

Making the tough stuff fun



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Troublesome Knowledge



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Threshold Concepts



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Games



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Role Play



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Scenarios



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SDES2116 Design Practice



~ 170 students from  
SDES COFA and  
Arch Comp FBE

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Threshold concepts



Design is a commercial activity  
You need to know how this works  
Learning this is not dry and boring

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### Troublesome Knowledge

Teamwork	Business Structures
Administration	Distribution
Strategy Development	Professional
Reporting	Communication
Intellectual Property	Oral and Written
Compliance	Negotiation
Finance	
Contracts	

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### Approach



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### Sticking points



Too much text

Don't like working in groups

Perceptions of course and  
it's content and relevance

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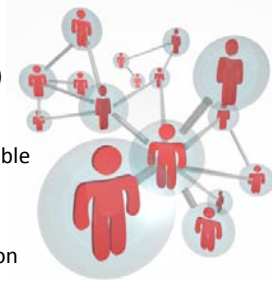
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## Lectures

Mix of

- Theory / Facts  
(Less text more images)
- Expert Guests  
(professional opinion, able to be consulted)
- Guest Practitioners  
(demonstrate application and need)




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## Tutorials

Structured

- Presentation / Activity
- Team Time
- Discussion




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## Online

Resources

- Blogs
- Team Space
- Readings
- Videos
- Forum
- Peer Review




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### Assessment

- Designing their own self determined business
  - Identifying Roles
  - Role Playing in Team and as individuals
- Builds to 'the pitch' scenario



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### Results



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### SDES1104 Interactive Systems



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### Multiple Thresholds



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### The Wicked Problem



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Identify a Problem



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Open up the problem



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Explore from multiple perspectives



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Tease issues out



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Balance views / needs



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Document in a process diary



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Troublesome Knowledge



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Not lead them



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Not lose them



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Make sense



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overwhelmed



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denial



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Time planning issues



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Game – week 1 after intro



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Project C

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DESIGN



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COMPLEXITY



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## CHANGE



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## Wicked Problem



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## Utopia - Society and Politics



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Working / Living



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Commerce / Economics



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Food



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### Environment



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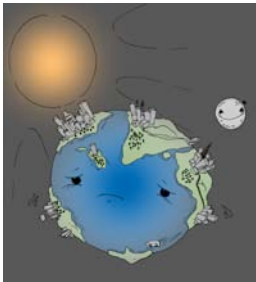
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### Population



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### Energy



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Security



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Waste



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Water



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