SDES2116 Design Practice

~170 students from SDES COFA and Arch Comp FBE
Threshold concepts

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

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

Approach

Sticking points

Too much text
Don’t like working in groups
Perceptions of course and it’s content and relevance
REFRAMING

Teams
Forming teams, teams v groups, peer review, negotiation

Individual
Self reflection
Communication
Accountability
Specialist Role
Lectures

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

Tutorials

Structured
- Presentation / Activity
- Team Time
- Discussion

Online

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

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

Results

SDES1104 Interactive Systems
Explore from multiple perspectives

Tease issues out

Balance views / needs
Not lose them

Make sense

overwhelmed
denial

Time planning issues

Game – week 1 after intro
Security

Waste

Water