CMS.594/894- Education Technology Studio Spring 2019

DESIGNING PRACTICE SPACES

Class outline

- **Part 1: Practice Space Design Gallery Walk**
  - An activity to reflect on the design of your proposed practice spaces
- **Part 2: Share-out of work in progress**
  - Each groups will share out what they are working on and classmates will provide feedback
- **Part 3: Work time**
- **Part 4: Mini-Project 2**
  - Instructor will review rubric for mini-project 2 and playtesting protocol.

Practice space design gallery walk

Activity: practice space design gallery walk

- Posted around the room are various design "tensions" that emerge when building practice spaces.

- With your partner (if working with one) walk around the room and for each one put a sticker where you feel your proposed practice space lands on the spectrum.

- When you are finished return to your seat.

Activity: practice space design gallery walk reflection

- **Find your assigned thought partner/s.**

- **With you assigned thought partner discuss the following questions.**

  - Why did you make make the design choices you made when building your practice space?

  - Which design tension are you struggling the most with right now?

Activity: practice space design gallery walk

- **Share Out: Describe what your partner said to the rest of the class.**

  - Why did you make make the design choices you made when building your practice space?

  - Which design tension are you struggling the most with right now?

Work-in-Progress share out

Global feedback on practice spaces design journal

Setting – Think about where, when, and how users will experience your learning experience. Be as specific as possible.

Design should fit learning objective – Make sure that there is a clear relationship between your proposed design and the learning objective of the practice spac.

Scaffold reflection – Include scaffolding mechanisms such as reflection questions to guide reflection – don't assume that people will be able to interpret data without guidance.

Integrate feedback – Think about ways that the practice space can provide feedback to teachers on how they are doing while they are going through the practice space.

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Activity: work in progress share out

You will have <u>5 minutes</u> to present your work in progress and <u>5 minutes</u> to get feedback from your classmates.

Everyone should give feedback to at least <u>2 classmates</u>.

Break - please return in 10 minutes

Work time

Mini project 2 Preparation

Mini-Project II assignment

1. **Playable prototype**
   a. If you are creating an app please include a link to it. Please include any necessary instructions in the app itself or in the accompanying paper.
   b. If it's a board game, provide game instructions and pictures of game pieces.
   c. If it's a paper prototype, take pictures of the various components and describe the structure of the practice space.
2. **Memo describing the design of the prototype**
   a. Minimum of 2 pages – please be considerate with length.

Mini-Project II rubric

Written Product & Prototype Rubric (40 points)	Mini Project II Specific Rubric (60 points)
 ● Problem Definition **(10 points)** ● User-centered design **(10 points)** ● Clarity of learning objective **(10 points)** ● Justification for the use of technology to solve the problem **(10 points)**	 ● Practice space has clearly described game or simulation mechanics **(20 points)** ● Design of the practice supports the described learning objective **(15 points)** ● Design considerations in the practice space are described and justified **(15 points)** ● Overall aesthetic quality of the practice space **(10 points)**

Mini-Project II playtest preparation

For the playtest next week please prepare a playable version of the practice space. You will be assigned to groups of three and each group will have the opportunity to play and give feedback on each others' practice spaces.

For the playtest come prepared with
1. Instruction and materials you would need to play the practice space
2. Questions for your classmates that you want specific feedback about
   a. Design/User experience questions
   b. Content/Learning questions

Due next week: mini-project #2 final project

- Homework
  - Submit assignment in the **course website** before the start of class.
  - Need help? Let me know!
- Next week's class
  - Learning more about practice space implementation
  - Playtesting practice spaces

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