

Pin Ups

After each project, you will have a chance to get feedback from your peers. You will also have a chance to give feedback. Pin ups are a common practice in Art and Architecture Programs, but slightly less common outside of those disciplines. If you haven't done a pinup, don't worry, you'll have lots of practice this semester.

Please bring your computer on Pin Up day or coordinate with a classmate to use theirs. Before class begins, have your CUNY Academic Commons page loaded onto your computer.

Feedback should be constructive. "I like X" or "I don't like X" is not feedback. "X really works for be because Y" or "I don't understand what you're trying to tell me with X, but I think it's Y".

For example, if you like the color scheme, why do you like it? What about it works for this project? If you don't like a design choice, why? Does it get in the way of the data? What could make it better? If the questions and the narrative are really strong, what makes it strong? Does it seem disjointed, do you have any suggestions for how to restructure it? Is there symbolism behind the choices? Does that symbolism come through? Is there anything that is getting in the way? Could it be changed?

Pin Up 1: Project 1

We will divide the class into 4 groups of 6. Each person will get 12 minutes of time: 6 minutes to introduce your project to your group, articulating your questions, insights, and design decisions, and have 6 minutes for feedback. You need a timekeeper. It is essential that you keep time on this so everyone has an opportunity to get feedback.

You will first get feedback from that group of 6 then we will come together as a class to discuss what worked really well and look at some examples.

Pin Up 2: Project 2

Again, we will divide the class into 4 groups of 6. Each person will get 12 minutes of time: 3 minutes to introduce your project to your group, and 9 minutes for feedback. Your projects will likely be more complex and developed than the first, therefore requiring more time for feedback. Likewise, because they are more developed, they should require less explanation. Please adhere to this strictly.

You will first get feedback from that group of 6 then we will come together as a class to discuss what worked really well and look at some examples.

Pin Up 3: Project 3

This time, we will divide the class in 3 groups of 8. You will have 2 opportunities to be a Reviewer and 1 opportunity to be a Presenter.

You will stand by your work for 32 minutes. You may not speak while you are standing with your visualization. Take notes! 3 groups of 2 will visit your work for 8 minutes each. They will dissect your choices. The purpose of this is to see how someone would interact with your visualization “in the wild” – where you don’t get to defend yourself.

As a Reviewer, you will discuss the work – what you like, what you don’t, where you can see improvements – as if you were verbalizing your thoughts and your impressions. Go through it naturally, but be sure to articulate what you are doing, why, and what you are taking away. The more talking, the more you can collaboratively review, and the more the Presenter will get out of your visit.

Final Review

The final review is not a pinup: it is a time to showcase your work to the larger community. It will run similar to a poster session at a Conference: You will have your computer (or borrow one) with your project loaded and will talk visitors through your narrative. You will need a few different pitches: 30 seconds, 2 minutes, and 5 minutes, structured as a narrative: give the big insight first and then, afterwards talk about your analytical and design decisions.

Regardless if you are scheduled to present in the first hour or the second, you must stay and actively participate for the duration of the Final Review.