How to find work you love
Scott Dinsmore (18 min)

Scott Dinsmore quit a job that made him miserable, and spent the next four years wondering how to find work that was joyful and meaningful. He shares what he learned in this deceptively simple talk about finding out what matters to you — and then getting started doing it.

Watch it here: http://www.ted.com/talks/scott_dinsmore_how_to_find_work_you_love

THE GENESIS PRIZE DESIGN COMPETITION
IMAGINE is a new initiative established by the Genesis Prize Foundation to engage in a conversation with emerging artists, designers and architects around the world.

By organizing this competition, the Genesis Prize Foundation seeks to encourage young creative minds to share their vision and submit designs for the Genesis Prize award trophy. The first prize was awarded to former New York Mayor Michael Bloomberg, and the second prize was awarded to Actor Michael Douglas.

Registration deadline: October 15
Submission deadline: December 31
Prize: $10,000 for the best design
Info: http://www.genesisprize.org/design.html

THE GENESIS PRIZE DESIGN COMPETITION

Once the call for entries has been closed, IxDA members participate in a private online peer review process to select the 2016 shortlist. Approximately 72 shortlisted projects (up to 12 per category) will be announced in late October 2015.

Shortlisted projects will be evaluated by an international Jury during an in-person weekend event this November; up to five finalists in each category will be announced thereafter. Finalists will receive one complimentary registration to the Interaction16 conference in Helsinki, Finland. Finalists and winners receive one trophy per project.

Categories
Connecting: Facilitating communication between people and communities
Engaging: Capturing attention, creating delight and delivering meaning
Empowering: Enabling people to go beyond their limits
Expressing: Encouraging self expression and/or creativity
Disrupting: Re-imagining completely an existing product or service by creating new behaviors, usages or markets
Optimizing: Making daily activities more efficient

Deadline: September 27
Signup: http://awards.ixda.org/
NO DICKHEADS!
A Guide To Building Happy, Healthy, and Creative Teams
Rhys Newman and Luke Johnson

There is a perpetuated myth within the design community, that a single visionary is required to build great products. Rubbish. Great teams build great products; moreover, in my experience, the greatest teams prioritize and nurture a healthy and positive internal culture because they understand it is critical to the design process itself.

In 20 years of leading design studios and teams, ranging from a small boutique consultancy to several in global corporations, I have become obsessed with the differences between a successful studio and a merely effective one. Inevitably what makes or breaks a studio depends on its ability to evolve skills and competencies while remaining fastidiously creative. However, simple adaptability is not enough. Alternatively, it is important that we end the day with “Goodnight. I am leaving.” Practically speaking it is good to know when someone leaves because you don’t know…if they will return the next morning. It is good to know when someone leaves because it tells me how they are feeling without me having to ask.

INVOKING A ‘GOODNIGHT’ UPON DEPARTURE SUBLIMINALY COLORS THE STUDIO WITH A SIMILAR FAMILIAL SPIRIT.

My measure of success—beyond incredible products—has been creating studios and a studio culture where the creative capacity of the collective team is palpable; where designers love to come to work, and visitors remark how positive and creative it feels. The following, is an attempt to create a guide for the (often-overlooked; humanist leaning) behaviors that make a studio happy, functional and sustainable. I believe there is a straight line between how the studio feels, how we as designers treat each other, and the innovative impact of the team. The value of articulating the characteristics of an effective studio will hopefully make each team member a more conscientious contributor. Of course, these characteristics will ebb and flow to varying degrees and should not be considered concrete rules. Rather, these behaviors serve as a guideline for creating a consistently positive, and as a result, a consistently more creative place to work.

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THE WEEK THAT WAS

@deedeecarlson
“Sausage” Bananas on the stove for BBQ in da kitchen #lifeatuid

@oncebjedi
Filming crash course day1 #lifeatuid

@mimile
How many designers does it take to set up a camera #lifeatuid

@oaksha_x
ACTION! #lifeatuid

@rebeckrosenlind
Some headphones in the making;) #lifeatuid

@themonsterlee
Working on expressions may have gotten derailed at some point... #lifeatuid

@deedeecarlson
Lauren and her new Furby Cup #lifeatuid

@flodyssey
Faces of amazement #lifeatuid

@oncebjedi
Stress level and coffee consumption #lifeatuid

@daanhekking
Concept presentations today! #lifeatuid

@deedeecarlson
Mariano “Jack Nicholson” in “You make me wanna be a better man” scene #lifeatuid

@flodyssey
Unicorn is coming for you #lifeatuid

@sonyaswan
Blåbärslock #lifeatuid

@deedeecarlson
ACTION! #lifeatuid

@okansha_x
Here & there #lifeatuid

@deedeecarlson
Lauren and her new Furby Cup #lifeatuid

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