Design Studio 1: Shaping Interactions and Experiences

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THE CMU IMPROV THEATRE 🥬

In-Class Activity

"Yes, and" is a common activity used in improvisational theatre (improv) to warm up participants to thinking on their feet, build off the ideas of others, be spontaneous, interact one-on-one, be on stage, and come up with wild, funny, entertaining things. At its heart is the fostering of an environment that is fundamentally creative. Unlike the analytical brain whose job it is to edit (convergent thinking), here, you have no choice but to agree and go further (divergent thinking).

After learning about your design space from stakeholders, competitive analysis, literature reviews, and observational research, you'll need to shift gears towards idea generation. That is, the creation of something new. Ideation as a group, usually around a whiteboard or table full of supplies, must be free form, open, and without criticism. Editing can come later.

In teams of two, set a 2 minute timer. Person 1: use the starting point. Person 2: keep it going. Go back-and-forth, elaborate on the story, go in new directions, throw your partner for a loop. There are no mistakes, no wrong ways of doing this, take chances, be free. **Always start with, "Yes, and;" never say "no, actually..."** And don't just say, "yeah!" Keep building; go further.

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I had a dream the other night that I traveled to Moscow...