Einladung zum Vortrag

01. September 2016, 14.00 Uhr c.t.
(ACHTUNG | SONDERTERMIN AUSSER DER REIHE!)
Universität Bremen | GW2 | B2900

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Teaching design thinking and digital literacy through Design-Based Learning in schools

Much is changing in primary and secondary school education. This provides opportunities to create new solutions for teachers and for children. Children need to be prepared appropriately for their future, by learning ‘21st century skills’ (e.g. collaboration, digital literacy, critical thinking and reflection), and each individual child is encouraged to work in his/her own learning style and on his/her own interests. Teachers are thus are no longer providing the same education for all students, but offer ‘differentiated instruction’. Many opportunities arise for technology to support these news ways of working in the classroom. Children can for example use technology toolkits in a design-based learning approach to develop digital literacy and design thinking skills. A major challenge is, to develop an easy to use and flexible digital toolkit /learning environment that fits with the specific learning goals for digital literacy and course specific learning goals. Embedded technologies could support teachers in keeping track of students’ development, remembering what each student is working on, managing diverse time schedules, stimulating students, etc. We have conducted design explorations with input from diverse stakeholders, such as teachers, children, publishers and educational scientists to examine how to develop an integrated design-based learning approach for the school context. Based on the design explorations insights are described about requirements for solutions that support a design-based learning process.

Biografie

Dr.ir. M.M. (Tilde) Bekker (1964) is an Associate Professor in User Centered Engineering at the department of Industrial Design, Eindhoven University of Technology. She has a Master degree and a PhD in Industrial Design (Delft University of Technology). She leads and participates in research projects on designing for playful interactions and playful learning. Her main research interests are designing for playful interactions between multiple people and multiple objects or systems, design for persuasion, design for learning and designing products for children and older adults. Her current research and teaching include User Focus and Perspective Basics, Design Research, Design Thinking, Interaction Design for Children and Elderly, User Centered Design Methodologies, Design for Teaching and Learning, and Persuasive Technologies.

Dieser Gast wurde von Andreas Breiter eingeladen.