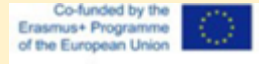


SECTION 3)

THE DESIGN METHODOLOGY – AIMS AND OBJECTIVES TEST YOURSELF



The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

CREATE AN IDEA FOR A PROJECT:

- **ONE IDEA MAY, AS AN EXAMPLE, BE TO START A PROJECT, WHERE YOUNG PEOPLE FROM A VULNERABLE GROUPS VISUALIZE THEIR DREAMS FOR THE FUTURE THROUGH ART IN THE FORM OF THEATRE, PICTURES, MUSIC ETC.**
- **NOW REFLECT CRITICALLY ON THE PERSPECTIVES AND INTENTIONS BEHIND YOUR IDEA. WHAT COULD BE YOUR REASONS AND EXPECTATIONS FOR IMPLEMENTING SUCH A PROJECT:**
 - **WHAT WOULD BE THE OVERALL AIM IN TERMS OF A VISION?**
 - **WHAT WOULD BE THE VALUES FROM AN ARTISTIC, SOCIAL OR CULTURAL PERSPECTIVE?**
 - **WHAT OBJECTIVES AND ACTIONS MAY BRING THE AIM INTO LIFE?**