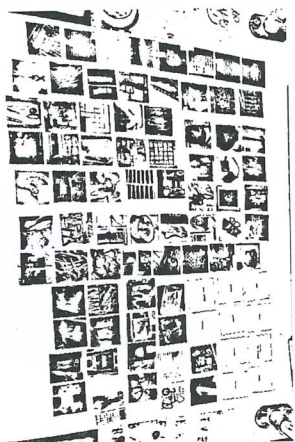


'Notes':



Pushing Ice

Satire

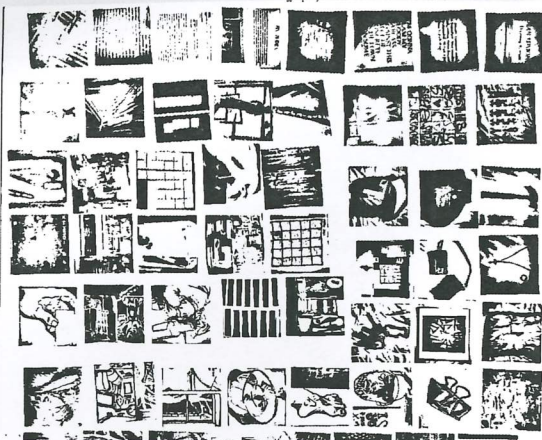
Kitsch

Unusable

Performative

Where could our relationships with objects
lead us

LAM MY





Banana Tattoo Experiment One:

- Subject felt no pain



Jakob is a designer (what ever that means) who doesn't love the idea of boxing himself in on subjects of media, method or 'speciality'.

He is less adobe proficient than he should be,
he gets agitated by 80% of vocab used in academic writing
and thinks to highly of beans on toast.

He has a love and respect for objects, often plaguing his mind in both physicality, materiality and commonality surrounding them.

He is increasing realising the part that performance and humour has to play in his work, seeing these factors as a method of increasing accessibility and comprehension. Engagement.





Critical play is a set of guidelines or vibe of a process or what of doing something



Adhocism Is a mongrel term first...



Adhocism is a mongrel term first used in architectural criticism in 1968. Born from the conjunction of *ad hoc*, meaning 'for this particular purpose', and *ism*, short-hand for a movement in the arts, the combination thrives in many places. Adhocism denotes a principle of action having speed or economy and purpose or utility, and it prospers like most hybrids on the edge of respectability. Basically, as in architecture, it involves using an available system in a new way to solve a problem quickly and efficiently. ✓

CHAT GPT:

Critical play refers to an approach in game design, gameplay, and game studies that challenges traditional norms, assumptions, and practices within games and the broader gaming culture. It is a term of reflection and critique, where games are used not just for entertainment, but as tools for exploring deeper social, political, or cultural issues.



CHAT GPT is an AI-powered chatbot powered by OpenAI's GPT-4 language model. It is designed to assist with a wide range of tasks, from answering questions to generating text. The work is a research project by OpenAI, a leading AI research organization. The work is a research project by OpenAI, a leading AI research organization. The work is a research project by OpenAI, a leading AI research organization.

Richard Wentworth



Richard Wentworth

Making Do and Getting By





BARRES STILLS



STILLS:



change of
machines allow /
fine adaptation
of technique



Spinning a milk
through the
system, a hum-
ours example
of exploration

different POV



Start a micro economy , receipt print money

Start a shop of found goods

LEGO - plastic surgery

- self wellness vibe

PAINT THINGS COLOURS METAL THINGS
POKING OUT SPRAY PAINT GOOD
COLOURS

EXPLORE IKEA

Tagging with flowers. Make the biggest
garden in London.... Land ownership
Tactic

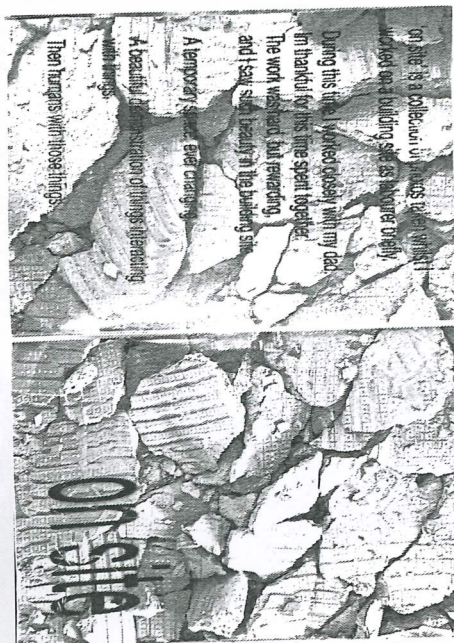
(Tennis) Courts of just-ice

Anti-anti- skate , so many skate stoppers
make a coping - photoshop





Then humans with those things. 



New Direction:

By using and analysing what I have learnt , I will now begin to speculate my life as a designer, a life starting XX/XX/XXXX (day after degree show).

I will make a list of goals , eg make rent

This is a universal

MASSIVE PRODUCTION





Suggested Title: New Note Edit

10 February 2025 at 23:24

2025/

2025



<https://post-gradstore.cargo.site>

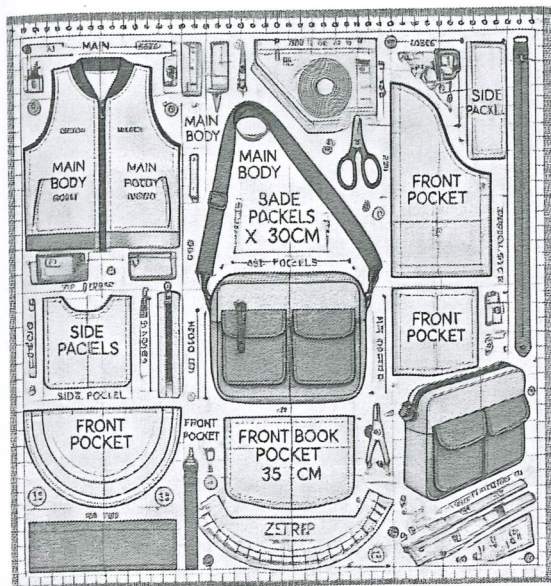




can you design a pattern for a bag?

