



#### OSMOSIS STUDENT REGISTRATION / PERMISSION FORM

Project Osmosis Design Youth Forum is a two days showcase of the design fields for high school students city-wide that places students in their selected disciplines by assigning projects — the best of which are awarded with prizes. Students take home materials of the chosen discipline, and certificates for participation. Our goal is to support pre-professional discovery.

# OUR THEME EXPERIENCE DESIGN

Good Design can influence human experiences. When we assess the wider influence of design, it's crucial to acknowledge that design isn't solely about functionality or purpose; it is something deeper. It is about the emotions connected to the design piece. Humans don't just seek efficient products or ideas; they desire to experience positive emotions while using or interacting with them. Design can influence and change minds, thus changing the world.

This year's 25th Annual Design Youth Forum, will educate you about the power of being dynamic in the worlds of fashion, graphics, apps, motion, architecture, interior design, industrial design and much more.

#### ONE DAY

March 22, 2024 | UIC School of Design 9:00 a.m. to 4:00 p.m.

This event will take place at U.l.C. School of Design. Students will hear from great presentations from Chicago's finest design professionals. Participate in workshops dedicated to sharing with the principles of Afrofuturism where they learn more about their design passion. Students can choose any of the design disciplines and win prizes for the best designs of the day.

### TRANSPORTATION DETAILS

Students will be transported by bus. They will be picked up from their school on the day of the event, and then returned to their school by bus at the end of the day (approx. 5pm).



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TUDENT

**CK001** 

All students are expected to attend the full days of events. We are not responsible for any student leaving prior to the scheduled itinerary, or who does not ride the assigned buses. Parents/Guardians are expected to pick up their child at their school upon return.

PLEASE PRINT CLEARLY WITH COMPLETE INFORMATION.

Student's Name:									
Student's Address:									
City/	State:		Zip:	Phone:		Age:			
Stude	ent Email:								
Chec	k Box:	FRESHMAN	SOPHOMOR	RE	JUNIOR	SENIOR			
Scho	ool Name: _						_		
Addı	ess:			_ 1			-		
City/	State:	2	Zip:		cher's Email :				
					1 1				
DYF Attendance: SelectYour DesignWorkshop  Please indicate the Design Workshops that you are interested in attending by checking the respective box on the left of the workshops listed on this page and page 3. Please select a minimum of three workshops that you would like to attend, but feel free to choose as many as you are interested in. Moreover, please indicate your preferences by selecting the buttons on the right. Choose #1 for your top choice and #2 for your second choice. Your final Assigned Workshop Course will be provided to you on the day of the event.  GRAPHIC DESIGN									
The design of every form of visual communication in which we come in contact daily. Using both design and production elements (including color, typography, illustration, photography, animation and printing) to organize ideas visually to convey a desired impact and message. Examples: Posters, CD jackets, logos, brochures and magazines.									
	wide range and lighting need for soo	DESIGN esign emphasize of consumer prod g systems, transperially and environ anes, chairs, table	ducts, instrumer ortation, toys ex nmentally consci	its and me hibits and ous design	dical equipr packaging c	ment, furniture entered on the	#1		
	within a spe several care and interest designer, et	signer is a creative cific theme for a er paths in this first including creatics. Examples: The transfer and unif	specific purpose leld that you can live director, sket design and sket	e and a spe choose ba cher, cutte	ecific market sed on your er, pattern m	t. There are strengths naker, costume	#1		



MULTI-MEDIA DESIGN  Multimedia is the combination of one or more of the following: text, graphic, animation, sound and motion video by the use of computers and other equipment. Examples: The design of video games, websites, DVD's, CD-roms, touch screen kiosks and music videos.	#1
ARCHITECTURE  The discipline dealing with the principles of design and construction and ornamentation of fine buildings and environments with consideration for their aesthetic effect. Architects design buildings of modest to moderate complexity with careful study and consideration of the surrounding landscape and public spaces and large infrastructural and urban systems. Examples: The design or models of office buildings, homes, schools, gardens, museums and any other environment.	#1

## STUDENTS RULES FOR SUBMITTING YOUR DYF PERMISSION FORM

- 1. Students please return your forms to your teacher or chaperone to be processed by the Osmosis Staff by March 15th 2024.
- 2. Forms must be completed and signed by parent or guardian before you can be allowed on the bus to attend the Design Youth Forum.

### TEACHERS RULES SUBMITTING YOUR STUDENTS' SIGNED DYF PERMISSION FORMS

- 1. Teachers please return your students forms in to be processed by the Osmosis Staff by March 15th 2024.
- 2. E-mail your forms to info@projectosmosis.org
  - a. Put name of School and Instructor in Subject Line. Arrange students forms in a pdf labeled with School Name and DYF-2024. If you have any questions e-mail our staff at info@projectosmosis.org



### PARENTAL CONSENT TO PARTICIPATE @ OSMOSIS DESIGN YOUTH FORUM

I have read, understood, and completed the information above, and I am aware of the nature of the activity. I hereby give my permission for my child to participate in and attend the Project Osmosis Design Youth Forum. Furthermore, I authorize the use of photographs and videos of my child in social media, print, video, or any other medium by Project Osmosis and the School of Design at the University of Illinois Chicago.

Parent/Guardian Name:			
Address:			
City/State:	zip:	Phone:	
Email:			
Signed Parent/Guardian Name:			
Date:			