



Participatory design based research

a CoED inspired creative process

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Participatory design based research – a CoED inspired creative process

By Dau, S., Falk, L. & Jensen, L. B. Lecturers at University College North (UCN), Denmark

Introduction

There is an increased focus on the use of information technology to support learning outside the campus and offering both temporal and spatial flexibility in studying. As a consequence students need to be self-directed and self-organized in their learning and study activities.

At the same time there is some challenges:

- *Students find it difficult to study at home, due to their established habits within the environment.*
- *The offered IT resources do not always seem to be able to support student learning process adequately.*

(Dau, S., Falk, L. & Jensen, L.B. 2014).

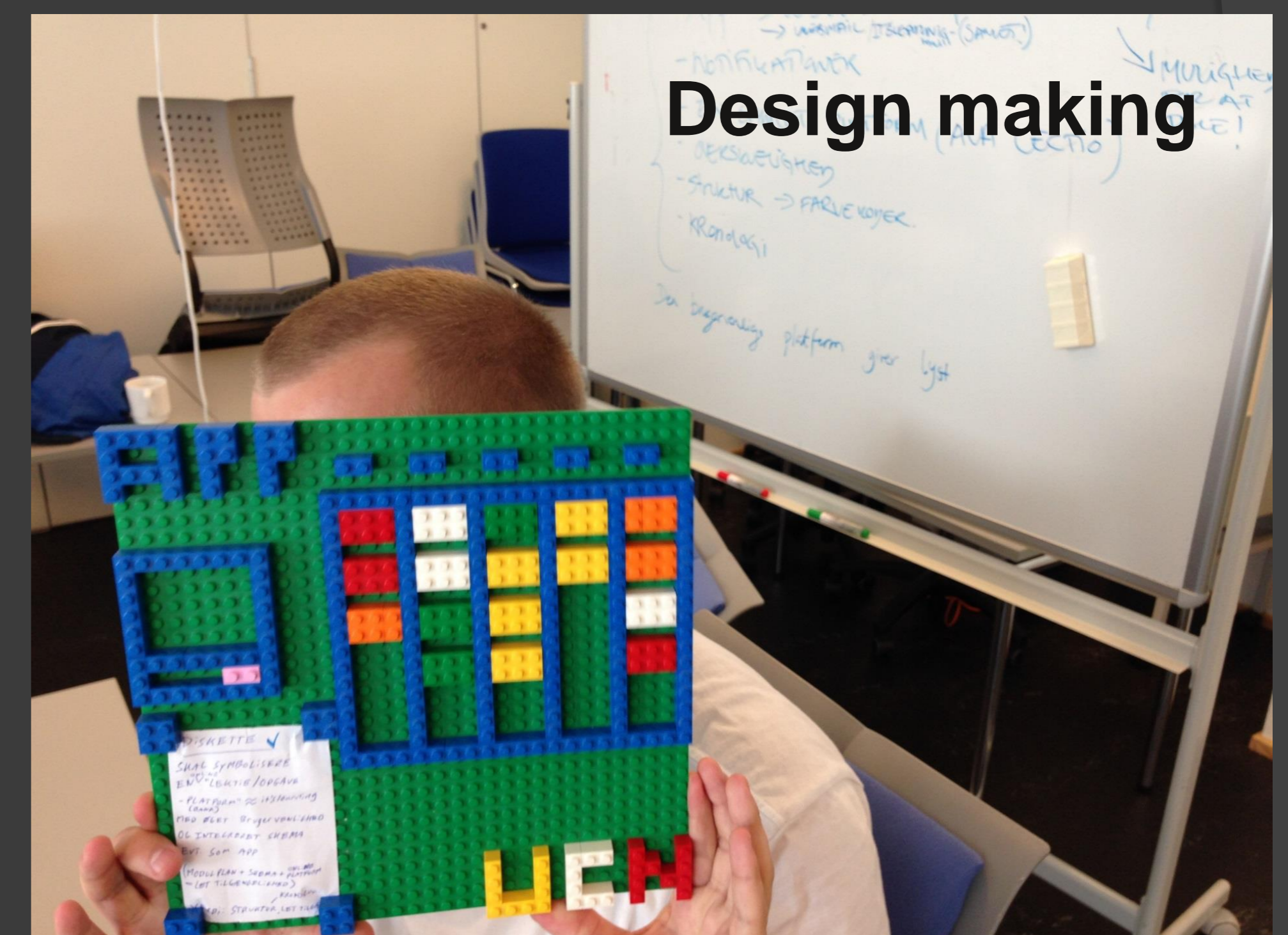
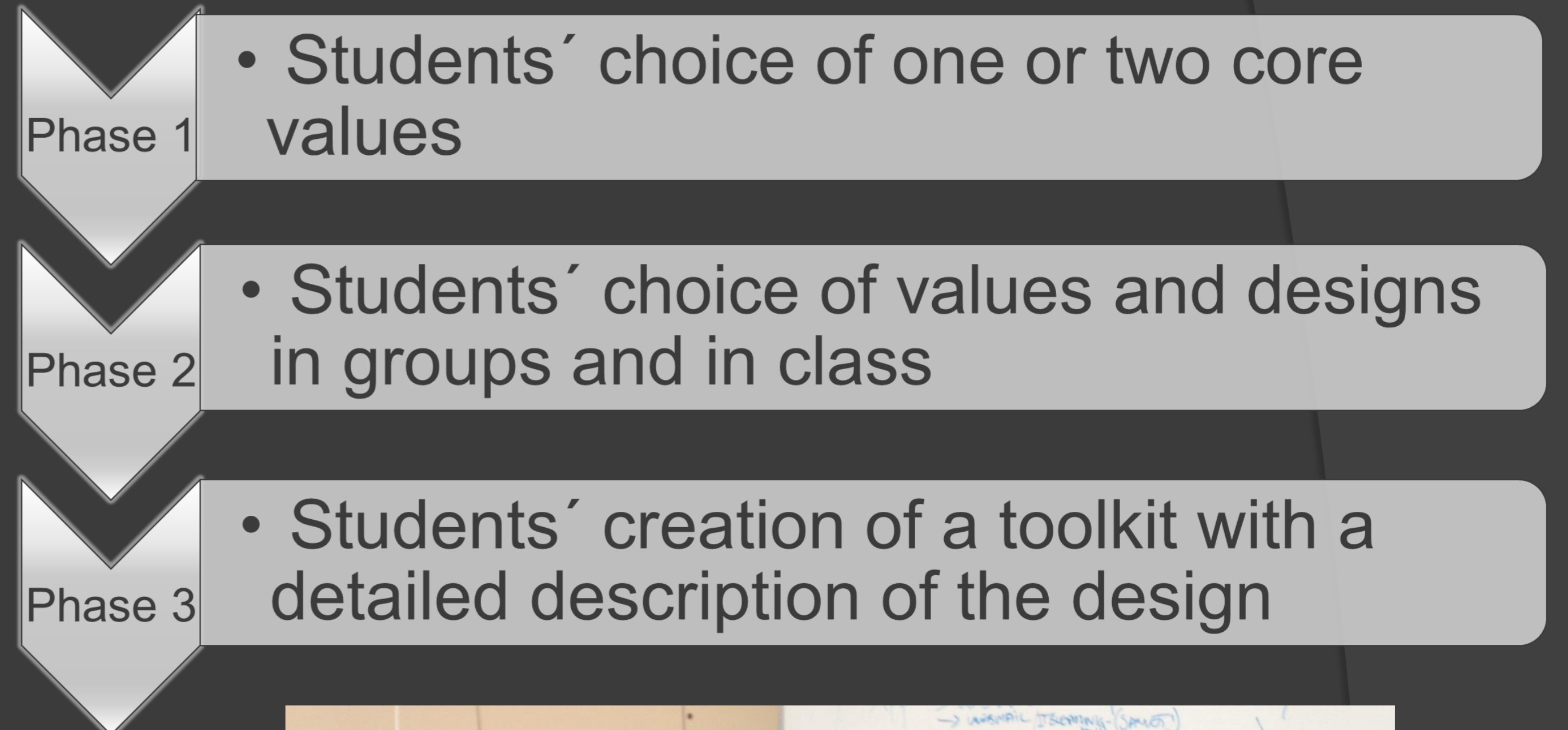
Research Question:

How can information and communication technology (ICT) be used to support students' study activities outside Campus?

Methods

CoED (Collaborative E-Learning Design Method) is used to facilitate e-learning design and consists of three phases with focus on design options, core values and practical designs

(Nyvang, T. & Georgsen, M. 2007). The CoEd method is combined with the creative platform, which is a tool allowing to boost creativity and innovation in individuals (Byrge & Hansen 2009).



Students' sorting value cards

Participants

- Radiography students at University College of Northern Denmark
- Students at the Education of Social Science at Aalborg University



Use of creative toolboxes

Preliminary findings

Core values

- Motivation and an user friendly learning management system (LMS)

Design activities

- One LMS for all study-activities based on a clear structure, transparency and consistency in subjects, schedules, literature, homework, activities, rooms and mails.
- One login for everything available as an app for computers, mobile phones and tablets.
- Motivation is afforded by structure, clarity, order, uniformity and peers active participation.
- Face-to-face instructions must be recorded and streamed

Challenges

- Internet access

Main references

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