

Rutherford Teaching Challenge--STEAM Digital Inspiration Boards Assignment

Janet A. Blood, Ph.D. Indiana University of PA

Keywords: Rutherford Teaching Challenge, Aesthetics, Inspiration Boards

Poster Content:

Assignment Description

This assignment consisted of five, digital inspiration boards each focusing on an individual STEAM concept and was introduced in an undergraduate *Aesthetics of Fashion* course during the spring 2018 semester. The course curriculum introduces Fashion Merchandising majors to the elements and principles of design as it relates to dress and appearance as well as the process of fashion design; therefore the course challenges non-design students to think creatively and embrace design in contexts beyond apparel construction. The purpose of the STEAM assignments was for students to not only investigate how the fashion industry has already found and used inspiration from STEAM concepts, but it also challenged students to think creatively and find STEAM concept images that could potentially be used as future design inspiration. The assignments also honed the students' abilities to design and assemble aesthetically appealing digital inspiration boards that would be worthy of inclusion in a professional portfolio.



Instructor Example

Note: Further information and details in regards to this assignment is included in the online ITAA Teaching Collection.

