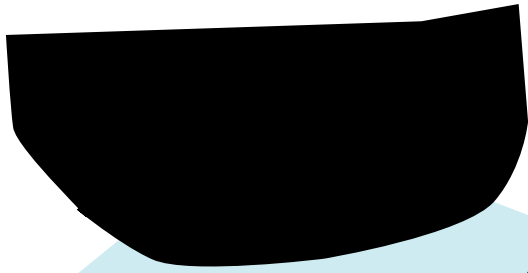


# MUTKU



## DESIGN LEARNING METHOD NOTEBOOK



MUTKU facilitates amazing design projects: participants can together design e.g. jewellery selections, vehicles, items, games, new planets, the coolest school, the best playground, or the room of their dreams. In MUTKU, the design process forms the basis for doing – in a fun way and without boring theory!

**More information:**

[www.muotoilukasvatus.info!](http://www.muotoilukasvatus.info)



OUR CLUB:

OUR TEAM:

**Suomu**  
SUOMEN MUOTOILUKASVATUSSEURA RY

**M**UTKU is a design learning material package that aims to introduce design and the secret working methods of designers to the reader, as well as to give amateurs of all ages, teachers, and club instructors tools to implement projects. MUTKU is a concept created by the Finnish Association of Design Education Suomu and developed jointly by designers, teachers, students, and participants of the MUTKU club.

This MUTKU workbook enables the production of contents for clubs, camps, and teaching through brainstorming. **In design learning, the working methods of designers are turned into a learning tool.** The students learn by inventing, experimenting, and developing. Skills and knowledge are accumulated through doing and experimenting.

*Step into  
the designer's  
shoes!*



**BRAINSTORMING**

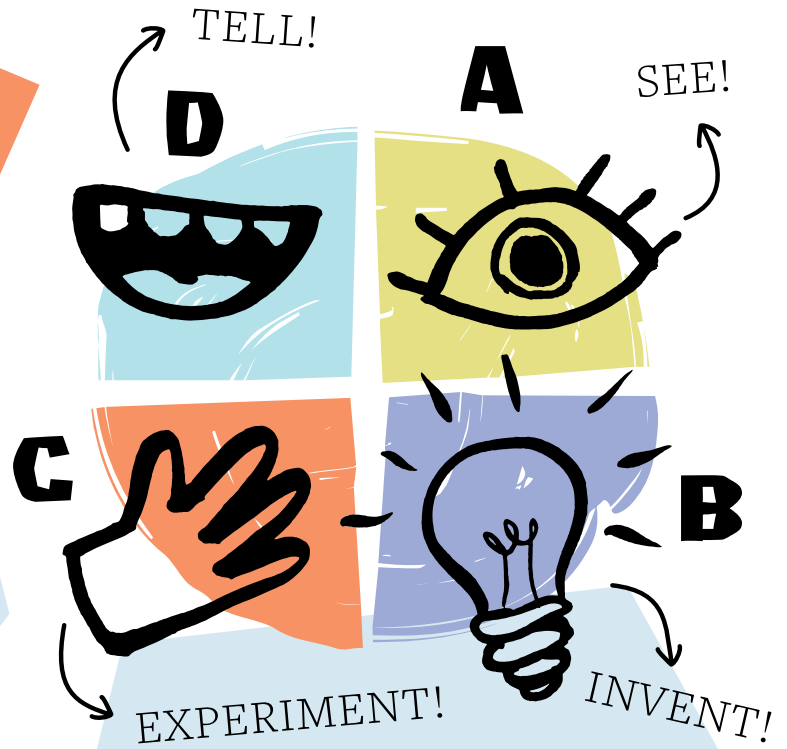
**A → B**

Brainstorming is a fun way to come up with a bounty of ideas in a short period of time. It is key to keep the threshold low, accepting also stupid, crazy, and impractical ideas. At this point, quantity is more important than quality! The ideas will be classified and analysed later on in order to find the best ones for further development.

