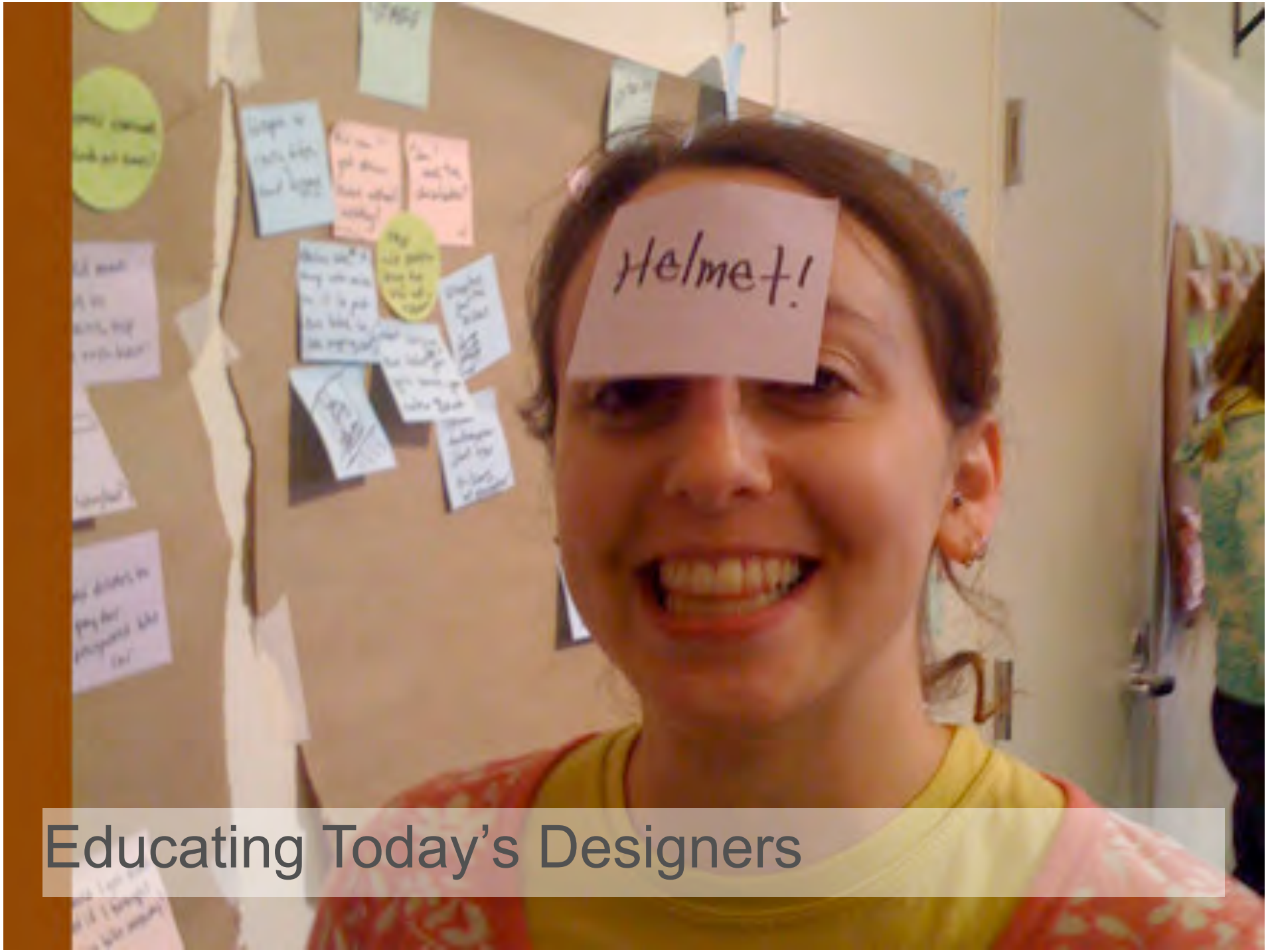

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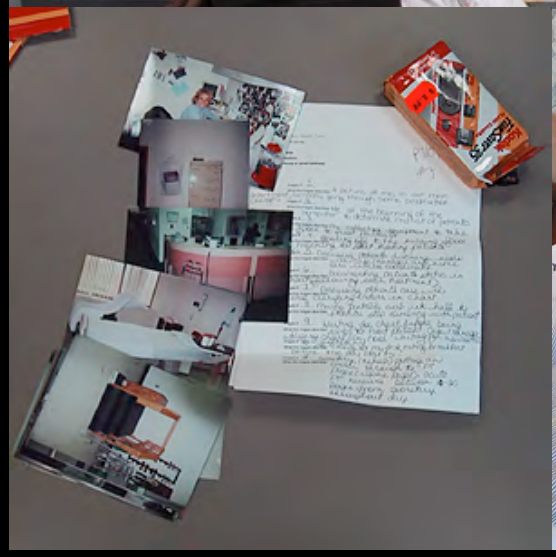


