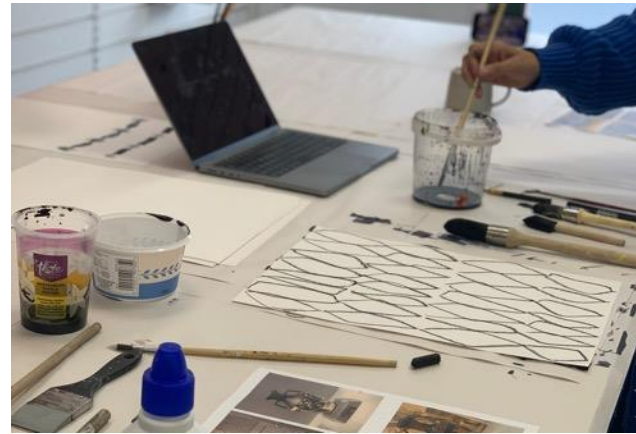
- Permission to play
- exploration over perfection
- encourage risk-taking
- outside comfort zones
- make first, judge later



The Exquisite Corpse Game

- Surrealist game applied in a new way to allow for:
 - Unexpected forms
 - Shared authorship
 - Letting go of control

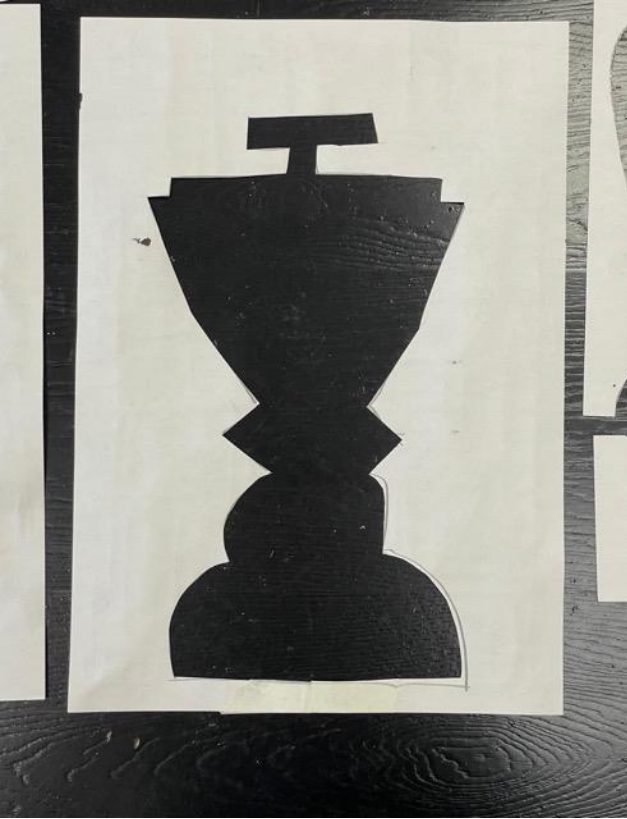




