



DESIGN THESIS STATEMENT



A **thesis statement** can be a:

- *Statement* (hypothesis you plan to argue)
- *Question* (you plan to answer)

It is **not** a worldview, although it ought to spring from your worldview.

It is **not** self-evident, and **should** require further elaboration.

It is **not** broad or general.

A thesis statement is focused, specific, and particular.

Think of a it as a **P.O.R.T.** (it is where you depart into further research and design explorations).

P	problem
O	opportunity
R	response
T	techniques

1. State the **problem** and locate it historically, culturally, architecturally, politically, ecologically, economically, and/or philosophically.
2. Render the 'problem' an **opportunity**; this is something unique to your thesis, that only you could have done.
3. Summarize your **response** to that opportunity, and explain how it is *critical*, how it is of *value*, how it is of *merit*, and/or what is *at stake*.
4. Which strategies and **techniques** will you employ in this response, and how does your use of them fall into the larger *history of their use* and/or the *history of your problem*?

The rendering of a problem into an opportunity shows your *creative thought*.

Crafting a response to that opportunity exhibits your *critical thought*.

How your response is deployed through techniques and strategies utilizes your *design thinking*.

A thesis paragraph may (but is not required to) take the following form:

- Thesis statement (one sentence)
- Problem (one sentence)
- Opportunity and Response (one sentence)
- Techniques and Strategies (one sentence)

Crucially, the thesis is *flexible* and meant to change during the design process. Your thesis and your design investigations should engage in dialogue, informing each other.