What is Design Research?

"Let's ask the world"

Design research in the classroom

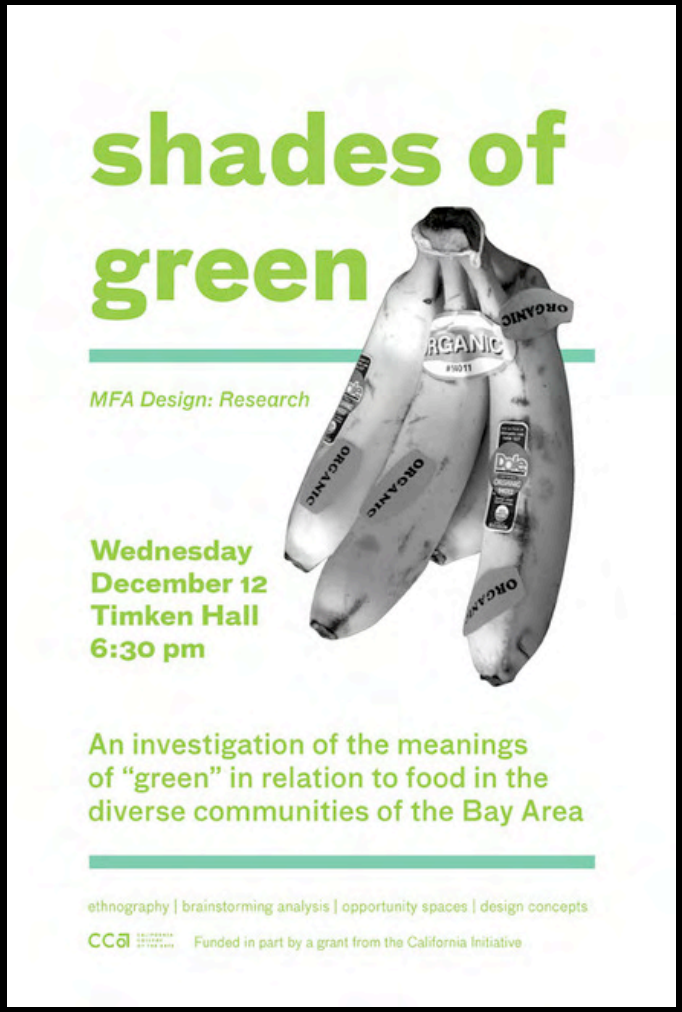
Design research in the classroom

Design research in the classroom

First day of class is in the field

Meet the world and real people

1: Do by learning and learn by doing



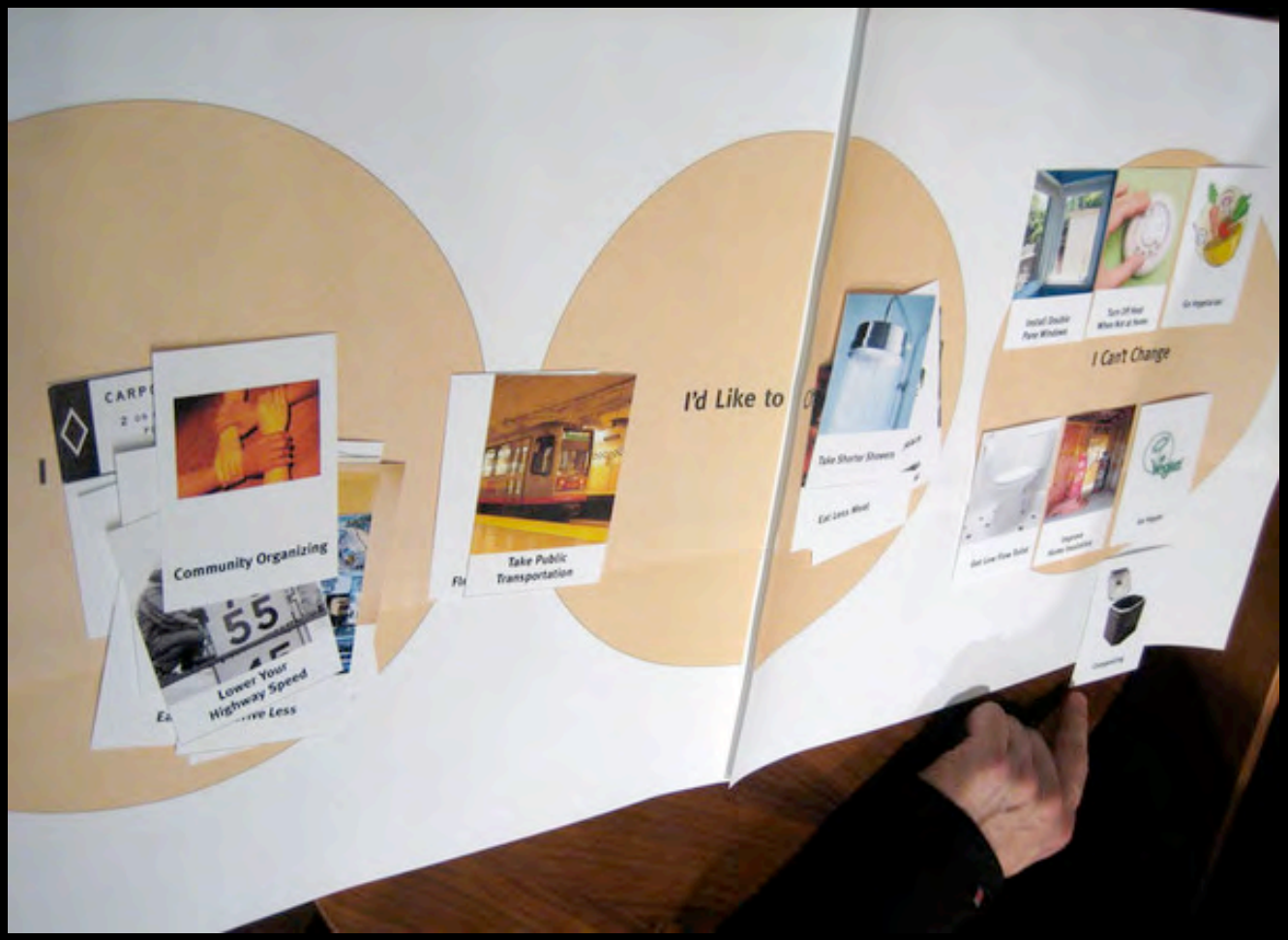
Each course has a theme

The Blitz _>
The Dig _>
The Big Think _>
The Aha _>
The Touch-back _>
The (w)Rap _>