What kind of bag are you thinking of? A tote, backpack, crossbody, or something else? Also, do you want a sewing pattern with measurements or just a visual pattern for the fabric design?

I would like a cross body. With a zip at the top, a large pocket on the back and smaller pocket to fit a book on the front. I would like it to be 45cm wide and 15cm deep. I would also like a sewing pattern with measurements.



can you design a pattern for a bag?

What kind of bag are you thinking of? A tote, backpack, crossbody, or something else? Also, do you want a sewing pattern with measurements or just a visual pattern for the fabric design?

I would like a cross body. With a zip at the top, a large

Crossbody Bag Sewing Pattern

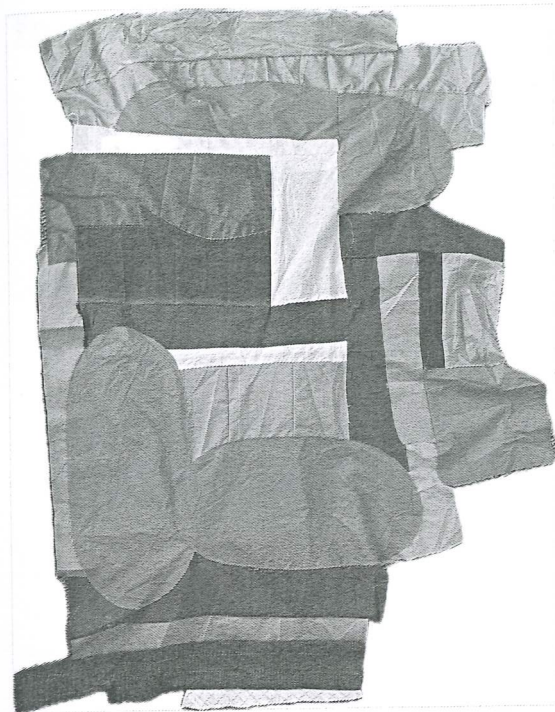
Materials:

- Outer fabric (canvas, denim, or faux leather)
- Lining fabric (cotton or lightweight polyester)



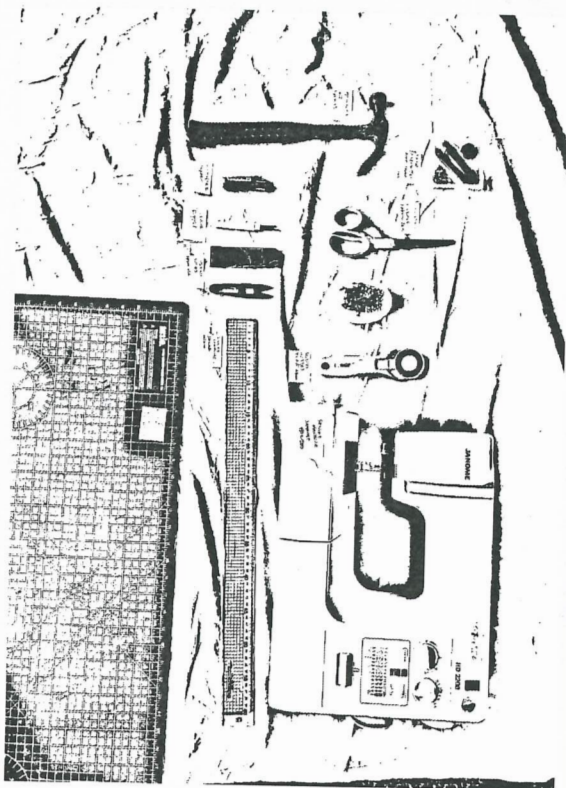


**Rejecting the invisibility
of manufacturing under
capitalism.**





HD 2200



HD 2200



[This project] 'cannot be characterised either as conflict or as harmony, since its purpose is neither resolution nor stasis but continuing process.' - Ursula K. Le Guin, 'The carrier Bag Theory Of Fiction.'

The Cross Body Bag Theory Of...

In Process, Not in Resolution

This project explores the bag as both object, and system—a physical manifestation of post-graduate life, mapped through the hands and economies that bring it into being. Each bag is built from a uniform blueprint. Yet, the environments, labour structures, materials, and ethical frameworks that produce them vary widely. The collection becomes a tactile mapping of micro-economies: informal, DIY, commercial, precarious and collective. These conditions don't just leave traces—





My current work looks at mapping different types of economies through the lens of the garment industry, with a particular focus on repair culture and transparency in manufacturing.

Two aspects that I know Albion has a specific focus on ! I have orchestrated multiple 'simulations' of manufacturing, exploring their ramifications and narratives, both within industry but also personally, ethically, financially etc... As a collection, each object will contribute to a tactile archive of networking economies

Let me know if this is something that you're interested in? Whether it be online or in-person, I would really appreciate and value your insight and experience!

Best,
Jakob



Jakob pat grad economy

For viva

- expand and have more bags for exhibition
- CYCLICAL FROM WIP 2

SPECIAL THANKS TO JOEL - ON SEWING MACHINES