Collage and Shape Development

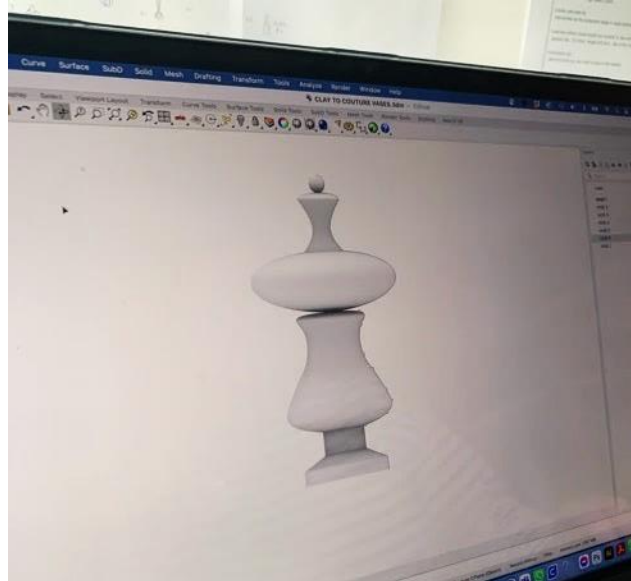
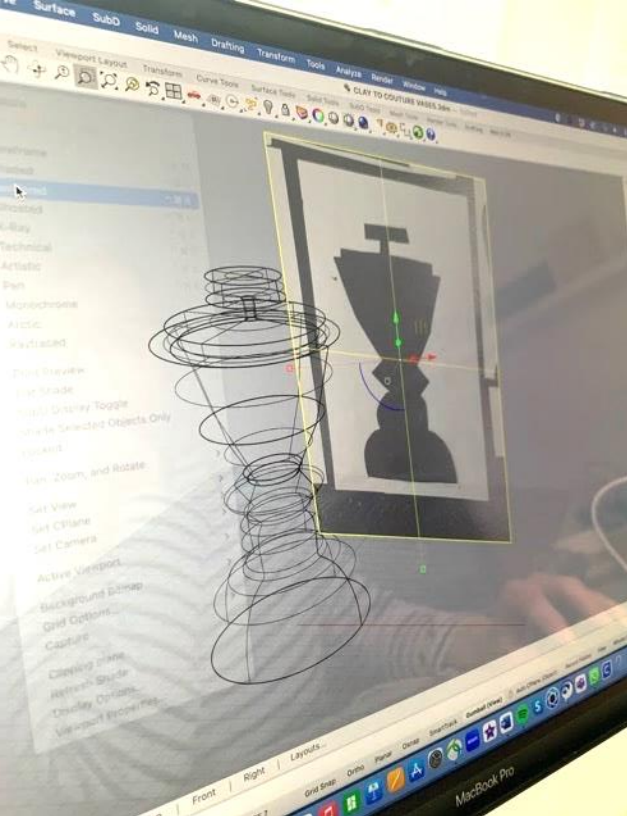
- cutting, rearranging, and layering
- exploring composition and form-building
- tactile and flexible approach
- learning in action





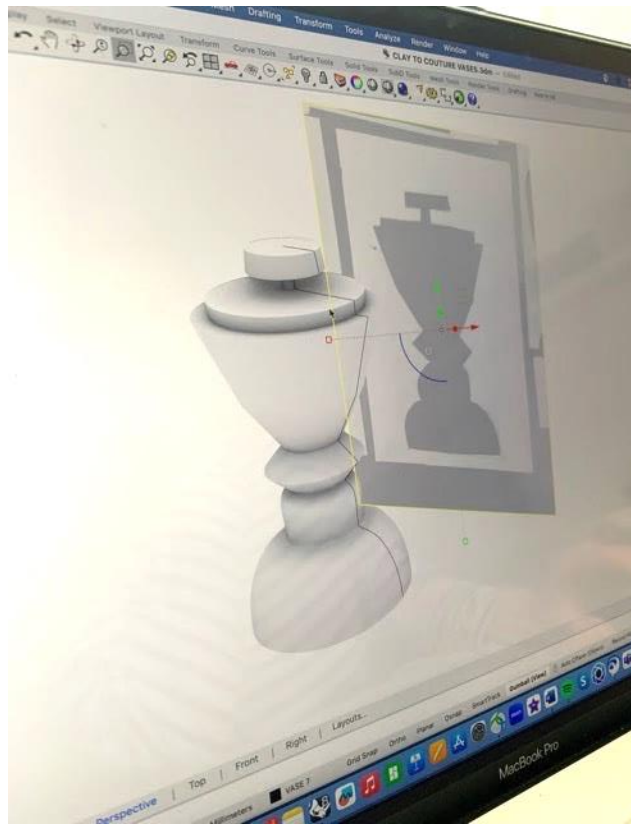
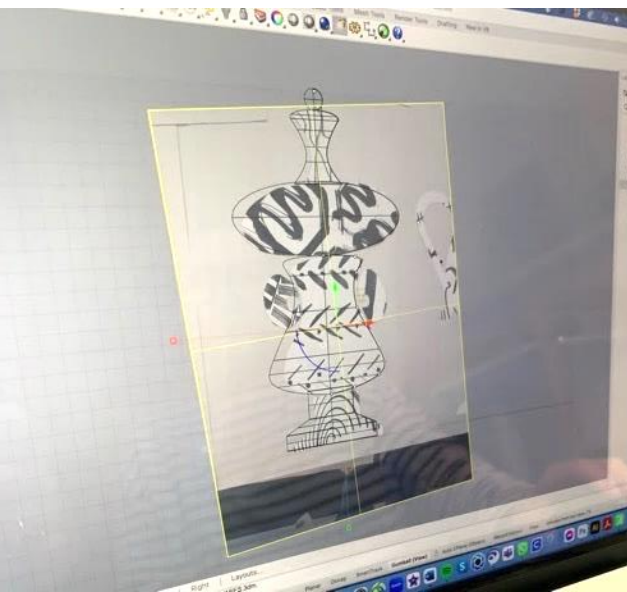
Unexpected Outcomes

