



University of **HUDDERSFIELD**

University of Huddersfield Repository

Hunt, Emma

The Art of Effectiveness, Design Challenge. University Teaching and Learning Conference.

Original Citation

Hunt, Emma (2011) The Art of Effectiveness, Design Challenge. University Teaching and Learning Conference. In: University of Huddersfield Teaching and Learning Conference 2011, September 2011, University of Huddersfield. (Submitted)

This version is available at <http://eprints.hud.ac.uk/id/eprint/12927/>

The University Repository is a digital collection of the research output of the University, available on Open Access. Copyright and Moral Rights for the items on this site are retained by the individual author and/or other copyright owners. Users may access full items free of charge; copies of full text items generally can be reproduced, displayed or performed and given to third parties in any format or medium for personal research or study, educational or not-for-profit purposes without prior permission or charge, provided:

- The authors, title and full bibliographic details is credited in any copy;
- A hyperlink and/or URL is included for the original metadata page; and
- The content is not changed in any way.

For more information, including our policy and submission procedure, please contact the Repository Team at: E.mailbox@hud.ac.uk.

<http://eprints.hud.ac.uk/>

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.

Barnett

- “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



THINK, TALK, TIME, TEST,

























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