**DEVELOPMENT OF IDEAS AND PROTOTYPES**

**B → C**

Brainstorming produces a bounty of ideas, challenges, and possible solutions to them. The best ones will be selected jointly and developed by building a prototype. The prototype gives the idea a concrete form. It is a test piece that doesn't need to be functional: a quick sketch of the idea is sufficient. Building a prototype is a fun way to model and develop ideas and come up with new and better solutions. Workshop type working, constructive critique, and testing are key to building prototypes. Suitable and encouraging materials make the work especially rewarding!



**ILLUSTRATING IDEAS AND COLLAGES**

**A → D**

Moodboards, mindmaps, and fast sketching are working methods used in design. They are useful in the process once you know how to use them. You can use them to tell others what you are doing. Try different methods and invent your own fun methods to compile and illustrate ideas.

**FREE AND CRITICAL THINKING**

**A → D**

Design learning aims to evoke interest in the surrounding world and to make it better. The key is to not take things too seriously, have a research attitude, and to add a touch of anarchy into one's thinking. You don't always need to agree with others, as long as you are able to justify your opinion. In discussions, good questions are often better than answers, as is giving food for thought and encouraging others to make innovative ideas. Humour and crazy examples help if your thoughts stall or the discussion needs a boost.

## SKETCH BOOK

**A → D**

Even the crazy ideas and notes are recorded in the sketch book during the process. You can collect in your sketch book interesting pictures cut out from magazines or found online, or draw whatever comes into your mind. The sketch book can be used for practising the compilation of mindmaps or for free sketching. Drawing skills are not important: the key is to record as many ideas as possible. A full and messy sketch book can be a real treasure chest! The sketch book reflects your way of thinking. Time should be reserved for sketch book work during each meeting and good questions, ideas, and small tasks provided to support the work.



## GAMES AND PLAYING

**A → B**

Learning is fun when you invent and build e.g. a board game, event, or play around the theme! By designing a functional game or play, you will learn about the theme almost by accident, while also gaining experience in the logic of games, empathy, and sharing of ideas. The design process can be started by testing and analysing other games. Playing is the most creative way to learn about the world. How would Pippi Longstocking have done this? What kind of a super hero would you be? Would it be fun to use role play as a basis for group work? Have you tried drawing a cartoon?

## DISCUSSIONS AND DEBATES

**A → D**

An exciting discussion makes your heart bound!

tekstiä puuttuu!?

## MODEL PIECES, PRESENTATIONS, AND PITCHING

**C → D**

Once the project has progressed to a point where it is presented, the design field offers excellent tools for introducing and communicating a completed idea or product to others. Practising these is always beneficial, as communication skills are highly important in nearly all professions. You can also come up with completely new methods to sell your project to the audience – harness everyone's secret skills!

SUOMU



MY NOTES:

What is a method?  
"Method" means a working method  
or model that enables designing,  
developing, and learning.



MUTKU

# INVENTION MACHINE

1.



Define a **CHALLENGE, THEME OR GOAL.**  
Looking for a challenge?  
Check out the Mutku method package!

2.

Collect a rich and exciting **MATERIAL BANK:**  
Magazines, books, images, papers and other materials of different colours and textures, pieces of wood, items found in nature, colours, paints, sticky paper, good scissors, glue, funny tapes, bottle caps, string, fabrics, buttons, strange small items, and other inspiring recycled materials.  
The materials should be placed on display in an inventive way e.g. on a laundry line or on walls or tables. You can also throw a few apples, biscuits, or other small surprises into the mix.

3.

**A MINI STUDY:**  
Everyone is asked to find, invent, and write down in their sketch book as many stimulating words, ideas, or matters as they can in 15 minutes.  
The best results are rewarded!



MY NOTES:

MUTKU

4.

**BRAINSTORMING:**

Gather in a circle or around a table. Everyone is asked to come up with as many ideas as they can in five minutes. Start by inventing e.g. one stupid, one crazy, and one excellent idea! You can use sticky notes: write down one idea on each note. Stick the notes on the wall or on a large piece of paper to make them available to everyone straight away. The instructor can contribute to the brainstorming by asking good questions or by creating excitement!



5.

**CLASSIFICATION OF IDEAS:**

Examine the notes and divide them into thematic groups.  
Which ideas have something in common?  
Which ideas are interesting?  
Which are crazy?  
Which are different?  
Which are possible?  
Which are completely impossible?

