Designs on E-Learning International Conference

Innovating the collaborative future of global fashion business

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This project explores the future of fashion business education

This presentation is in three parts:

1. What triggered the research
2. How things worked out
3. How we did it
Chaos of a redesign

New conceptual model
How Does it Work?

Charm Activated
- 15 Sec
- Calls Next of kin
- Call Answered
- Next of kin deals with the situation
- Call not Answered
- Calls Next of kin
- Call not Answered
- Calls Next of kin
- Call not Answered
- Police are alerted through our company's automated system.

Prototype

3-D Model

Bracelet Attachment

Tracking Device and Bluetooth

Activation T-bar

Speaker and Audio Circuit

Silver Pendant Design

RAISE THE ALARM

The Collection

CUSTOMER PROFILE

STUDENTS
FEMALES
16-45
WORK/ COLLEGE/ UNIVERSITY COMMUTERS

CITY COMMUTERS
Software used
The learning design

12 weeks, (2 x 2 hour taught sessions per week plus self-directed (x2 recommended)

Pre-loaded Wiki
PLM visual as overview
Belbin questionnaire
Tuckmann Model
Previous projects (depth)
Role profiles (more than members)

Lectures topical content
Lecture on team effectiveness
External speakers opportunities real life perspective
Proposal form for submission week 5

Allocate Roles

Prepare
Bring info on trends & product shows to share

Team
Meet .Bring Belbin self perception
Contract/evaluation of peers. Communication

Allocate Roles

Confirm product for development

Prototype
Formalise formative feedback to prevent ‘drift’

Presentations to panel
Group mark allocation

Reflection
Team de-brief

Personal reflection log
include evidence if petitioning against a group mark

Forming team task / icebreaker
Example of a team contract
Peer review guide
Facebook group or Prezi collaborate
Tutor available end of every session. 30 mins “team time” week 1-5
Common problems encountered
IT Manager consultancy session
Other specialist sessions: - Finance - Product performance

Constructed using Oliver et al (2007) temporal sequence framework for role-based learning designs
Key Aspects

1. Planning and preparation
2. Team project
3. Reflection and evaluation

Resources
Tasks
Support
Key Aspects

1. Planning and preparation
2. Team project
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Key Aspects

- **Resources**
- **Tasks**
  1. Planning and preparation
  2. Team project
  3. Reflection and evaluation
- **Support**
  Consultants
Use of external consultants

IT Managers meet with consultant

Overview of main providers PLM range of technologies in apparel/soft products.

Students research cloud technologies as alternatives and then disseminate relevant lead their team from their position of ‘expert’

Lead their group to consider choices of social media for improving on and adapting on industry PLM software providers solutions.
Okayyy, so this is the one I want to use....it turns out I have the rubbish version of imovie so my editing isn't the best.

I used Google sketch up and cyber link power director software. Its not perfect but its alright for a first attempt at software I had no knowledge even existed!!!!!!!

Keeping in touch through Facebook group messaging was convenient, yet I feel using the ‘wiki’ could have been a more professional way of exchanging ideas and thoughts as Facebook could often be distracting.

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Outcomes

Cloud Computing
everything and the kitchen sink

Outcomes – additional benefits

Future
Students as practitioners to local businesses
Thank you for your time and attention

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References
