

Reading School
Information design workshop
6 July 2004

Practical project: teaching an alien how to boil an egg

Objectives

- Understanding how to communicate information visually
- Designing instructions in a clear and easy to use way

Task

- An alien has landed on Earth, and you have been asked to explain to it how to boil an egg
- The alien does not understand English (or any other Earth language), so you must communicate without using words or numbers
- Think about how to visually show the steps involved in boiling an egg, and the order that should be followed
- Think about how you visually show the objects and tools used in the process, so that the alien doesn't use the wrong ones

Scope of work

You can present the instructions in any way you see fit. The quality and finish of your proposal is not important, the principles behind it are.

Deliverable

- Instructions to explain how to boil an egg

Notes

- No words or numbers are allowed
- You can use colour if you want
- You can use any materials that you think will help explain the process
- The alien has already been told about water, fire and what an egg is, so you don't need to explain what these are