

TIRED-A-LOT

Design Counselor | Tired-a-Lot Summer Studio

Department: Community Development | Reports to: Comm. Dev. Director | Effective: June 11- July 13

*A strong and healthy community begins in the heart of each neighborhood
...That they may be encouraged in heart and united in love... Colossians 2:2*

Bridge of Grace believes that each employee makes a significant contribution to our success. That contribution should not be limited by the assigned responsibilities. Therefore, this position description is designed to outline primary duties, qualifications and position scope, but not limit the volunteer or the organization to just the work identified. It is our expectation that each volunteer will offer his/her services wherever necessary to ensure the success of our endeavors to the Glory of God. Founded in 2012, this organization's primary function is to walk boldly in the transforming power of Jesus Christ as we aspire to develop our community.

General Position Summary:

We are looking for a highly-motivated, flexible, and energetic individual to help guide 1-2 dozen teenagers through the design process during our "Tired-a-Lot" Spring Break Studio—a 2016 Knight Cities Challenge winning proposal that aims to promote design thinking and civic engagement to inner-city youth and increase their exposure to various design professions. The goals of the studio include using low-cost and upcycled materials to design + produce an installation that will respond to the needs -or reflect the nature and character of- the Mount Vernon Park community.

The Design Counselor will help studio students develop design concepts in response to a community need/concern (i.e. benches, murals, etc.). By the conclusion of the camp, students will construct (or otherwise create) a full-scale working prototype of their design solution to be installed in the Mount Vernon Park neighborhood.

Primary Responsibilities:

As our Design Counselor, you will help studio students gain an understanding of the impact of design on their daily lives and develop concepts of varying scales and complexity. Your responsibilities will include collaborating with Summer Studio leadership and staff to:

- Guide students through the process of developing concepts to activate vacant lots and designing + building individual concept components related to their overall concept. Stages of the design process (and related tasks) include:
 - Inspiration – research, data collection, and synthesis
 - Ideation – concept development and refinement, translation of concepts from ideas to drawings and models
 - Implementation – translation of design concepts from models and drawings to full scale mockups and prototypes
 - Investigation- collecting lessons learned and community feedback
- Provide a primer, as well as ongoing guidance and assistance, for students regarding design documentation and presentation, including verbal, graphic (2-dimensional) and visual (3 dimensional) presentation/documentation
- Help students document and share their progress regularly via short videos and blog entries.
- Promote an atmosphere of both encouragement and rigor for studio students and volunteers
- Participate in daily debriefing sessions as well as lessons learned/best practices team exercise at the camp's conclusion
- Complete additional tasks (i.e. room setup and blog entries) as needed to run the Studio efficiently

Qualifications

Skills

- Fluency in Adobe Creative Suite, as well as drafting and rendering software
- Exceptional written, verbal, and graphic communication skills
- Strong demonstrated manual drafting and scale model building skills
- Demonstrated volunteer coordination and task management
- Familiarity with the "Human Centered Design" or "Design Thinking" processes is preferred
- Experience building 1:1 scale prototypes is a plus

Education

- Degree in architecture, landscape architecture, furniture design, or a related field OR ...
- 3rd year or higher university student, pursuing a degree in architecture, landscape architecture, furniture design, or a related field

Personality Traits + Relational Skills

- Strong affinity and aptitude for design: demonstrate that you are a designer at your core, with a passion for bringing concepts to fruition. (Demonstrated interest in social-impact design and/or reclaimed materials is a plus.)
- Sense of imagination: open-minded about using upcycled and reclaimed materials creatively; willing to think outside the box to help teenagers meet their design goals.
- Attention to detail and dedication to excellence: able to distinguish between good and great work and articulate the difference
- Enthusiasm and patience working with teenagers and volunteers who want to make difference in their community
- Understanding and/or experience working in multi-cultural settings
- Excellent interpersonal skills and a collaborative working style

Reports to: Bridge of Grace Community Development Director

Compensation: \$2500, Weekly stipend of \$500

Job Type: Full time, Temporary

To Apply: Send letter of interest and résumé to: rbradley@bridgeofgracecmc.org

Bridge of Grace Compassionate Ministries Center is an Equal Opportunity Employer. No applicant for employment shall be subjected to discrimination because of race, color, sex, national origin, religion, disability, age, reprisal for engaging in anti-discrimination activities, protected genetic information, sexual orientation or parental status.

Supplemental Information | Design Counselor

Bridge of Grace Compassionate Ministries Center

Program Description:

On June 11th, we will launch our 2nd annual Tired-a-Lot Summer Studio, a 2016 Knight Cities Challenge project! Tired-a-Lot is a 5-week youth-design studio that will reimagine and transform vacant properties in Mount Vernon Park.

Mount Vernon Park, an underserved neighborhood in Fort Wayne Indiana, has

- Residents who desire to build relationships with one another,
- A growing student population with limited access to the arts (and creative career fields), and...
- More than 15 vacant lots scattered throughout the community.

Tired-a-Lot, a design studio organized by Bridge of Grace CMC, for the youth of Mount Vernon Park, is an effort that will begin to address each of these concerns. The studio will foster civic engagement and resourcefulness by engaging students in the process of identifying and creating design solutions-- using low-cost and upcycled materials (like pallets and tires)-- to address a community need of their choosing.

During the summer, 12-24 high-school students from Mount Vernon Park and its surrounding neighborhoods will participate in a 5-week design studio, whose final outcome will be the reactivation of 1-2 vacant green lots in the neighborhood. The studio will also result in the creation of community toolkits that residents can use to learn how to create similar installations.

Organization Description:

Bridge of Grace Compassionate Ministries Center (BGCMC) -a faith based nonprofit organization affiliated with Many Nations Church of the Nazarene- was created for the purpose of transforming the Mount Vernon Park neighborhood as well as the lives of its residents.

Our mission is to encourage confidence and self-sufficiency by empowering individuals and families through a Christ-centered approach that endeavors to meet the spiritual, academic, physical, and emotional needs of our community.

Design Thinking + Program Structure

During the summer studio, students will be introduced to, and guided through, the four (4) stages of "Design Thinking" (which inform the studio's overall structure). Stages, and focus areas for each stage, are as follows:

1. Week 1: Inspiration
 - Focus Area 1: Data collection and Research (site + neighborhood-focused)
 - Focus Area 2: Daily Motivation + Reflection (community + self-focused)
2. Weeks 2 + 3: Ideation – Focus: Generating design solutions
3. Weeks 3+ 4: Implementation – Focus: Prototyping and building concepts
4. Week 5: Investigation – Focus: Aggregating community feedback and lessons learned to determine future best practices