Curriculum Design Pattern

Global Learning by Design

Name of pattern	**e::Studio - A Virtual Platform for Urban Design and Collaboration**
Date	2014

Abstract

The e::Studio extends learning environments to a broader public and professional cohort, allowing connections with, and feedback from, industry, community and remote peer groups. It builds collaborative skills and fosters a flexible approach to urbane design.

Learners/Context

Learners will be able to:

— Develop and present urban design proposals in a virtual setting through graphic, verbal and textual formats, to peers, academics, professional and public audiences.

— Produce and reflect upon design proposals through multi-channeled resources and modes of feedback.

— Critically evaluate their own and others' design processes and projects effectively in a virtual setting.

Research urban design projects, processes and practices using online and local resources.

Users will have:

— Increased connectivity between design students, academics, practitioners and external consultants in urban design.

— Collaborative skills for working on multidisciplinary design projects through virtual environments and tools.

— Communication skills between virtual and physical environments of design practice and teaching, including commentary, presentation and assessment.

Related patterns

WIL online

Category

Online learning, WIL Online

Outcome/Impact

Staff will be able to effectively monitor, manage and support the learning of students doing online placements. They will also be able to manage the relationships with a range of employers in a time-effective manner.

Employers and industry partners will be able to report on student placements in a clear, structured and time-effective manner..

Challenges

— Effectively design the virtual space and interaction between its users, as well as the face-to-face component.

— Curate active use of the site and ways in which it not only mirrors but augments traditional studio teaching in a face-to-face environment.

— Design a space (graphically and interactively) that reflects the program and profession.

— Adjust the balance between online security and openness, both of which are imperative to design and feedback processes.

— Create ease-of-use for academic and professional users alike.

— Offer multiple modes of authentication and accounts – permanent and temporary with configurable account privileges.

— Send time-based invitations to specific pages and events, eg, exhibitions.

Instructions/Process

The e::Studio provides a virtual space for five urban design studios each of which is curated around a specific project and site with its own identity and outcomes.

— Students ballot or are placed in studios.

— Each studio is 10-15 students.

— Each studio has a specific project and design method.

— Students may work individually or in groups of 2-4; this may vary for specific tasks.

— A project brief is distributed/uploaded, outlining studio agenda and process.

— Students develop a series of design 'experiments' in response to the brief.

— Work in progress is uploaded to the e::Studio site on a weekly basis (pdf, jpg).

— Feedback from the instructor is provided in the e::Studio Workspace, weekly.

— Feedback from external consultants is provided to the e::Studio Workspace, periodically.

— Students travel to the project site for an intensive 10 day workshop (mid-semester, typically).

— Final workshop proposals are reviewed on-site by local guests.

— Final projects are reviewed in face-to-face presentations (end of semester).

— Students compile their work in a design Folio, viewable on their Gallery page.

— Studio curates an online Exhibition, viewable to the public by invitation.

Conditions

— The charters use throughout the semester.

— Reinforcing team work process in class.

— Linking team process activities to assessment.

— Regular conversation and feedback in an online environment