

URCO Grant Proposal for
Universal Design: Where Design and Utility Meet

Applicants: Tyler Homer
Faculty Mentor: Raymond Veon

Proposal Narrative:

Creative Goal

This proposal is to research, design, and create an original fashion collection that will be exhibited in the Art and Design Projects Gallery. Concomitant with this goal is another goal: to demonstrate the importance and creative potential of using Universal Design, which consists of 7 principles for ensuring products, experiences and environments are accessible to all. A final component of my creative goal is to demonstrate the feasibility and potential for a truly interdisciplinary project. To assess the extent to which I have achieved these goals, I will design and implement a survey of those visiting my exhibit, maintain detailed journals, and document each step of the project.

Project Significance

While I often hear about the importance of interdisciplinary projects and collaboration, I have rarely experienced it within the scope of my study as an undergraduate student. In fact, before me, the Caine College of the Arts has never approved an interdisciplinary degree program. I believe that, as the first to receive such approval, the interdisciplinary project that I am proposing is significant to other students, as an example of what an interdisciplinary project looks like, and to the department and college, as an example of what such a project can creatively achieve. I also believe this project has greater significance for the broader community to see itself as a place where innovative, creative design can flourish.

Finally, I believe this project is significant because of its explicit use of the principles of Universal Design. My hope is that will serve as an example and inspiration to both students and faculty to see the creative potential of including Universal Design principles in the teaching-learning experience and the in the creative process.

Methodology

This is an interdisciplinary project that involves many different theoretical, practical, and skill-based factors. Theoretical questions such as, what Universal Design elements already exist in fashion, and are their different colors, drapes and hands of textiles that are soothing for those who have sensory overload issues. These and other findings will be included in all final designs of the project. Designing clothing for a group of people that are used to prioritizing utility and ease over design is a process that is inclusive and makes space for

utility to be included in the design process rather than utility being the only consideration. Extensive sketching, rendering, and working and meeting with people with disabilities will shape the end results of this project. To ensure that findings are being documented I will interview real people with disabilities and keep weekly journal entries about the experience of collaborating interdepartmentally and with these individuals. This journal will include information about challenges and successes of designing and exhibiting this work. The final exhibition will include the final produced garments along with an explanation of how universal design was used in the process. Interviews, sketches, journals and photos of the process will also be available.

Having worked for the past year with the Arts Access program in the Caine College of the Arts, which brings the arts to students with disabilities, I am keenly aware of the diversity of needs that individuals have throughout the community. To address these needs, my intention is to design my work using, to the greatest extent possible, a Universal Design approach. Universal Design (sometimes also called inclusive design or barrier-free design) is the design and structure of objects, experiences and environments so that they can be understood, accessed, and used to the greatest extent possible by all people regardless of their age or ability. The 7 Principles of Universal Design are:

- Principle 1: Equitable Use. The design is useful and marketable to people with diverse abilities.
- Principle 2: Flexibility in Use. The design accommodates a wide range of individual preferences and abilities.
- Principle 3: Simple and Intuitive Use. Use of the design is easy to understand, regardless of the user's experience, knowledge, language skills, or current concentration level.
- Principle 4: Perceptible Information. The design communicates necessary information effectively to the user, regardless of ambient conditions or the user's sensory abilities.
- Principle 5: Tolerance for Error. The design minimizes hazards and the adverse consequences of accidental or unintended actions.
- Principle 6: Low Physical Effort. The design can be used efficiently and comfortably and with a minimum of fatigue.
- Principle 7: Size and Space for Approach and Use. Appropriate size and space is provided for approach, reach, manipulation, and use regardless of user's body size, posture, or mobility

I believe the use of Universal Design principles will set my proposed work apart as few Art and Design courses explicitly address how people with disabilities might access, use or experience visual art and design. Moreover, I believe that documenting my process of using Universal Design from the very outset of my design process - documentation that I will highlight in my Projects Gallery exhibit – will increase awareness that people of all abilities experience, appreciate, use and value visual art and design. The survey that I will develop

and ask viewers of my exhibit to complete will include a section on whether viewers are aware of Universal Design.

Most of the labor for this project includes the interviewing, recording findings, designing, patternmaking, and construction of these garments.

I will be working with the Art and Design department to reserve time in the Projects Gallery towards the end of the Spring 2020 semester, when scheduling for this space begins.

We will also create and distribute surveys to viewers who visit my exhibit. These surveys will gather information about past art and design exhibits that they have seen, including those seen on the USU campus, how my original work has influenced them/how they respond to it and whether they would like to see more original fashions created in Cache Valley. It will also ask them questions about their knowledge of Universal Design and people with disabilities. Once I have collected all of the audience responses, I will write a report gathering the data of responses, as well as information from my personal journal entries on my interdisciplinary degree program and this project. This report will be presented at the USU research symposium and other locations based on the success of the project.

Feasibility

The greatest part of the work to be done for the project will be done over the summer. Interviews can be done with families and individuals at the Arts Access Family summer camp. Following the research on Universal Design in fashion, I will be able to quickly design, pattern, and construct the garments. I have nearly 4 years of design and sewing experience which will make the project very feasible.

Financially this project is feasible because of the experience I have with patternmaking and sewing, mistakes will be few and far between which will keep waist and supply costs down. Using interviews taken from families attending the Art Access summer camp will allow us to also shine a spotlight on the Art Access program which helps bring the arts to families with children with disabilities.

