



Excited?

Attached is the schedule detailing the different events within
Graphic Design Festival Scotland 2019.

Please use the information relevant to you.
We're excited for the festival and can't wait to see you then!

Kind Regards,
Beth, James & Victoria

Venues

TopForm

Glasgow Royal Concert Hall (GRCH)
2 Sauchiehall St, Glasgow G2 3NY

All Other Events

City of Glasgow College (COGC)
190 Cathedral St, Glasgow G4 0RF

Health & Safety

Throughout the festival, there will be designated persons responsible for Health & Safety. Emergency exits and evacuation procedures will be explained on the morning of attendance.

To ensure everyone's safety at the festival, we ask you to keep all your belongings on you or very close by at all times. Bags will be searched for harmful objects upon entering the festival. This is to ensure everyone's safety, therefore we would appreciate your patience.

Concerns?

In the days before GDFS, we're a busy bunch, therefore trying to respond to your email queries can be difficult.

Running late? Forgot your laptop? Travel delays? Ticketing problems? Or anything else? Don't worry! Our volunteers will try to resolve any issues on the morning of each event, however, we aren't magicians.

Our Team

During each GDFS event, the GDFS team will be on hand to help you with any problems or queries. Team members and volunteers will all be wearing GDFS lanyards and at some events, GDFS t-shirts.

A problem shared is a problem halved.



Friday 22nd Nov

TopForm

Glasgow Royal Concert Hall
2 Sauchiehall St, Glasgow G2 3NY

10.00 – Doors Open
11.00 – Welcome Introductions
11.05 – GF Smith
11.25 – Kelly Anna
12.20 – HORT
1.10 – Lunch & Book Signings
2.00 – VICE
2.55 – Angus Hyland
3.45 – Break
4.10 – Swiss Typefaces
5.05 – Stefan Sagmeister
6.00 – Doors Close

Monday 25th Nov

Live Project

City of Glasgow College
190 Cathedral St, Glasgow G4 0RF

09.30 – Doors Open/Registration
10.00 – Mentor Introductions
11.00 Project Briefing
18.00 Day 1 Ends

Nitty Gritty

City of Glasgow College
190 Cathedral St, Glasgow G4 0RF

18.30 – Doors Open
19.00 – Speaker Introductions
19.30 – Panel Discussion
21.30 – Doors Close

Saturday 23rd Nov

2-day Workshops

City of Glasgow College
190 Cathedral St, Glasgow G4 0RF

09.30 – Doors Open/Registration
10.00 – Welcome Introductions
10.30 – Workshops Begin
18.00 – Workshops End

Q&A with Pentagram & Swiss Typefaces

City of Glasgow College
190 Cathedral St, Glasgow G4 0RF

18.30 – Doors Open
18.45 – Live Q&A
21.00 – Doors Close

Tuesday 26th Nov

Live Project

City of Glasgow College
190 Cathedral St, Glasgow G4 0RF

09.30 – Doors Open
10.00 – Mentor Introductions
16.00 – Participant Mentor Presentations
16.00 – Project Deadline
17.00 – Judges Introductions
17.30 – Top 11 Announced
17.40 – Top 11 Presentations
19.00 – Top 3 Announced and Awards

Sunday 24th Nov

2-day Workshops

City of Glasgow College
190 Cathedral St, Glasgow G4 0RF

09.30 – Doors Open/Registration
10.00 – Workshops Begin
18.00 – Workshops End



Tickets

On the morning of attendance, please bring your paper or digital tickets. If you do not have paper or digital tickets, your name will be checked off a manual list. If your ticket was purchased by another person, it's likely your ticket will be in the name of this person. Please say this name at the ticket desk if your name can't be found. *Don't panic about ticketing issues. We will do our best to resolve these.*

Full Festival *(Student & Grad)*

This ticket covers full participation and entrance to all of the conferences, workshops and projects listed below:

TopForm
2-day Workshop (Reserved Space)
Q&A: Pentagram & Swiss Typefaces
Live Project
Nitty Gritty

Full Festival *(General Admission)*

This ticket covers full participation and entrance to all of the conferences, workshops and projects listed below:

TopForm
2-day Workshop (Reserved Space)
Q&A: Pentagram & Swiss Typefaces
Nitty Gritty

2-day Workshops

Below some workshop leaders have included notes, items to bring and pre-tasks. Some workshop leaders simply want you to bring yourself.