Narrative of the course

Designers need to make

Creating research exercises

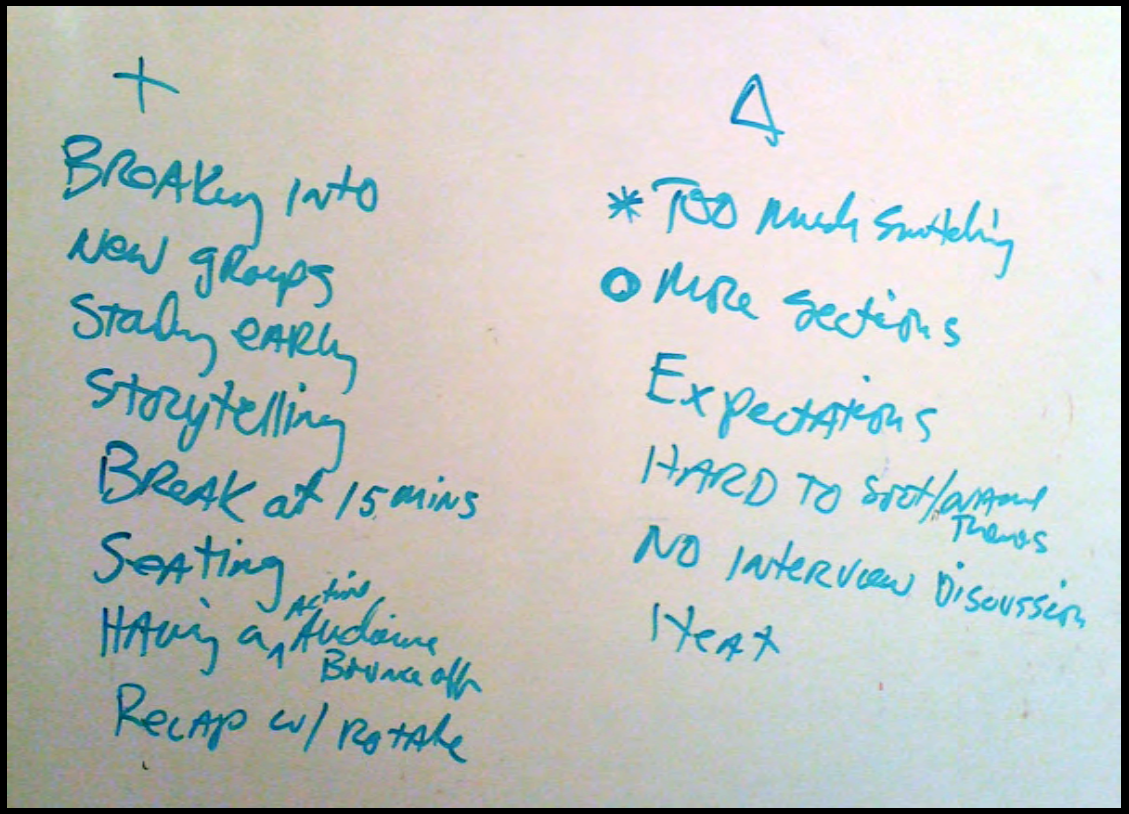


"manipulatives"

Communicating and prototyping

Fostering rich experiences

2: Being a "guide on the side"

