



**Julie McIntosh**

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[Website](#) || [Portfolio](#) || [MDes studio prompts](#)

**Keywords**

Playful design  
Adult play  
Storytelling structures  
Indigenous crafting

**My research idea**

I'm interested in what makes us play. What kind of trigger, setting, excuse or reason do adults need to engage in playful behaviour? Moreover, how do we exemplify this when looking into structures of non-linear storytelling?

Currently, I'm thinking of doing a comparative study through VR/animation/3D/film as a proof-of-concept. I'm interested in including indigenous (Plains Cree) storytelling in my study of non-linear storytelling that encourages playfulness.

**Me, in a nutshell**

A vibrant, contemporary mixed-media visual artist, I've happily developed an unconventional approach to design. I explore the playful, joyful and colourful minutiae of both indigenous and everyday life using digital, organic and inorganic materials.

With a background in indigenous crafting, communications and a try-it-all attitude, I look at merging physical, spiritual and emotional derivatives of oral tradition with western research methodologies. I've created **wooden toys, world building and script outlines**, drawings and short films and installation mockups, as well as traditional and non-traditional work.

I recently attended the Aboriginal Visual Arts program at the New Brunswick College of Craft and Design (2022). I initially completed a Bachelor's degree in Political Science, minor in ethics, at the University of Victoria (2016), but found that politics isn't all it's cracked up to be.

Originally from Sudbury, Ontario.

**Not-so side interests**

Playing Dungeons and Dragons, vicariously watching amateur wrestling and horror game playthroughs, curating photo albums, jazz/folk singing, beginner learner of magik.