I anticipate that there will be various challenges the greatest of which is time management. It will be easy to get behind with this project but this can be adjusted by moving the exhibition to a later date in the semester if it becomes apparent that such a step should become necessary. However, along with setbacks there will also be moments of success such as the creative opportunities and growth for both myself and those who view the exhibit of my work, learning about the challenges, potential, and successes of an interdisciplinary degree.

Conclusion

We believe that in creating this fashion portfolio I will enrich the Caine College and the Department of Art and Design by demonstrating the benefits of interdisciplinary studies as a viable option for students. I look forward to facing the challenges and experiencing the

successes of designing this portfolio of work and exhibiting both my work and the documentation of my process in the Art and Design Projects Gallery. I anticipate the viewer survey responses will be positive and that they will provide helpful feedback on the reception of my work. I hope my research will be a source of inspiration to future student artists who seek to pursue an interdisciplinary arts degree. I'm grateful for your consideration of this project. If you have any further questions, feel free to email tylerkhome@gmail.com and I will be happy to respond.

Project Learning Objectives

1. Learn how to manage time for a large scale project

This will help me in my career goals as learning time management and working on a large start to finish design project will help to demonstrate my ability to work with deadlines and towards a large finished product.

2. Learn how to create a cohesive collection

Cohesiveness is one the most important things for a designer, working of 12 separate designs and keeping them cohesive without being to similar or distant from each other will help shape my designers eye and help with my future career goals of being a designer.

3. Develop a portfolio

A portfolio is a designers best weapon when looking for a job, as interdisciplinary studies student, I do not have a full design portfolio, this project will be a start to that process.

4. Learn about universal design in clothing

The entire theory of universal design is that when you design for those with the most accommodations that you end up making things better for everyone. As a clothing designer, designing for accommodations will lead to new ideas that will help broaden my horizons and will help to make the public more aware of universal design.

PROPOSED URCO BUDGET & COMMITMENT

Student Name :Tyler Homer	Department: Art + Design
Student A#: [REDACTED]	Faculty Supervisor: Raymond Veon
Student Email [REDACTED]	
Project Title: Universal Design: Where Design and Utility Meet	

Group submissions should use the Group Budget & Commitment form.

Expenses (Optional)

Each proposal may include an optional expenses budget of up to \$1,000 provided there is a 1:1 match (up to \$500/\$500).

EQUIPMENT/SUPPLIES/RESEARCH TRAVEL BUDGET

TRAVEL

Description of Items	Budgeted Amount
Total Travel Budget	\$ -

SUPPLIES/EQUIPMENT

Description of Items	Budgeted Amount
Textiles	\$ 350.00
Dress form	\$ 150.00
Total Supplies/Equipment Budget	\$ 500.00

By signing below, the mentor certifies that they have reviewed this proposed budget and find it to be reasonable for the project proposed. If funded, this budget is subject to review by the Office of Research & Graduate Studies to comply with URCO regulations.

Mentor Signature _____

EXPENSES MATCHING FUNDS COMMITMENT

As part of the URCO program, a 1:1 match is required for this optional additional funding.

The faculty mentor, department, college, or program that will commit to match the budget portion of this URCO scholarship is: _____ Raymond Veon

The matching support may come from any source, but RGS requires an **F&A or E&G fund** index number to transfer our matching funds to you. _____ [REDACTED]

If this URCO application is approved, I authorize the Research and Graduate Studies (RGS) office to transfer 50% of this proposed budget to this index to match the 50% of available funding from this source. If this URCO application is approved these matching funds will be made available for this URCO project's expenses. The faculty mentor's department will be responsible for overseeing the expenditures for this URCO project. RGS's funds will be transferred to the department.

Signature of Person with Direct Budget Authority _____

Scholarship (Required)

Scholarship (Required)

SCHOLARSHIP MATCHING FUNDS COMMITMENT

As part of the URCO program, a scholarship match is required.

The faculty mentor, department, college, or program that will commit to match the scholarship portion of this URCO scholarship is:

Raymond Veon

The matching support must be in the form of **F&A or E&G funds**. The index that these funds will come from is:

If this URCO application is approved, I authorize the Research and Graduate Studies (RGS) office to transfer \$250 in funds from this index to match the \$750 in funds from the RGS office to award the student a \$1,000 scholarship.

Signature of Person with Direct Budget Authority _____

Total Budget

Overall Scholarship Summary

Scholarships are mandatory and require a scholarship match.

Total RGS Support	\$	750.00
Total Matching Support	\$	250.00
Total Scholarship	\$	1,000.00

Overall Equipment/Supplies/Travel Summary

Each proposal may include an optional expenses budget of up to \$1,000 provided there is a 1:1 match.

Total Travel	\$	-
Total Equipment/Supplies	\$	500.00
Total Equipment/Supplies/Travel Budget	\$	500.00

Total

Total RGS Support	\$	1,000.00
Total Matching Support	\$	500.00
Total Student Award	\$	1,500.00

	May	June	July	August
Attend URCO Orientation				
Receive Scholarship & Budget				
Phase 1 Universal Design Research				
<i>Phase 1 Interviews at Art Access</i>				
<i>Phase 1 Sketching</i>				
<i>Phase 1 Rendering</i>				
<i>Phase 2 Patternmaking</i>				
<i>Phase 2 Los Angeles</i>				
<i>Phase 2 Textiles</i>				
<i>Phase 3 Garment Construction</i>				
Survey Design				
Present project				
Submit final & financial URCO reports				