- Silhouettes and repetition
- Chaos and structure
- Reflection in action
- Learning styles and approaches

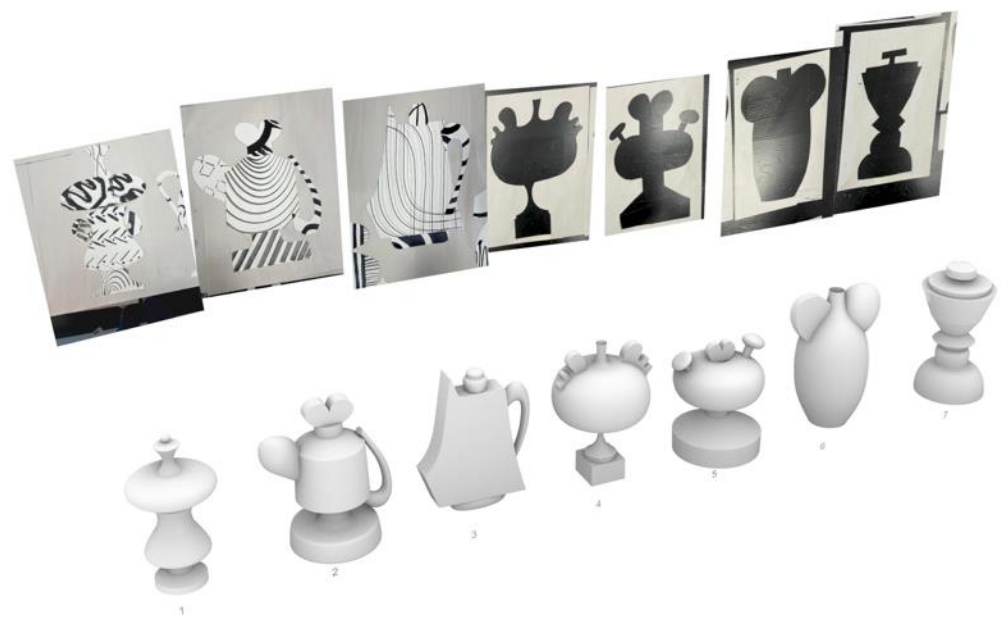
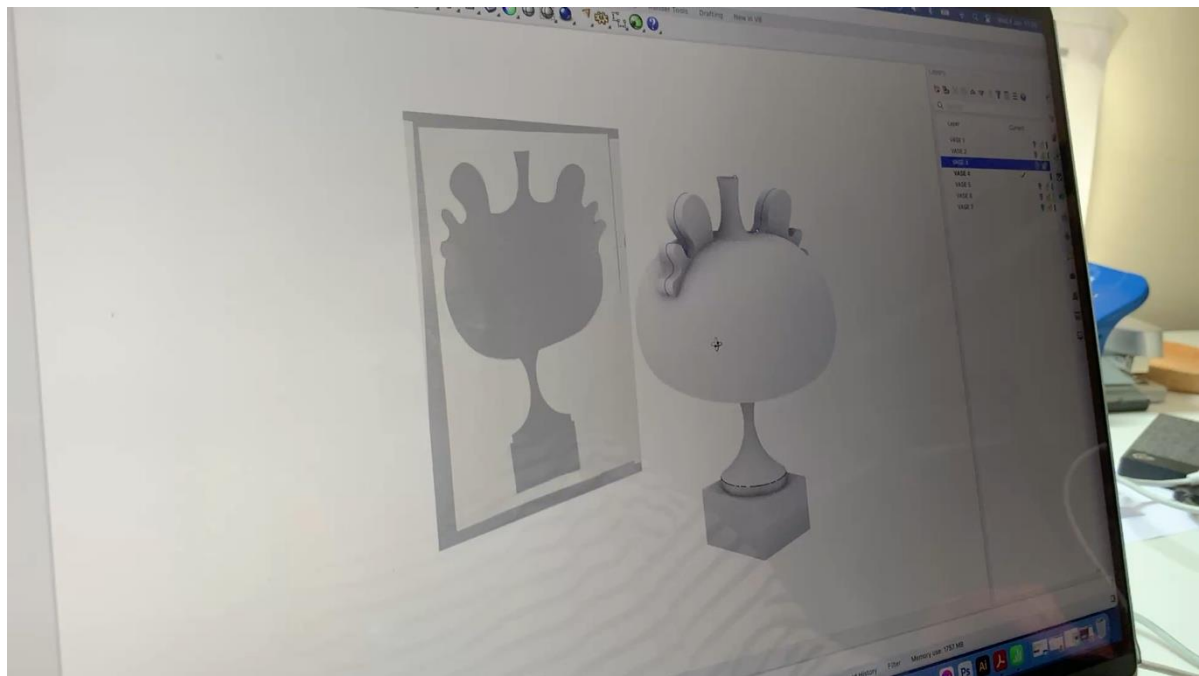


