



Downloaded from: <http://bucks.collections.crest.ac.uk/>

This document is protected by copyright. It is published with permission and all rights are reserved.

Usage of any items from Buckinghamshire New University's institutional repository must follow the usage guidelines.

Any item and its associated metadata held in the institutional repository is subject to

Attribution-NonCommercial-NoDerivatives 4.0 International (CC BY-NC-ND 4.0)

Please note that you must also do the following;

- the authors, title and full bibliographic details of the item are cited clearly when any part of the work is referred to verbally or in the written form
- a hyperlink/URL to the original Insight record of that item is included in any citations of the work
- the content is not changed in any way
- all files required for usage of the item are kept together with the main item file.

You may not

- sell any part of an item
- refer to any part of an item without citation
- amend any item or contextualise it in a way that will impugn the creator's reputation
- remove or alter the copyright statement on an item.

If you need further guidance contact the Research Enterprise and Development Unit
ResearchUnit@bucks.ac.uk

Traversing Digital-Creative Perspectives

Preparing design and technology students for
interdisciplinary work

Innovation and excellence in teaching and
learning 20th March 2018

Helena Chance, Nicola Gould,
Richard Mather & Megan Staples



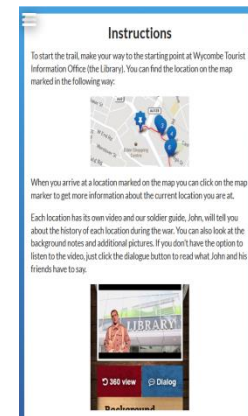
Key Points

- Part of the HEFCE Catalyst: A initiative to support the development of “small-scale, experimental innovations in learning and teaching on specific cohorts of learners”
- Enhance work: Readiness of computing, art and design undergraduates by...
 - Using live briefs
 - **Cross-disciplinary teamwork**
 - Teams to be self-directed and responsible for:
 - Project management
 - Meeting deadlines
 - Managing team and client communications
 - Auditing and being accountable for progress
 - Designing, developing and fully deploying cross-platform web apps



Brief 1 - WW1 Heritage Trail App – 2016-17

- **Brief** – to develop a location-aware multi-platform app to deliver rich multimedia content for interpreting sites of WW1 significance around High Wycombe
- **Customer** – Wycombe District Council with other stakeholders including local schools and history societies
- **Successful Outcomes** – [1] innovative solutions; [2] fully deployed app; [3] overall student satisfaction surrounding live brief process
- **Points for Improvement** – [1] initial cross-subject team building; [2] timetabling; [3] team communications; [4] project management; [5] reduce scope of project mission



Brief 2 - Safe Place Scheme App – 2017-18

Brief – develop an app to deliver guidance to Safe Place providers and a system to log incidents

Customer – Buckinghamshire County Council with stakeholder organizations supporting vulnerable people in the community

Successful Outcomes – [1] advanced prototype apps in place; [2] one team to continue development to deployment; [3] indications of successful year 2 changes (team building; timetabling; communications; project management; reduce scope of project mission); [4] shared learning & teaching approaches across departments

Points for Improvement – currently under evaluation but potentially: [1] greater use of peer evaluation; [2] commencing projects with team-building immersive ‘hackathon’ pushes for initial development; [3] strengthening reflection processes for capturing Learning Gain; [4] computing students to make greater use of creative/design spaces

Safe Place Scheme Launch Across Bucks



What is a safe place scheme?

People sometimes need a safe haven when out in the community.

The 'Safe Place' scheme provides suitable venues, such as local shops and restaurants, where they can go and a telephone call can be made to someone they trust.

Reflections

- 'Real-life' experience
- Converse with client
- Local impact

Other Students said...

“best module ever!”

“great to make something”

“enjoyed working with clients and stakeholders and one of the users of the app”

“gave me confidence in working with clients ... treated me as an equal ...”

“not always clear as to what I was expected to do”

“no help from partners!”

“we had a difficult team dynamic”

Client Feedback...

“students asked searching questions and came up with many ideas we hadn't thought of”

“impressed by the range and diversity of solutions ... very difficult to select an obvious winning team”

“I expected more questions”

“Team X don't seem to have progressed as far”

Traversing Digital-Creative Perspectives

Thank You

Any Questions?

