

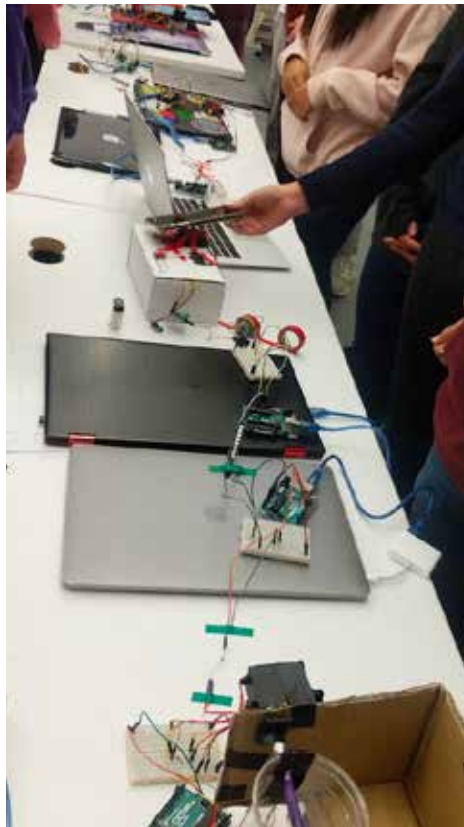


Teaching Portfolio & Student Work

Lee **Wilkins.**

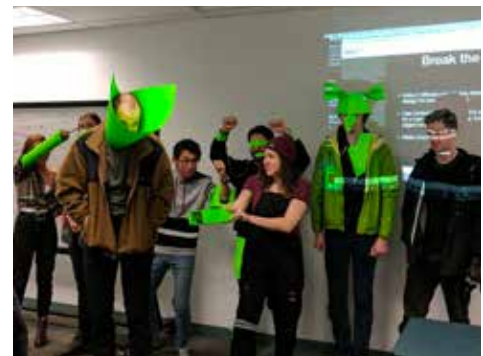
In Class Exercises

A large part of my teaching practice involves in class work and hands-on learning. Students are encouraged to play, break rules, and actively engage with electronics and fabrication techniques. Through experimentation, they are able to understand better the challenges that might appear when creating their own work.



Experimental Circuits

In experimental circuits exercises, students build circuits in unconventional environments. Here, their intuition and creativity can drive the experience rather than technical worries. These exercises can range from creating body-centric circuits about interpersonal interaction, to collaborating together on class-wide rube goldberg machines. Sharing goals with others helps them connect and explore, while sharing knowledge and asking questions.

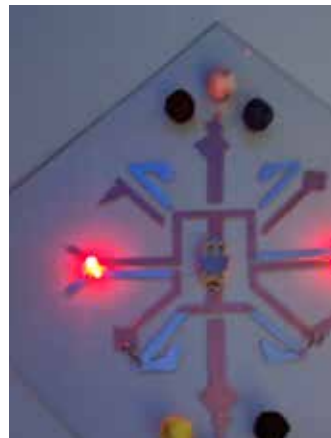


Breaking Rules

In breaking rules exercises, students are given permission and encouragement to go against design rules. This take pressure off designs to be good or functional, and allows them to immerse themselves in construction and experimentation. In the exercises show on the right, students are making "terrible wearables", breaking all of the rules of wearability.

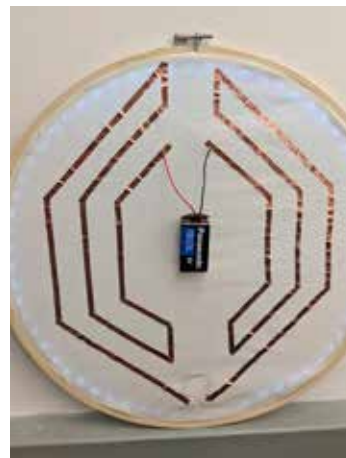


Student Work



Material Exploration

In material exploration assignments, students have an opportunity to use a material they have always been curious about to produce any form of experimentation. By extracting the requirement for a finished piece from the assignment, students are able to learn how a material functions before implementing it into a final work. Experiments can extend from use of light and shadow, to growing cellulose, to learning to work with conductive textiles. After these experiments, their work is shared with their peers so that the entire class can learn.



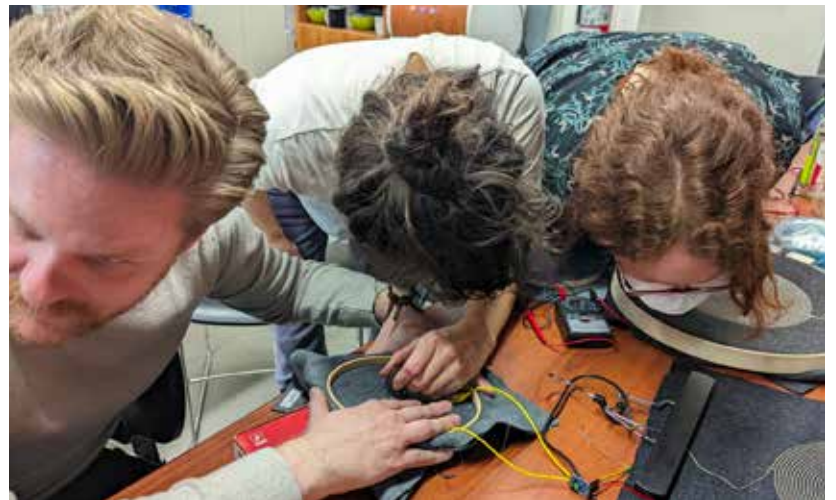
Student Work

The following work is from wearable technology focused classes, taught at the TMU School of Fashion, TMU New Media, and OCADu Digital Futures programs.



Workshops

These are hands-on workshops exploring specific technical concepts, including soft speakers, experimental disassembly, body interfaces and alternative sources of power. Students create technical proof of concepts and then apply those ideas to their own work in the course of a 3 hour workshop



Engaging Environments

In environmental exploration assignments, students create work that engages directly with the world rather than just the gallery or their desk. These assignments require students to leave the classroom and interrogate how technology fits into the world, and challenge that idea. These projects are a result of several Digital Futures students creating site-specific puzzles that use technology.



Screens in spaces



In these assignments, students take what they learned in screen-based assignments and produce site-specific installations that use screens. Because screens are everywhere in our lives, students are encouraged to examine how this can be challenged or leveraged to create unique interactions.