Initial Digital Exploration

- 2D shapes created during collage were taken into Rhino
- explored as 3D forms
- pushing flat visuals into sculptural outputs

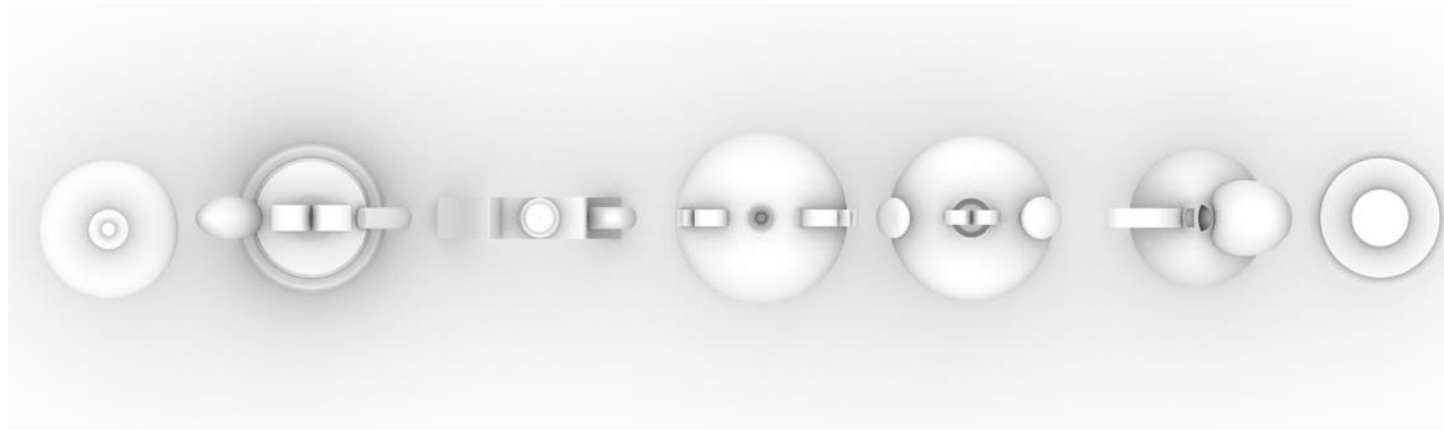
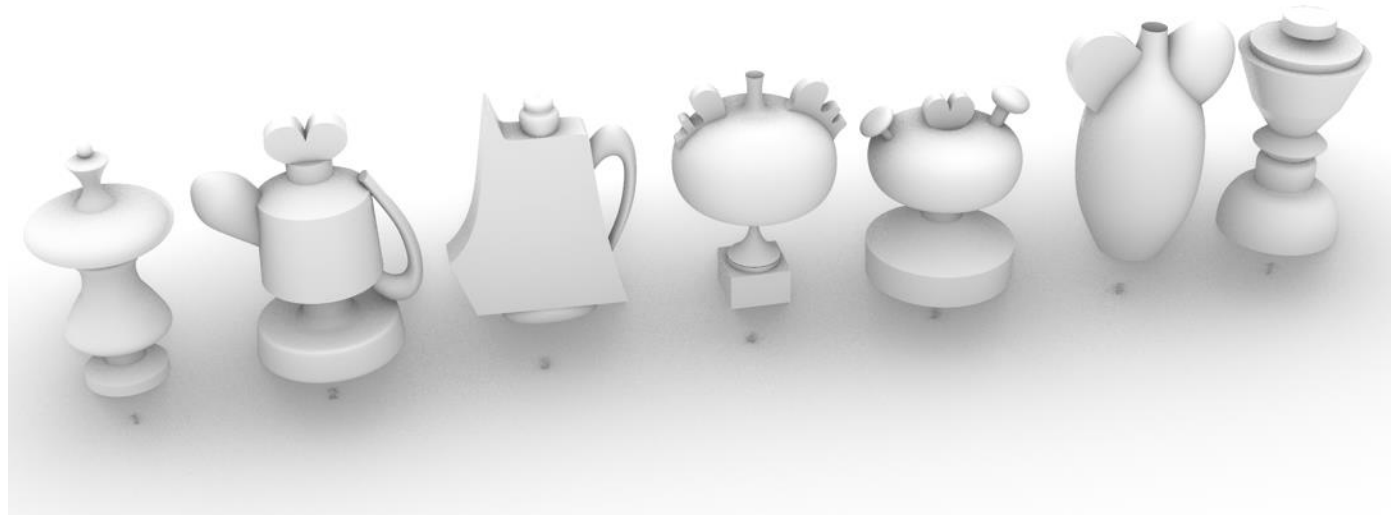


From 2D to 3D



Outcomes from Rhino

- Selection process
- From 3D to 2D
- Extract flat patterns from Rhino Forms
- Develop silhouette and cuts for fashion
- Surface Pattern Design