Kelly Anna

Laptop – must have either Photoshop or Illustrator

Camera – Smartphone or Camera

Clothing – you would like to be photographed in as you will be styling your own tee designs (this is optional, as some participants will want to shoot still life).

Swiss Typefaces

Laptop

Wilfrid Wood

Just yourself!

Ciaran Global

Clothing – that can get messy!

VICE

Laptop – Adobe Creative Suite installed
Tablet – optional, if you have and use one
Smartphone – whatever phone you have

Angus Hyland

Laptop
USB stick
Notepad
Pen

Design33

Laptop – Visual Studio Code installed prior

Live Project

The live project is a competition, where a number of short-listed participants will be offered work placements and the opportunity to win 'GDFS Champions of 2019!' awards.

Participants will work independently on a brief in their own direction but allocated a mentor who will be on hand to offer advice and creative direction.

On arrival at the space participants will be introduced to their mentor. The mentor studio will be responsible for structuring the days and organising meetings, crits and presentations.

At the end of the 2 days, 2 participants from each group will be offered a work placement with their mentor. However, only 1 of those 2 short-listed participants will also be selected to present their idea in front of a panel of judges and have the opportunity to win the 'GDFS Champions of 2019!' awards.

The short-listed participant's work from each group will be reviewed and judged by It's Nice That, G F Smith and Katie Guthrie.

Live Project Tips! *by previous participant Molly Porteous*

What to bring?

- Laptop (if you have one)
- Sketch book & pens
- Plenty of snacks and water
- Comfy clothes

Business cards or a piece of paper you can write your details on (not a requirement but if you meet someone you want to collaborate with or you have been chatting to someone involved in the festival it could be handy to give them your details to keep in touch.)

Advice

Come into it with a clear mind.

Don't try to presume the kind of task you will be set or the kind of outcome you will create, it's better to start fresh.

Think big.

It's only a two day brief so no one is expecting you to have a fully functioning design or product by the end so there scope to think really big and really crazy.

Talk to people.

You are in a room full of people, full of designers, so don't work in a bubble. We had a brainstorm at the beginning of the project after we had jotted some ideas down and it helps to speak your ideas out loud and get advice and different perspectives. Chat through ideas, ask for opinions and get help and advice from others. Don't be afraid to work as a group or with a partner.

Go against the grain.

Don't just follow what everyone else is doing, most people are in the same boat and have never taken part in the live brief before so they don't know what they are doing either.

If everyone is working individually, find out if anyone is interested in a group project, if everyone is on their laptops try some physical prototyping, there are no wrong answers.

Step out of your comfort zone.

If you came to the project with a friend or someone you know it's easy to just stick with them, but have a go at meeting some new faces, you might get some valuable insights and different ways of working.

Leave your space.

It's easy to be stuck on your laptop for the entirety of the 2 days but to help your ideas flow you need a change of scenery. Go for a walk, even if it's just to get lunch, try drawing or writing on physical paper for a different perspective, (will this be like last time where different groups are in different rooms?) if so go to different areas and talk to other studio groups.

Ask your mentors.

The studio mentors are there to help you, not scare you. If you have any issues or just want some advice or to talk things through, just ask. They are there because they have valuable experience in their fields so get as much knowledge from them as you can.



Can't Wait!

Contact

Email: info@gdfs.uk
Website: www.gdfs.uk
[@gdfscotland](#)