



# METODE PERANCANGAN

Minggu 6



*EXERCISE: POST CAR CULTURE*

1

- Pengumpulan data desktop dan observasi mengenai isu *post-car culture*
- Analisis data
- Definisi isu utama yang perlu menjadi prioritas

3

- Uji coba

2

- Pengumpulan ide-ide menarik dan urgen untuk dilakukan dalam menanggapi isu *post-car culture*
- Penentuan ide yang paling tepat (*epistemic freedom*)
- *Prototype*/rencana implementasi

4

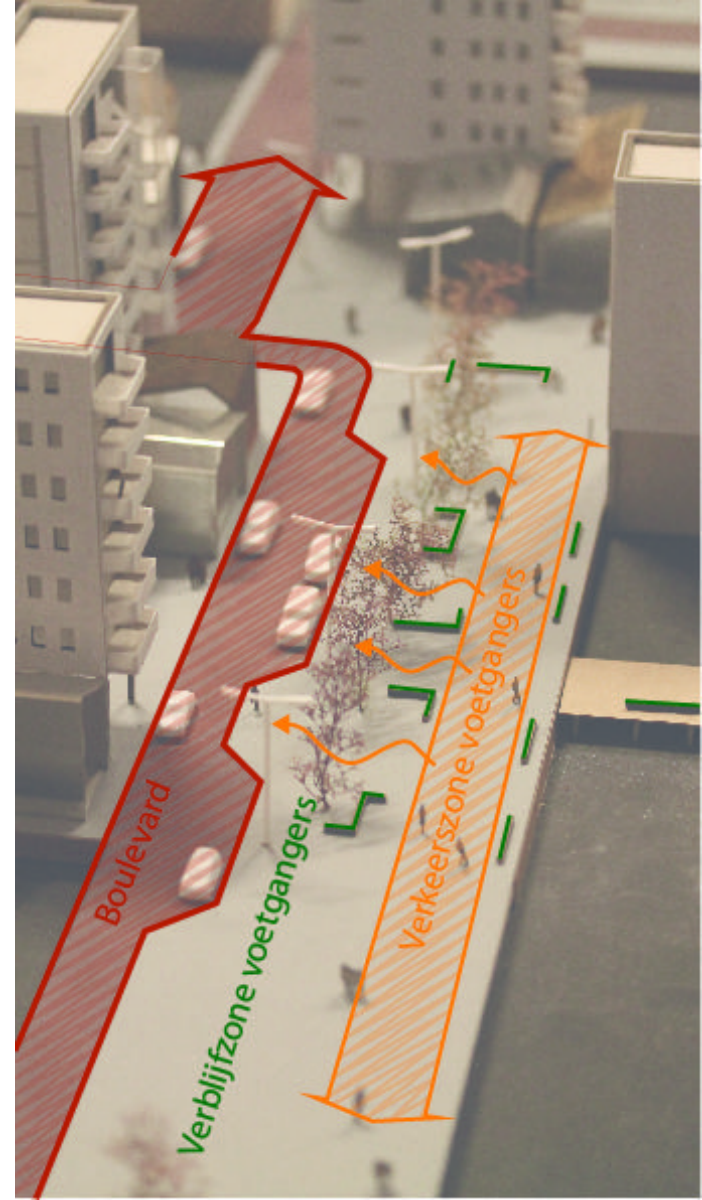
- Evaluasi



**FINAL  
PRESENTATION  
+REPORT**



- *PROTOTYPING*
- *PLANNING*
- *IMPLEMENTING TOGETHER*





Since everyone is a designer, why wouldn't we do it together?



VALUES CAN BE TOOLS FOR  
UNDERSTANDING WHAT YOU WANT  
TO ADDRESS THROUGH DESIGN.

**01**

**SELECT A VALUE YOU OR YOUR  
COMMUNITY CARE ABOUT.**



THINK ABOUT HOW YOUR VALUE  
STICKER SELECTION CAN GUIDE  
YOUR NEXT CHOICE IN SECTION