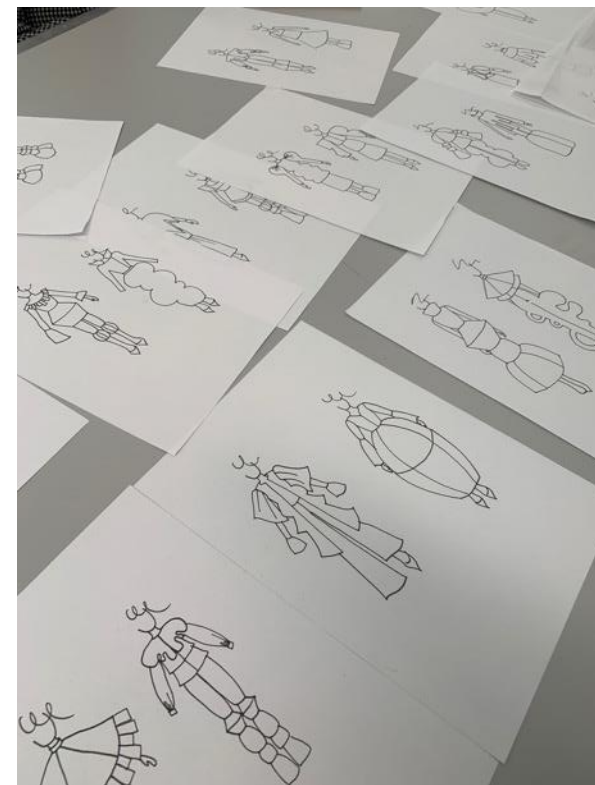
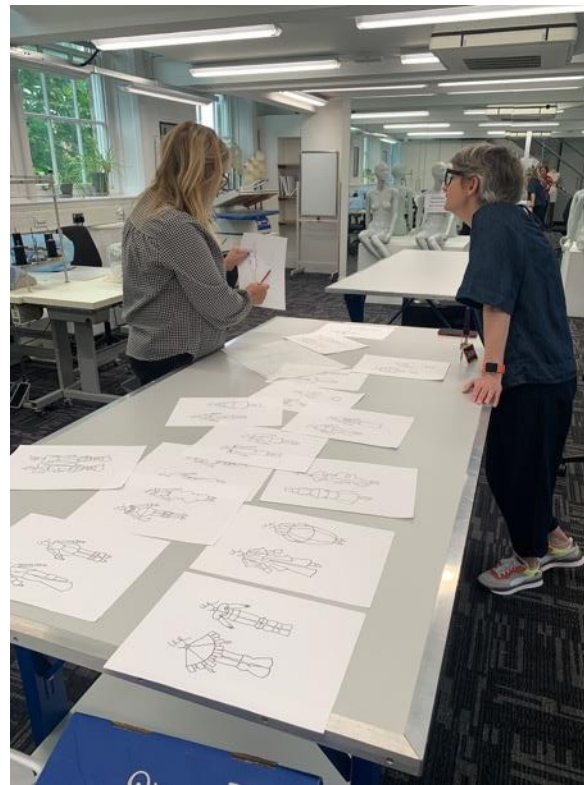