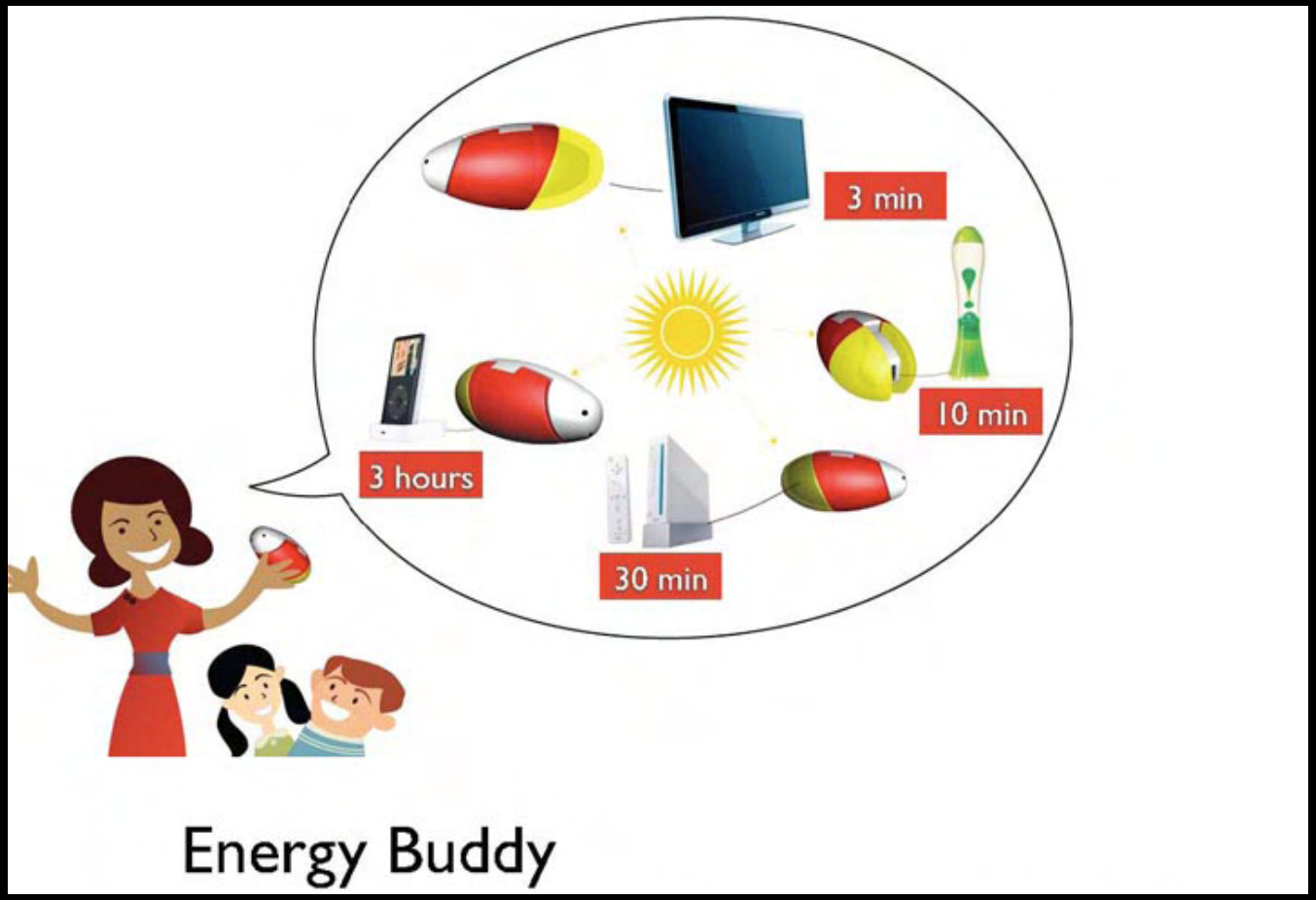


Feedback after each class

3: Encourage collaboration

3: Encourage collaboration

What is the output?



What is the output?

The course ends with a group presentation

