



The Centre for Creative Business Innovation (CCBI) and Humber Galleries are hosting TWO Virtual Design Jams from Monday October 25th - Thursday, October 28th!

Students can apply NOW to join a team of fellow Humber students tackle a real-world design problem with limited time!

Have a passion for design? Have experience with Design Jams, Hackathons or Charrettes and want a chance to win a \$100 gift card? This event is for you!

Choose between the following two challenge options or select both if you're feeling ambitious:

Project Summary – Interactive Art Labels: October 25th - 26th 10am – 4pm

Artwork labels have become outdated and underutilized information points. Within Humber they are often overlooked, or missed entirely, as being connected to a given artwork regardless of how close they are placed. How can the “classic” artwork label be redesigned to both

compliment and expand the artwork that it is referencing without compromising the standards of fine-art exhibits?

The problem is two-fold: How can we utilize new technologies to expand the discoverability of artworks and the level of interaction with them? And how can these labels be enhanced to address the accessibility needs of those wishing to interact with them?

Project Summary – Removing Barriers for Women in Gaming: October 27th -28th 10am – 4pm

Every-day essential gaming peripherals such as chairs, headphones, mice, and controllers are usually produced in a one size fits all mold and typically cater only to the male gender creating unnecessary barriers for women in gaming adding injury to an already male dominated sport.

Can we design a solution to fit different body types and to make gaming a more inclusive space? Examples of peripherals that can be designed:

- Keyboard
- Mouse
- Headphones (to fit glasses)
- Chairs
- Controllers
- Fight Sticks

All people should be able to participate, and not be limited to the current trends. Consider all barriers related to the presence of female-identifying individuals in gaming and how the culture can be improved to encourage better equality and inclusion standards in this industry.

Apply by midnight on Monday, October 12rd: <https://bit.ly/CCBIDesignJamsF21>

The event will be facilitated by select Humber faculty members with technical support by the CCBI team. Registration will be limited to 30 students participating in each challenge virtually.

This opportunity will allow you to collaborate with other students from different programs virtually, develop fast problem-solving skills in a design context, build your virtual collaboration skills, and improve wellness by participating in a fun extra-curricular activity. Design solutions will be reviewed by a jury of industry professionals and the winning team members will each receive a \$100 gift card!

Applicants will be selected and contacted by October 15th. Students will receive a detailed schedule of the event, links for virtual participation, and their team member's names (approx. 5 students per team).

If you have any questions please contact Kyla Ross, Project Manager, at kyla.ross@humber.ca.