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Taylor, Andrew and Lowe, Peter

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Collaborative CoVE Projects for Digital Design in Teaching and Learning


Andrew Taylor & Peter Lowe
CoVE Centre of Vocational Excellence in Digital Design
Batley School of Art & Design, Dewsbury College. West Yorkshire. UK
Content of Workshop

What are CoVEs?

The Batley School of Art and Design CoVE in digital design

Collaborative UK CoVE colleges fashion design project

Future Projects
CoVEs: What are they?
Collaborative CoVE colleges fashion design project

- Batley School of Art & Design
- Chesterfield College of Art & Design
- London College of Fashion
Aims of the project

- To increase learner awareness in digital technologies
- To develop co-creative learning experiences in digital tools for Fashion and textiles
- To encourage wider participation in learning and teaching through CoVEs
- To create more opportunities in FE using high quality 3D CG/CAD/CAM tools in CoVEs
Visits between Colleges

- Small groups visited respective colleges
- Increased awareness of CoVE development
- Shared input into FE courses
Batley School of Art & Design
CoVE in Digital Design
London College of Fashion CoVE
Staff Development Workshop at BSA&D

- Applications of Blackboard e-learning tool
- Introduction of London Institute Virtual Gallery
- Visit Fashion Design Summer Schools
- 3D cloth animation/virtual catwalk
- Development of shared ND fashion shirt project
Shared college shirt design project

- 2 day visit for all students to London + LCF
- Dissemination of shirt design project to all students
- Visit to Curtain Rd. (SMR) Simulated Manufacturing Resource
- Student fashion party
- Research visits to exhibitions and galleries
Shirt Designs at each college
Collaboration via Blackboard

Blackboard collaborative learning tools:

- Discussion board
- File Exchange - Dropbox for work in progress
- Virtual Fashion crit / chat room
Co-creative learning potential of CoVEs
digital applications

- 2D + 3D Digitiser for digital data input
- Assyst pattern design software
- 2D + 3D graphics software – 3D Studio MAX
- Digital Textile printing
- Final Catwalk Exhibition at Rootstein Hopkins
  London Institute Gallery
Clothing manufacture facilities at chesterfield, Batley & LCF
Digital textiles printing at BSAD for final shirt designs
3D clothing design Workshops/Demos

- 3D graphics Learning workshops

- Experiments to test 3D tools for learning results during project
CoVE Collaborative: Virtual London Institute
Students’ as avatars scan in or photo their design development and upload to co-display across colleges within the virtual galleries.
3D chat room with students as avatars walking around and display areas, chatting and sharing ideas in a gallery.
The virtual medium is a logical extension of the physical teaching and learning environment.
it enables student/staff interaction and feedback from remote sites.
With the opportunities for staff and student comment and evaluation at interim and final review stages.
Sequence of individual student’s 10 display spaces – the garment design
Sequence of individual student’s 10 display spaces – the print design
Digital print design & students reflective communication

very creative print!luuuurve it lots and lots!

posted by laura-beth on: 2004-01-29 11:51:11

this print is influenced by the sahara desert and greek culture. i have taken the colours from sunset scenes and made the texture quite rough and pastey. hidden in the sand dunes are the odd greek symbols. hope u like it.

posted by yo_bitch!!! on: 2004-01-22 10:10:20
Sequence of individual student’s 10 display spaces – photographed uploaded toile
Sequence of individual student’s 10 display spaces – the toile detail
Sequence of individual student’s 10 display spaces – variations in presentation
Sequence of individual student’s 10 display spaces –
source reference
Sequence of individual student’s 10 display spaces – source reference
Sequence of individual student’s 10 display spaces – working drawing
Another student's work illustration
Another student's work toile
The VI site also had a “bar” for relaxed more casual communication.
conceive and interpret

arawak night wear
conceive and interpret
conceive and interpret
conceive and interpret
What if you had NO problems: how do you proceed to the next page?
Student/Staff Survey Parallel Project
Chesterfield, Dewsbury and LCF

Please grade usability of Virtual Institute

Please give one or two examples of what was particularly useful about using VI

a)

b)

