TOOL 5 - PROBLEM-BASED LEARNING

E4FT
Education For FashionTECH

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MODULAR

This tool can be used in a modular way; the structure enables you to mix and match with most other tools in the toolkit, to facilitate student-centred learning through a solution-oriented approach.

AUDIENCE

Suggested audience for this workshop are design students with an undergraduate degree in design (e.g. fashion, product, etc.), while suitable also for any audience interested in the technical side of fashion-tech products.

TIME DURATION

This tool can be used within a learning unit and a course unit, as the problems can be presented as smaller tasks and bigger projects.

As described in the brief, the students can be presented a real-world problem, defined based on the steps of integrating PBL in a unit/course, or by applying the research workshop from Tool 2. Throughout the process the students will find solutions to their problem and are able to present their findings along with their learnings and challenges in the process.

GROUNDING EXERCISE & GROUP FORMATION

Arrange students into their groups/sitting together. You may want to consider a low risk ice breaker activity here to get the groups to feel at ease with one another. For example, two truths and a lie, crack a smile, would you rather, etc. Find more icebreaker activities here.

STAGE ONE: INDUSTRY/REAL WORLD PROBLEM

1. Brainstorm
1.1 Students should be organised into groups to start discussion and brainstorming
1.2 The defined ideas should be organised into themes

2. Gaps in Knowledge
2.1 Identify and record

3. Share back
3.1 Based on this the key questions will be defined
3.2 Responsibilities for the questions will be assigned

STAGE TWO: RESEARCH POTENTIAL SOLUTIONS

1 Explore the Issue
1.1 Gather necessary information

1.2 New & existing knowledge of concepts
1.3 Principles and skills around topic

2. Research
2.1 State what is known
2.2 Determine existing knowledge and skills

3. Analysis

STAGE THREE: "SOLVE" PROBLEMS

1. Investigate Solutions
1. List of possible solutions and actions to the problem

2. Explore
2.1 What is the feasibility of the potential actions and solutions?

3. Make Decisions
3.1 Choose and finalise the solution that is most appropriate and feasible

STAGE FOUR: PRESENT FINDINGS

1. Present
1.1 Students should clearly state and support conclusion with relevant information and evidence

2. Review
2.1 Students should review their own group performance

3. Evaluate
3.1 Students should evaluate their performance and plan improvements