What is the impact? | Indhira Rojas

Altos de Chavon

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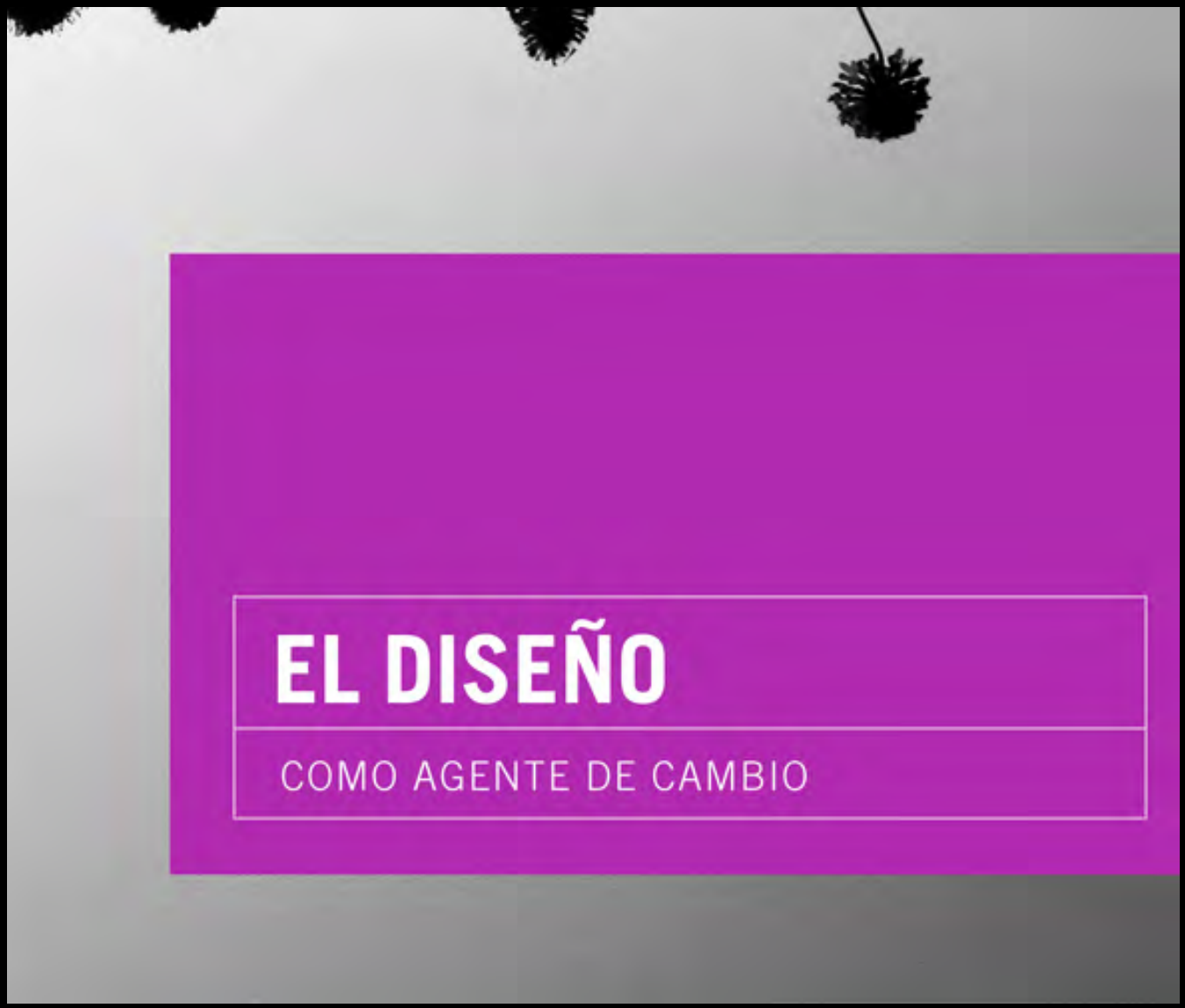
Educating Today's Designers
27-April-2010
pg-26



