



*RESOLVE COLLECTIVE. 5 people sitting on the final build for the Ardagh Young creatives programme. Made of wood and plastic to look like a platform and chairs. Three people at the back are sitting higher than the two in front. All smiling at the camera.*

## Ardagh Young Creatives

### Application information

Ardagh Young Creatives is a flagship programme at the Design Museum that creates pathways into the design industries for young people aged 14-16 from underrepresented backgrounds.

This is a unique opportunity to work with dynamic young people on a youth steered project with the Design Museum.

### Our aims are simple, but big.

- Create pathways into design and the creative world for young people
- Make a positive change to the lack of visible diversity and representation in the design and creative worlds.
- Elevate and platform young people's voices, experience and expertise

### We do this by

- Working with designers and collectives whose values, ethics and experiences are in line with the programme and can meaningfully relate to the young people

- Inviting young people who are:
  - in care
  - young carers
  - those on free school meals
  - young people of colour
  - those with a disability or neurodivergence
- Inspiring young people through workshops that expose them to different types of design, in particular design that is playful, creative and human centred
- Collaborating and focusing on community
- Debunking myths about working in design and design fields by providing the opportunity to meet designers and hear their personal stories
- Offering a prominent space in front of the Design Museum to showcase their work.
- Working with a theme each year to anchor the programme
- Mentoring and coaching the young people

## The brief

As a lead designer, you will be responsible for guiding the young people through the practical and theoretical parts of the programme. You will:

- Introduce design & your approach to design thinking
- Share your insights into your design field and (if appropriate) your personal story
- Help the group explore issues which are important to them
- Incorporate ideas and plans to co-design a solution
- Be compassionate, hold space for young people, offer opportunities for creativity, autonomy, teamwork, collaboration, growth, challenge, communication and lead with empathy.
- Draw inspiration from the Design Museum collection, building, ethos and neighbouring environment.
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### Key Details

- **Commitment:** 12<sup>th</sup> March – 30<sup>th</sup> July 2022
  - No session during half term (14 Feb- 18 Feb)
  - There is a 5 week break between end of programme and final build (20 June - 24 July)
- **Timings:** Saturdays, 10:30 – 14:30
- **Fee:** £7680 (inclusive of up to 2 Designers [±](#) material costs).

- **Group size:** 10-12 young people
- **Location:** Creative Workshop, the Design Musuem
- You will be supported by tDM Ardagh Young Creatives team.

## The format of the programme and role.

The format is split into **four** sections. Although you will be involved throughout, there are parts where you will be active and leading with the young people, and others where you will work without the group.

### 1. Discover, Explore, Design - 12 March, 19 March, 26 March, 2 April

During the part the group will explore the role of design, the process, and discuss the main issues for the young people. The aim is to create a project brief, authored by the young people, to which they will then respond, with your support, over the coming weeks.

Lead designer: You will be active with the group, leading and laying foundations of what design /\_design thinking is, and exploring issues in line with the theme. You will help the group set a brief.

### 2. Design Workshops 23 April, 30 April, 7 May, 14 May

**NB. you are not involved in these sessions**

Standalone workshops to understand different design approaches with professionals from the fields of architecture, graphics, product and sustainability. The young people will learn about how these designers use different design disciplines to solve issues as well as learn practical skills.

Lead designer: You will take a break to consolidate your work with the young people. And refine the brief. You will stay involved in how the young people's ideas evolve during this time via email / drop-in meeting.

### 3. Designing the solution 21 May, 4 June, 11 June, 18 June

Participants co-design with the lead designer to help bring their ideas to life. The final outcome is a result of what the young creatives have learnt throughout the programme.

Lead designer: You will join the group and work closely with the young people to begin to fulfil the brief and co-design the solutions. You will meet

with target audiences and feed into ideas for how public will interact with the final piece.

#### **Consolidating design ready for co-fabrication with young people**

20 June-24 July

#### **NB you will not be with the young people during this time**

Lead designer: You will gather the young people's ideas and plans and bring them together into a final design. Full permissions will need to be sought, materials and any professional fabrication or contractors (as needed) procured within our agreed budget, a plan develop for the co-fabrication build week with young people. You will be in regular contact with the Design Museum learning team, facilities, exhibitions and visitor experience teams in a pre agreed series of meetings.

#### **4. Build Week & Final Showcase Mon 25 July - Sat 30 July**

The group will spend a week building their final design projects to be displayed to the public at the Design Museum.

Lead designer: You will lead the young people in a practical build week to bring together the final design. Our public programme and learning team will support you to develop an accompanying public programme.

**Programme Ends 30<sup>th</sup> July 2022**

## **To apply**

We endeavour to be as accessible as possible, however we know there is still work to be done. We actively encourage applications from people who are empathetic to the young people's experiences and backgrounds. If you would like some assistance, please contact Avni on [youngcreatives@designmuseum.org](mailto:youngcreatives@designmuseum.org).

To apply you have two options:

#### **ONE**

1. Fill out this [form](https://forms.office.com/r/VKm1BkRzrf), with your information:  
<https://forms.office.com/r/VKm1BkRzrf>
2. Submit supporting images, tailored portfolio's and / or video which support the application to [Youngcreatives@designmuseum.org](mailto:Youngcreatives@designmuseum.org) (clearly stating 'AYC Lead Designer Application [your name].')

## TWO

3. Submit your entire application via images, tailored portfolio's, or video. If you would like to do this, please refer to the questions in the application [form](#) in your submission then send to [youngcreatives@designmuseum.org](mailto:youngcreatives@designmuseum.org) (clearly stating subject '**AYC Lead Designer Application [your name].**')

If you would like to discuss any parts of the application, please get in touch with Avni on [youngcreatives@designmuseum.org](mailto:youngcreatives@designmuseum.org)  
We're excited to hear from you.