



STICKLEY DESIGN INVITATIONAL

SAT., MARCH 31, 2012 from 9:00 a.m. – 4:00 p.m. at

THE STICKLEY MUSEUM AT CRAFTSMAN FARMS

2352 Route 10 W, Morris Plains, NJ 07950 973.540.0311 stickleymuseum.org

The 2nd Annual Stickley Design Invitational is in search of New Jersey’s best design students!

The Stickley Design Invitational is a fun, FREE, full-day design challenge for **high school students** with a serious interest in architecture and/or interior design. This program, limited to just 12 carefully-selected students, offers **cash prizes**, the opportunity to test skills, build resumes, and interact with architects, interior designers, design professionals and other students sharing the same interests.

The Stickley Design Invitational is a partnership between the Robert Busch School of Design at Kean University and the Stickley Museum at Craftsman Farms, a National Historic Landmark and the only home Gustav Stickley designed and built for his own use. For Stickley, prominent designer, leader, and voice of the American Arts and Crafts movement, who established a design empire in the early 20th century, Craftsman Farms represented the culmination of his ideas and philosophy and was envisioned to be a place of practical education, where young people would learn by doing. We proudly continue that vision today. This program is funded by the Robert Busch School of Design at Kean University, H|AI Architecture, and by Gustav Stickley’s great-grandchildren, Louis G. Glesmann, III and Cynthia McGinn, who share the passion and vision of their great-grandfather toward creative design for everyday life.

The 2012 Invitational design challenge will require participants to propose the design of a new structure for the Craftsman Farms campus (full details will be issued the day of the Invitational). The challenge must be completed during the span of the program and each student’s solution must include a 3-dimensional model (all materials provided). The 2011 program statement will be posted at stickleymuseum.org as a reference. A distinguished panel of judges will determine the best design solution and award cash prizes to the top two winners.

APPLICATION: STICKLEY DESIGN INVITATIONAL

Application Deadline: Fri., March 9, 2012

Applications may be submitted in person at the administrative office of the Stickley Museum, via fax to 973-540-1167 or regular mail to Attention: Invitational, Stickley Museum at Craftsman Farms 2352 Route 10 West, Morris Plains, NJ 07950. Questions? Call the administrative office at 973-540-0311.

Please note: For consideration, each application must be completed in full and include a Teacher’s Recommendation (attached). All participants must have transportation to the Stickley Museum at Craftsman Farms on Sat., March 31.

Please print

Name _____

Age _____ Grade/Year in School _____

School Name _____

Parent Name _____

Home Address _____

Phone number _____ Alternate Phone Number _____

Email address (required; for program updates/info) _____

STICKLEY DESIGN INVITATIONAL
Application Continued: Questions for Reflection

Please answer the following questions as completely as possible. Read all the questions before beginning your answers. Use the reverse side and /or additional paper as needed. Responses may be handwritten (legibly) or typed and attached (if typing, please answer questions in order).

1. The Invitational is for students with a serious interest in Interior Design and/or Architecture. Does that describe you? Explain why.

2. The Invitational's primary design focus is Interior Design and Architecture. Which of these design areas most interests you? Explain why.

3. *This Invitational is named for Gustav Stickley, prominent leader and voice of the American Arts and Crafts movement, who built a design empire in the early 20th century addressing the philosophy of this movement. Beginning with furniture, Stickley's business expanded into a wide range of home furnishings, an architecture firm, a home building company, a magazine, and the 12-story Craftsman Building in New York City. Stickley's architecture firm produced hundreds of house plans, including, most notably, the Craftsman Bungalow. Craftsman Farms, the Invitational site and a National Historic Landmark, is the only home designed and built by Stickley for his own use. As an influential leader of the American Arts and Crafts movement, Stickley's design empire was inspired by an appreciation of nature, honest workmanship and construction, and finding beauty in simple materials.*

Who or what inspires you as a designer? Explain how this source of inspiration influences your ideas and designs (if possible, please provide specific examples from completed projects/assignments).

**Applicants are encouraged but not required to attach examples of their work. Drawings, renderings, floor plans, photos of projects, etc., are all acceptable. To be reviewed, attachments MUST include: Applicant Name & Image # (example: 1 of 3). Please note: attached images will not be returned.



STICKLEY DESIGN INVITATIONAL
Application: Teacher's Recommendation Form

for _____
Name of Student

Recommendation provided by :

Teacher Name _____

Subject/Title _____

School _____

Address _____

Phone _____ Email _____

Length of time you have known student _____

Your classes in which this student has been enrolled and/or your relationship to this student:

In completing this form, you are recommending this student for the Stickley Design Invitational, a partnership between the Robert Busch School of Design at Kean University and the Stickley Museum at Craftsman Farms. Please base your responses on your personal knowledge. You are welcome to use the reverse side.

1. The Stickley Design Invitational is a full-day design challenge for high school students with a serious interest in interior design and/or architecture. Would you describe this student as having a "serious interest in interior design and/or architecture?" Please explain.

2. This program requires students to complete a design challenge (proposing the design for a new structure on the Craftsman Farms campus), including a 3-dimensional model, within a few hours and in competition with other skilled design students. The program is a friendly competition, but it can be an intense experience. Is this student a good candidate for this type of challenge? Please explain. (Use reverse side as needed).