Stanford Computer Forum
Educating Today's Designers
27-April-2010
pg-27

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Educating Today's Designers
27-April-2010
pg-28

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pg-29

National Institute for Art and Disabilities | Mathew Baranauskas

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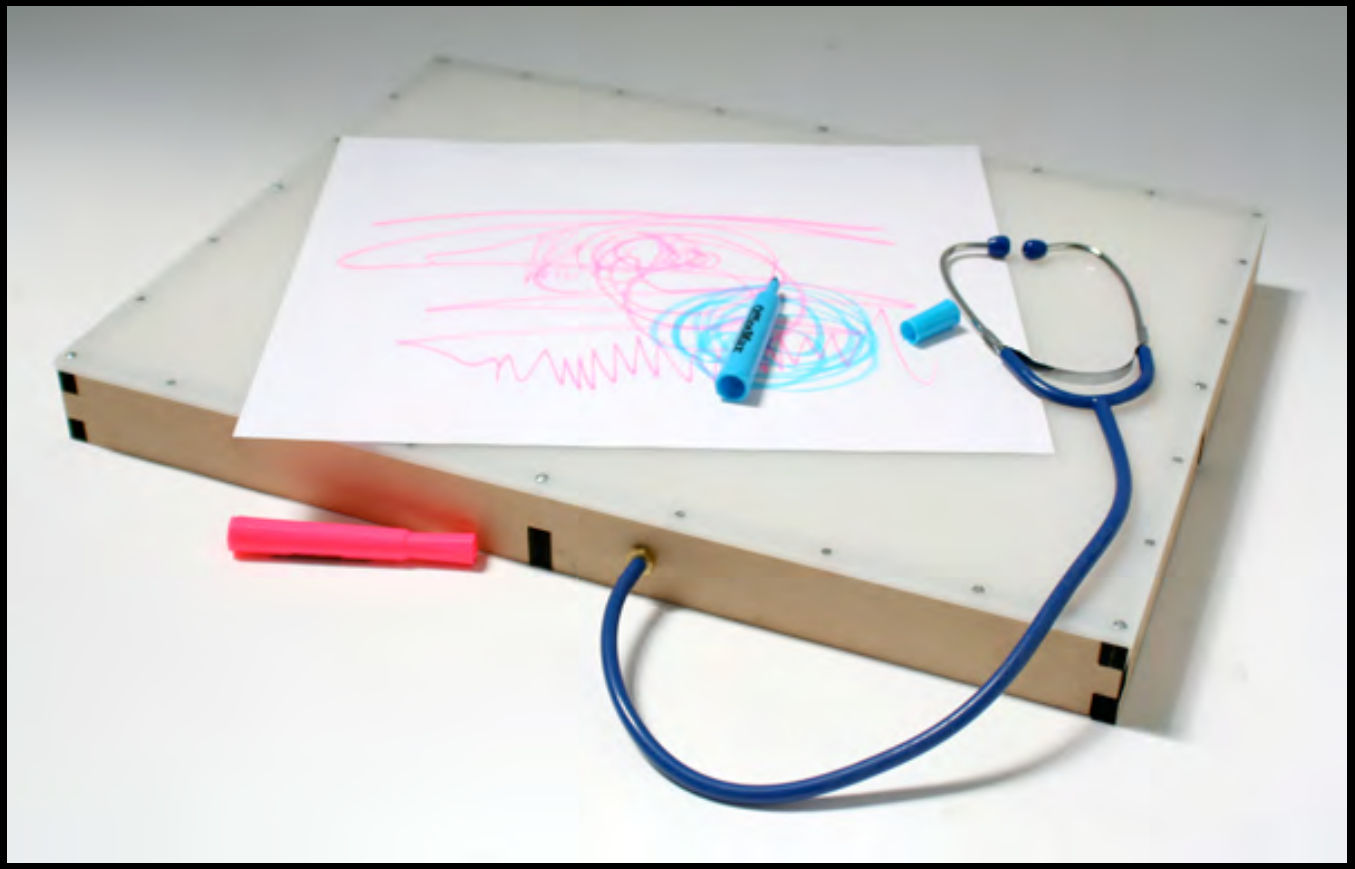
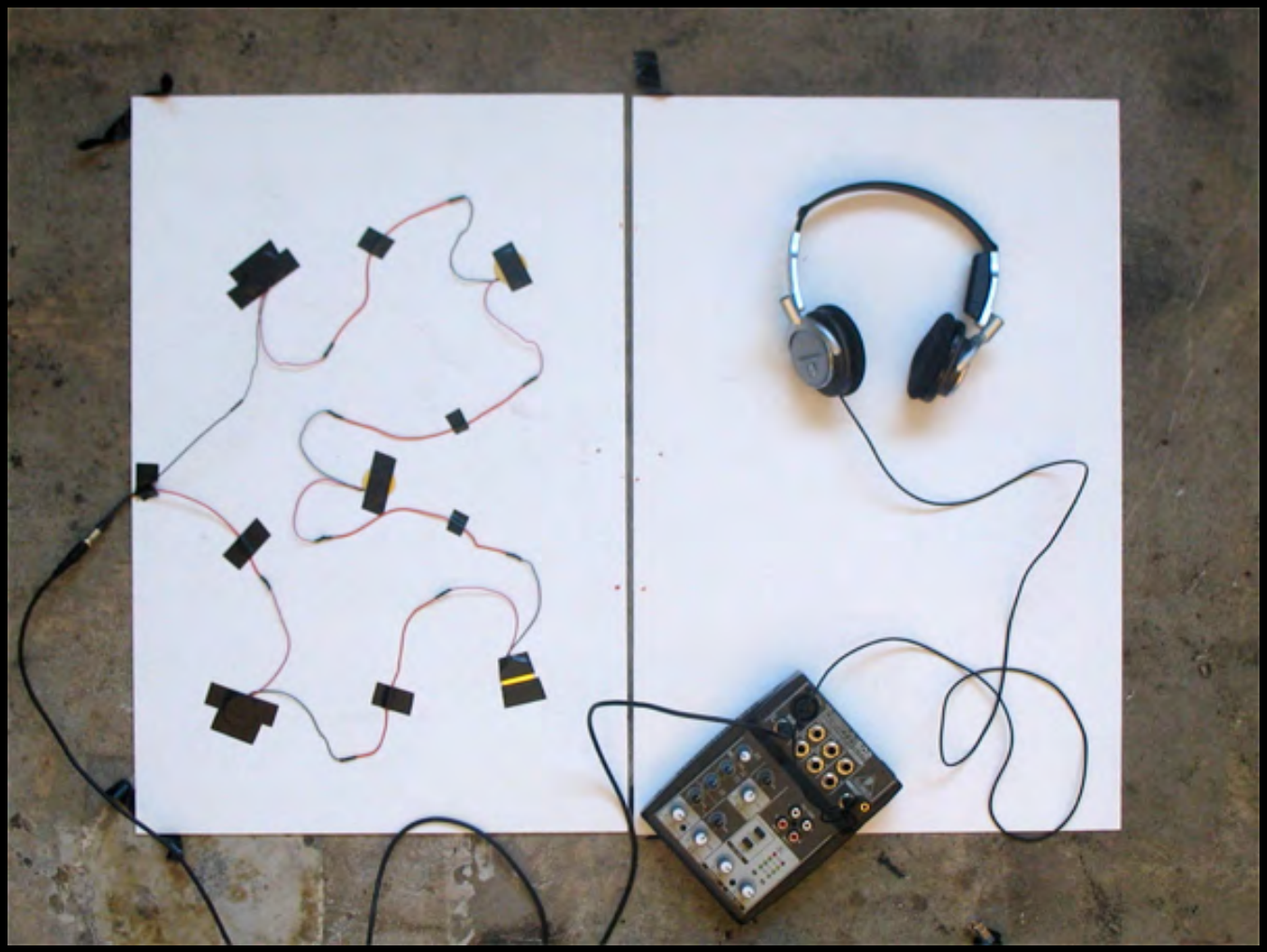