Please make any other comment here:

Open ended questions
# Usability of Virtual Institute - Results

## Easy to use

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<thead>
<tr>
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<tbody>
<tr>
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<tr>
<td>Fair</td>
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</tr>
<tr>
<td>Good</td>
<td>22%</td>
<td>4</td>
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<tr>
<td>Excellent</td>
<td>44%</td>
<td>8</td>
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## Improved your learning about IT

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<tr>
<td>Good</td>
<td>22%</td>
<td>4</td>
</tr>
<tr>
<td>Excellent</td>
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## Improved your learning about fashion design/illustration

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## Allowed you to learn at your own pace

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<td>Excellent</td>
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## Useful for self assessment

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</tr>
<tr>
<td>Good</td>
<td>14%</td>
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### Other aspects of the joint project - Results

#### Joint briefing in London

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<td>6</td>
</tr>
<tr>
<td>Excellent</td>
<td>28%</td>
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#### Having the same themes as other colleges

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<tbody>
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<td>1</td>
</tr>
<tr>
<td>Fair</td>
<td>6%</td>
<td>1</td>
</tr>
<tr>
<td>Good</td>
<td>56%</td>
<td>10</td>
</tr>
<tr>
<td>Excellent</td>
<td>22%</td>
<td>4</td>
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</table>

#### Being in a “virtual team”

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<thead>
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<tbody>
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<td>1</td>
</tr>
<tr>
<td>Fair</td>
<td>11%</td>
<td>2</td>
</tr>
<tr>
<td>Good</td>
<td>50%</td>
<td>9</td>
</tr>
<tr>
<td>Excellent</td>
<td>22%</td>
<td>4</td>
</tr>
</tbody>
</table>

#### With your own room

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<th>Percentage</th>
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</tr>
<tr>
<td>Good</td>
<td>50%</td>
<td>9</td>
</tr>
<tr>
<td>Excellent</td>
<td>28%</td>
<td>5</td>
</tr>
</tbody>
</table>
Dated: Thu Jun 3, 2004 8:42 am

a) you could see what others where doin and ask them how they did it and there technique so that you can try it

b) you could compare the standard of your work easily

Other comment

Dated: Thu May 20, 2004 10:39 am

a) Was useful in comparison of work with other colleges, and to keep in contact with students involved in the joint project

b)

Other comment

Dated: Thu May 20, 2004 10:39 am

a) you could see evry bodys work and this helped a lot

b)
Other comment

Dated: Wed May 19, 2004 9:01 pm

a) being able to read peoples comments about the work

b) I liked the fact you could see others in the room, the virtual bar made it fun and i liked the fact we worked with another college so we could see how the work with diffrent inspirations was presented.

Other comment

I would love to be able to show all work like this on other courses and also see pictures or downloaded photos of other courses work. I think this should be available on blackboard and each course should be allocated a room and i think it would be good if the students voted in the work to be displayed.

Dated: Wed May 26, 2004 3:46 pm

a) To be honnest I found that the VI web site was pointless, i found that if i needed help I would have to ask other students rather than the teacher because he was too busy.

b) I found this questionnaire very funny because of the many spelling mistakes and grammer problems, which just goes to show you how incompitant LI teachers are.

Other comment
Rootstein Hopkins Space: LCF
Outcomes of the shared project

- To create creative opportunities in fashion design learning through access to digital technology

- Developing FE college collaborations through CoVE development projects

- To develop greater student/academic professional awareness through networking between FE colleges
CoVE Collaborative Project

Thanks to:-

**Batley**: Andrew Taylor, Louise Gathercole, Peter Lowe, Danielle Proctor, Keith Orange, Angela Hogson.

**Chesterfield**: Lesley Cambell, Margaret Beach, Jeremy Asquith, Nathan Smith, Richard Hatton, Kevin Hickey.

**London**: Paul Turner, Jane Elson, Angela Drisdale – Gordon, Benetta Sawyer, HaoTu Dam, Fariba Farshad and the ITRDU team, Rosy Crehan