

During the second week, I began iterating on my tool and familiarized myself with the concepts outlined in the "***Conditional Design Workbook***" by Maurer and Paulus et al. (2013). This workbook introduced me to the 'conditional design' approach, which emphasizes the development of systematic rules and parameters to guide the creative process, prioritizing engagement with the process over the final outcome. Rather than relying on intuition, creative decisions are made based on intellectual criteria.

This approach aligns with the goals of our current project. The iteration 1 focuses on outcome-oriented outputs, involving the replication of artists' work to learn the tool. The iteration 2 and 3 shift towards a process-oriented approach, emphasizing what we learn from using the tool and engaging with it. This iterative process allows us to gather information and refine our understanding of the problem we aim to solve or the questions we seek to explore.

Maurer and Paulus et al. (2013) also highlight the importance of artists selecting basic forms and rules to govern problem-solving processes. Minimizing arbitrary decisions throughout the creative process is key, as it eliminates subjective biases. For instance, my iterating process is exploring this more: embarking on experiments with unconventional music scores (punch cards). To create visual patterns on punch cards, which may produce meaningless musical symbols, break the rules of arranging to compose music, replace the original grid with images, and so on. Explore whether this special punch card can produce sound through the music box. What kinds of sounds might emerge from these unconventional scores, and what insights can we glean from the resulting patterns and music? And exploring the potential sounds produced by special punch cards in a music box are important to my research focus.

Before delving into these explorations, it's essential to have a solid understanding of sound production principles in the music box, the rules of scoring on punch cards, and the use of the grid system. By establishing rules to control randomness, I can use constraints to sharpen my focus on the creative process and stimulate experimentation within defined boundaries.

Following a systematic approach, I will address questions raised at each iteration step. Before conducting experiments, it's crucial to clarify my objectives with the punch card tool: What do I hope to achieve, and what outcomes do I anticipate from its use? This clarity will guide my experimentation process effectively.

Maurer, L. and Paulus, E. et al. (2013) *Conditional design workbook*. Amsterdam:
Valiz. Rocjk M. (1996) *Designer as Author*. Available at:
<https://2x4.org/ideas/1996/designer-as-author/> (Accessed: 18 JAN 2024)