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The Art of Effectiveness

The second year blues
Facing ‘wicked’ problems
A bit of Theory (in a nutshell)

- Barnett – criteria for learners in an age of super-complexity
- Boud – Students learn at different levels, personal, collective and reflective learning takes place at different times....important to take a ‘pause’ from the treadmill of directed and assessed learning.
- Kolb - Experiential learning.
• “we can say that the University as such is finding a new habitus, a new location in society, a new ordering of its perceived value, and a new register of meaning and understanding across its now enlarged audience” (Barnett 2000:13).
Part of the big picture

• Build a dynamic and competitive UK economy by creating the conditions for business success, promoting innovation, enterprise and science and giving everyone the skills and opportunities to succeed. To achieve this we will foster world class universities and promote an open global economy.

• (BIS 14/2/2010 website)
Mechanical metaphors

Learning is ‘delivered’, when teaching is ‘rolled out’ in accordance with ‘benchmarks’ and have an impact on students who are ‘tracked’ to ensure ‘driving up’ standards’ (Rowlands: 2006:7)

Denies the concept of learning as an unpredictable process, the creative process in art and design is by its nature unpredictable.
ONE DAY
One Day

1. Work with internationally famous designer
2. Why do our bins have to be boring
3. Engage all staff in selecting students
4. What do we take for granted
5. Set up regular notifications
6. Ugly and boring beautiful and interesting
7. Plan the detail of 24 hours (H&S)
8. Invite judging panel – include world famous Design Editor, and the PVC!
9. If Huddersfield was Great Universal Studios how would you get around?
10. Continue hype for students
11. Wild card
12. Involve the Examiner
13. Invite to amazing lecture by the internationally famous designer
14. Set the clock!
15. Set regular meet ups with staff
16. Encourage sleep amongst participants
17. Early breakfast meetings
18. Set printing times not to be missed
19. Clock ticking, remind about prep for presentation
20. Presentations
21. Decision making by the judges
22. Amazing secrets of the art of effectiveness
23. Winners announced
24. Party and Photographs
Mixed groups of students/staff and participants
2nd place group
WINNERS
24 minutes your challenge is...

• One small thing to make your teaching .... Better

Group 1 – Day
Group 2 – Year
Group 3 – Week
Group 4 - Month
24 minutes ...the clock will start when...this is finished...

• 5 minutes set the scene
• 12 minutes brainstorm at least 3 x A3 Sheets
• 5 minutes Prepare presentation 1 X A3
• CLOCK STOPS AFTER 20 Minutes. Groups ready for presentation final.
• 2 minutes presentation

• Ideas generate: Present just one. It must contain:-
  • The Idea/Concept
  • Reasons/Argument
  • The anticipated outcome.
• Impartial Judge
• Prize giving
• Feedback
GO!
Join us for next year?

• The BIG UNIVERSITY 24 hour challenge

• Contact me: e.hunt@hud.ac.uk