Ideas for discussion:

Recent posts on Connie's blog (Connie, Brian and I usually catch up on the most recent stuff our guests are doing if we haven't already been actively reading)

The most obvious thing people will expect Connie to discuss is visual design, but my top hot topic has more to do with design methodology/processes/research/tapping into your creativity.

What else?

- JU

Okay, well why don't we just make it a design and creativity episode? I'd like to hear more of the specifics of what you're thinking though.

What I'm thinking is that design is an extremely broad topic, from design thinking to visual design to information design to content design to learning experience design. Truly we are designers in every sense of the word. I think one reason it isn't taught or discussed that much is that in some ways, it's a very individualized and personal process. And because of the whole thing about ISD coming out of a systems approach:
http://theelearningcoach.com/elearning_design/design-thinking-for-instructional-desig/

As a profession, it would be good to "out it" a little. Bring it into consciousness. Talk about it, understand it, outline a framework or process that will allow practitioners to use it and create their own approaches. Design is like a mysterious black box. And so is the whole idea of creativity. It's all fascinating stuff.

I know this isn't really about visual design and more about design at a higher level, but I find it important for people to understand the differences between Art and Design too.

-- CM

I'm totally with you on the Art vs Design thing. I don't want to get too involved in the conversation pre-show, but let's definitely pin that one to the wall.

And... I love the idea of "outing" the process. Yes. Maybe here's one topic, or one entry point: When someone says, "that's a creative design", what do you think they usually mean by that? And is that "something" the right thing to be going for, or merely something that gets us acclaim as designers? Or both?

Another possibility: Barriers to creativity. When I wrote my first Well Read column, it was about Twyla Tharp's book on creativity and how even though we may work under fluorescent lights, design is a creative process and we have as much need to tap into that as an artist does (back

to the art vs design thing?).

One thing I've been fascinated with in the past year and have been trying to bring more of into my blogging (with *very* little success) is -- what are they teaching in graphic design schools and architecture schools that isn't taught in instructional design schools -- or, what do other designers learn culturally that we don't? What should we be learning and adopting from other disciplines?

- JU

GOOD STUFF Judy. I'm very interested in design school curriculums too. I get the sense that the engineering/architecture approach uses a lot of prototyping. Another topic is tools (did I say that?), of course. Some of the tools are VERY obvious, but others aren't. My design toolset is somewhat limited because in many cases there's only one choice, but in other cases there are more, as I'm sure you know.

There's also the Subtractive Design paradigm that's good for IDers to know about. (I'm just throwing stream of consciousness stuff out there because I might not remember at the time.)

- CM

Would love to talk about tools, no matter whether your definition of tools is a piece of software, a sketchpad, a process, whatever... sometimes I think we get a little narrow in that definition.

And... is Subtractive Design the idea that you're done with design when there's nothing left to take out? Either way -- let's do it!

When I read Prototyping (http://www.amazon.com/Prototyping-Practitioners-Todd-Zaki-Warfel/dp/1933820217/ref=sr_1_1?ie=UTF8&qid=1346536702&sr=8-1&keywords=prototyping) there was mention of how design schools teach prototyping, not so much software dev schools. And also review/critique methods. That was probably one of the origins of this interest.

Since this is getting really text-y, I'll throw some quick notes into a mindmap before the show.

- JU

Yes critique is important! - CM

This is something I've found very useful working on a design team rather than as an individual. Maybe something else to discuss if that comes up... - JU

Well, aren't I obviously the slacker here. - BD
(I obviously want to talk about quality control and user testing)