6.

**MINDMAP AND DEVELOPMENT:**

Divide into pairs or groups. Select one group of notes and develop the theme further. A mindmap is a good way to analyse matters: Write the chosen theme in the middle of the paper/template in large letters and add related questions, words, ideas, or associations in bubbles around the theme.

7.

**SHARING AND DISCUSSION:**

Prepare a brief presentation of the theme and share your ideas with others. Discuss the theme and think of good questions! Discussion and comments help develop the idea and can lead to new realisations. A role play is a fun way to add excitement and new angles into the discussion.



MUTKÜ



# PROJECT PLANNING TEMPLATE

THEME, IDEA, AND GOALS OF THE PROJECT?  
THE CHALLENGE TO BE RESOLVED?

TO WHOM?  
WHY?  
HOW?

WHICH METHODS DID YOU TRY? (SEE P.

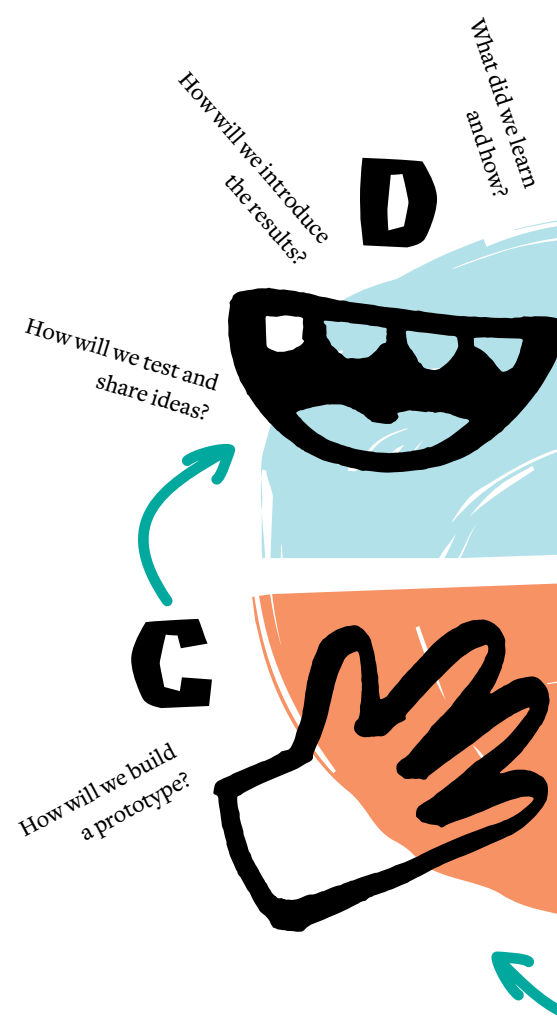
- 2-3)
- 1.
- 2.
- 3.
- 4...

DRAFT SCHEDULE

- 1.
- 2.
- 3.
- 4...



PROJECT PHASES AND PROGRESS / A → D



QUESTIONS:

**Suomi**

Use  
in a group,  
on your own,  
or in a pair

SOLUTIONS:



**A**

How will we study  
the topic?



How do we make  
working fun?



**B**

How will we brainstorm  
and develop our ideas?

NOTES AND COMMENTS:



HOW DID IT GO?

Well  
done!



**S U O M U**

**The Finnish Association of Design Learning**

IN COOPERATION WITH THE MINISTRY OF  
EDUCATION AND CULTURE

#suomu | #mutku

## **SuoMu ?**

The Finnish Association of Design Education SuoMu is a missionary in design learning. SuoMu produces study materials, seminars, events, clubs, and different trainings. Members of SuoMu include designers, professionals in education, and specialists of many creative fields. The MUTKU methods developed by SuoMu give schools, institutions, clubs, and events design learning tools and encouragement to learn more about design and the opportunities provided by design as a basis and promoter of all learning.

**T**he ideas of this notebook are suited to all ages and to a wide range of learning and doing. The MUTKU methods allow club activities to be started in your own school, or the materials can be used to support planning, teaching, and everyday work. SuoMu offers training for institutions, teachers and educational professionals.

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