

Assignment No.4

Goal Array

A Goal Array is a set of related goal structures: Values, goals, objectives, and specific design examples) for your project.

Metaphorically it is a longer-term to shorter-term diminishing ordering of a wave in your intentional bandwidth. Or if you prefer, the tonalities of an interest from the most general to the tangibly specific.

The Fan of Intentions provides a general model.

By now you will have identified areas of project concern that are central to your work and have made an attempt to write out the issues involved. A sense of relative importance should also have evolved.

Some areas of concern are more critical to you than others. Some will need to dominate, perhaps even name your work, while others will play important supporting roles. Have you noticed; dominant interests usually get expressive emphasis in design?

Goals are usually answers to issues, general statements of intention that say how you intend to resolve an aspect of a problem - at least the direction you intend to set out in to reach a destination that appears to have promise at this time.

The assignment is to write out a **GOAL ARRAY**, one set of goals and corresponding shorter-range objectives and answering specific design "such-as" possibilities for your project.

These very specific design examples are most likely to be the things you saw in your Vivid Presence. The examples are possible early answers to your developing design objectives and will help you make environmental change tangible and useful programmatically.

Again a page or two in written and/or model form. Bring your array to class to share and discuss.