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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.

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

- 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,





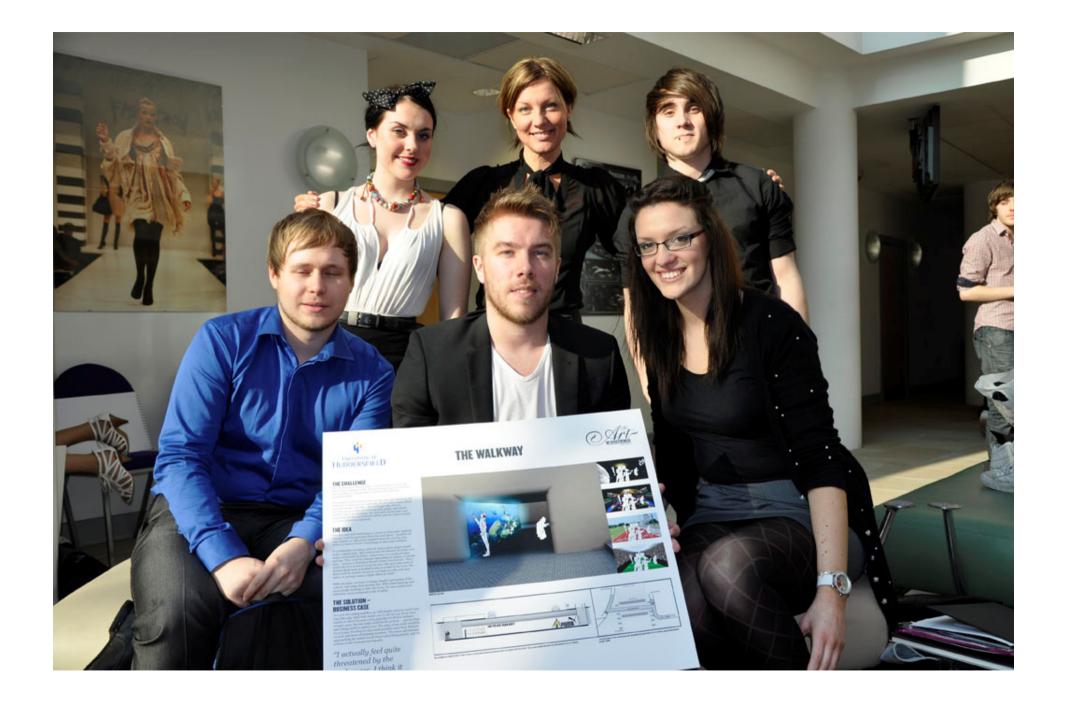






















2nd place group

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