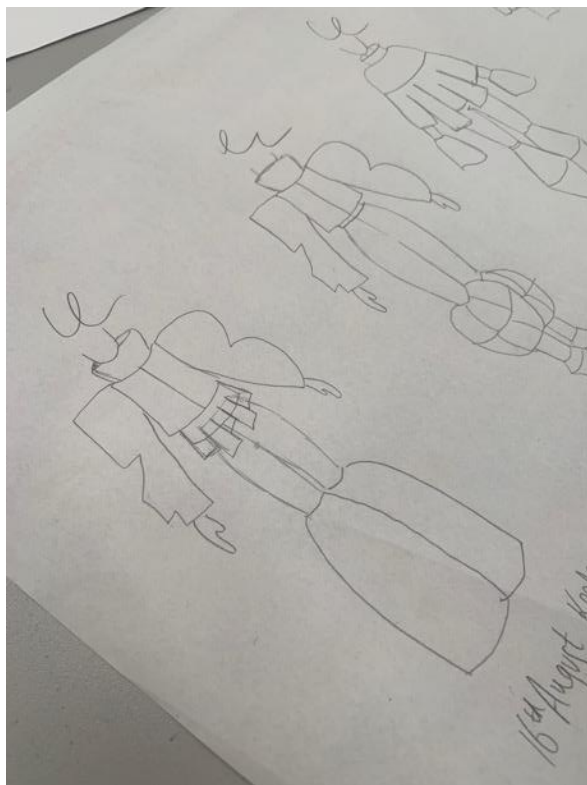
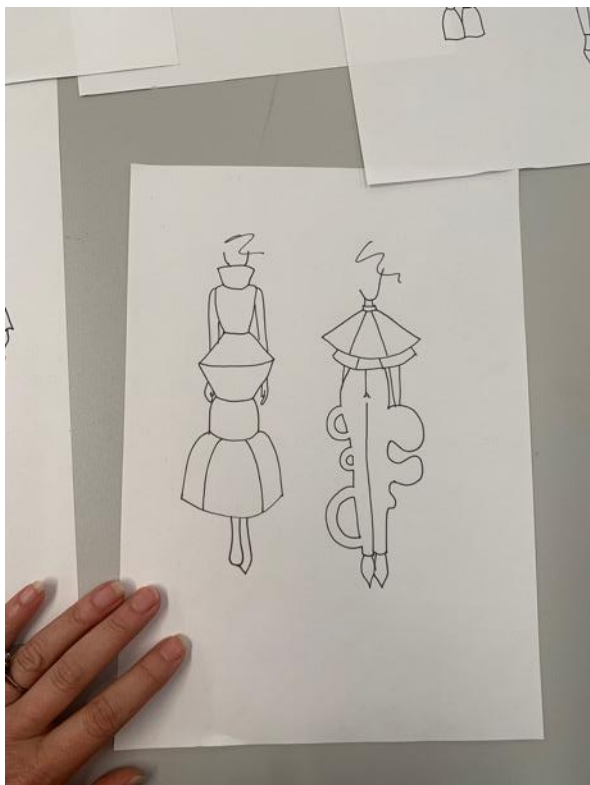
Print Design