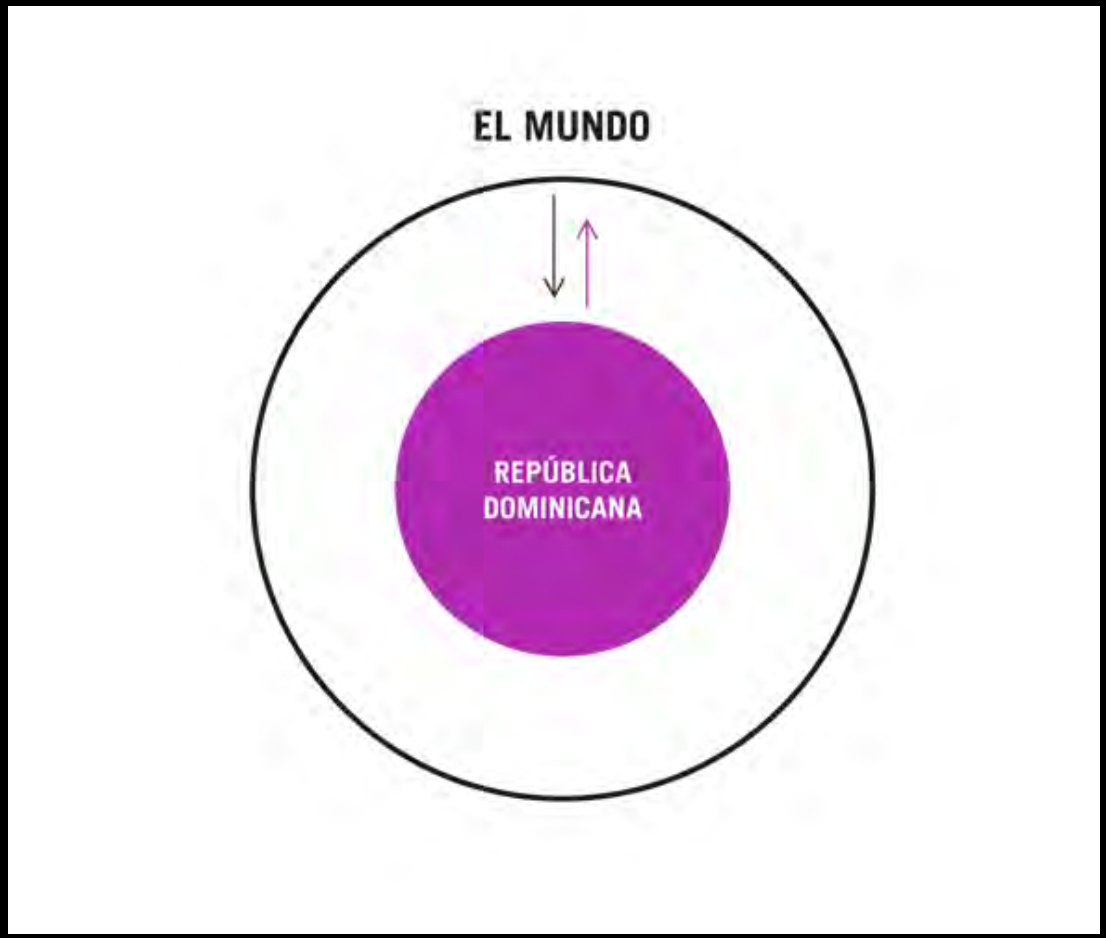
27-April-2010
pg-30





Stanford Computer Forum
Educating Today's Designers
27-April-2010
pg-35



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