3D Printed Vessels



Garment Design



Planning the Photoshoot and Garment Fit



Garment Construction



Key Take Aways so far...



- Collaborative Learning
- Creative Identity & Process Awareness
- Reflection and Self-Awareness
- Increased Confidence to try new things through Play
- Timing and collaboration vs. diary management
- Specialist Skills
- Deadlines are helpful

What's next

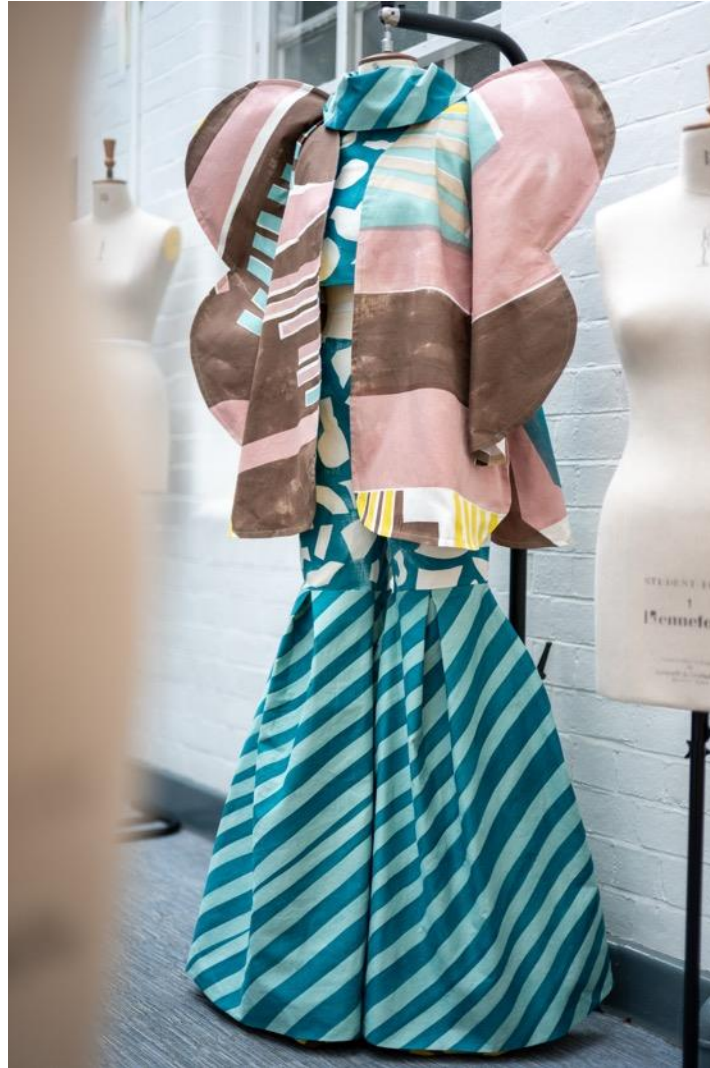


Photo: Catherine Dineley

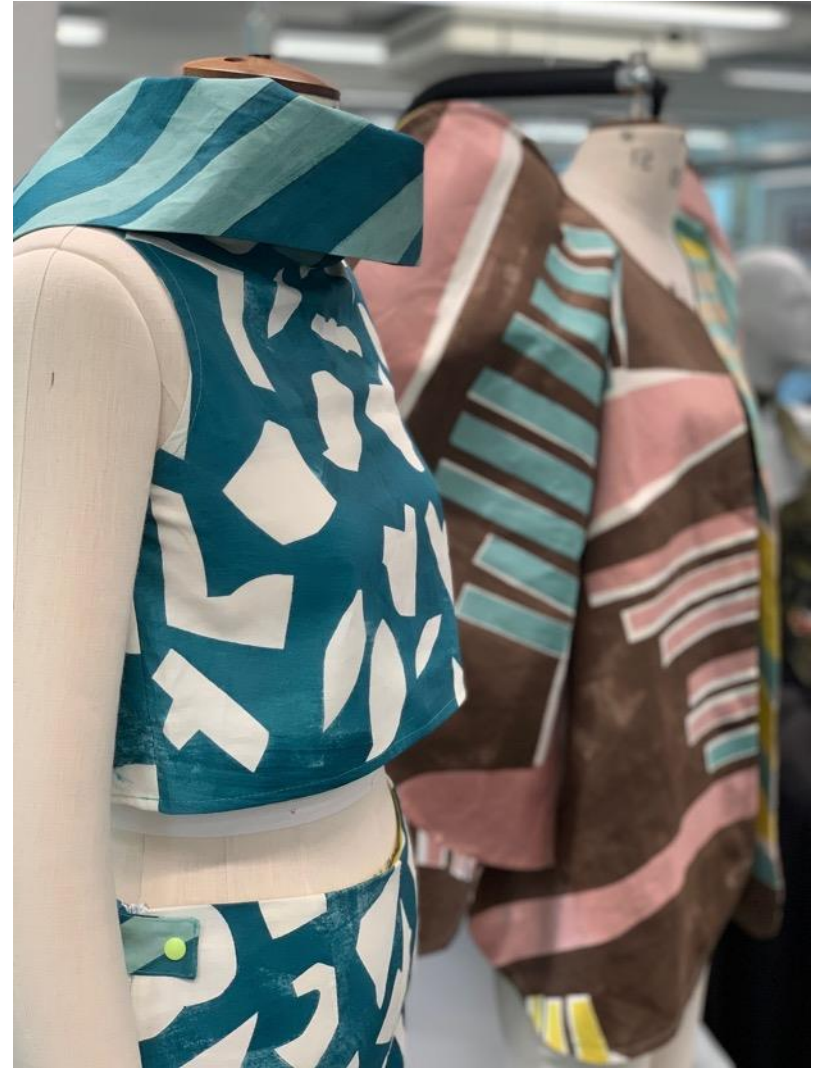


Photo: Fiona Wilson