Aalborg Universitet

AALBORG UNIVERSITY
DENMARK

Participatory design based research

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Publication date:
2014

Document Version
Early version, also known as pre-print

[Link to publication from Aalborg University](#)

Participatory design based research –
a CoED inspired creative process

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Introduction

There is an increased focus on the use of information technology to support learning outside the campus and offering both temporal and spatial flexibility in studying. As a consequence students need to be self-directed and self-organized in their learning and study activities.

At the same time there is some challenges:

- *Students find it difficult to study at home, due to their established habits within the environment.*
- *The offered IT resources do not always seem to be able to support student learning process adequately.*
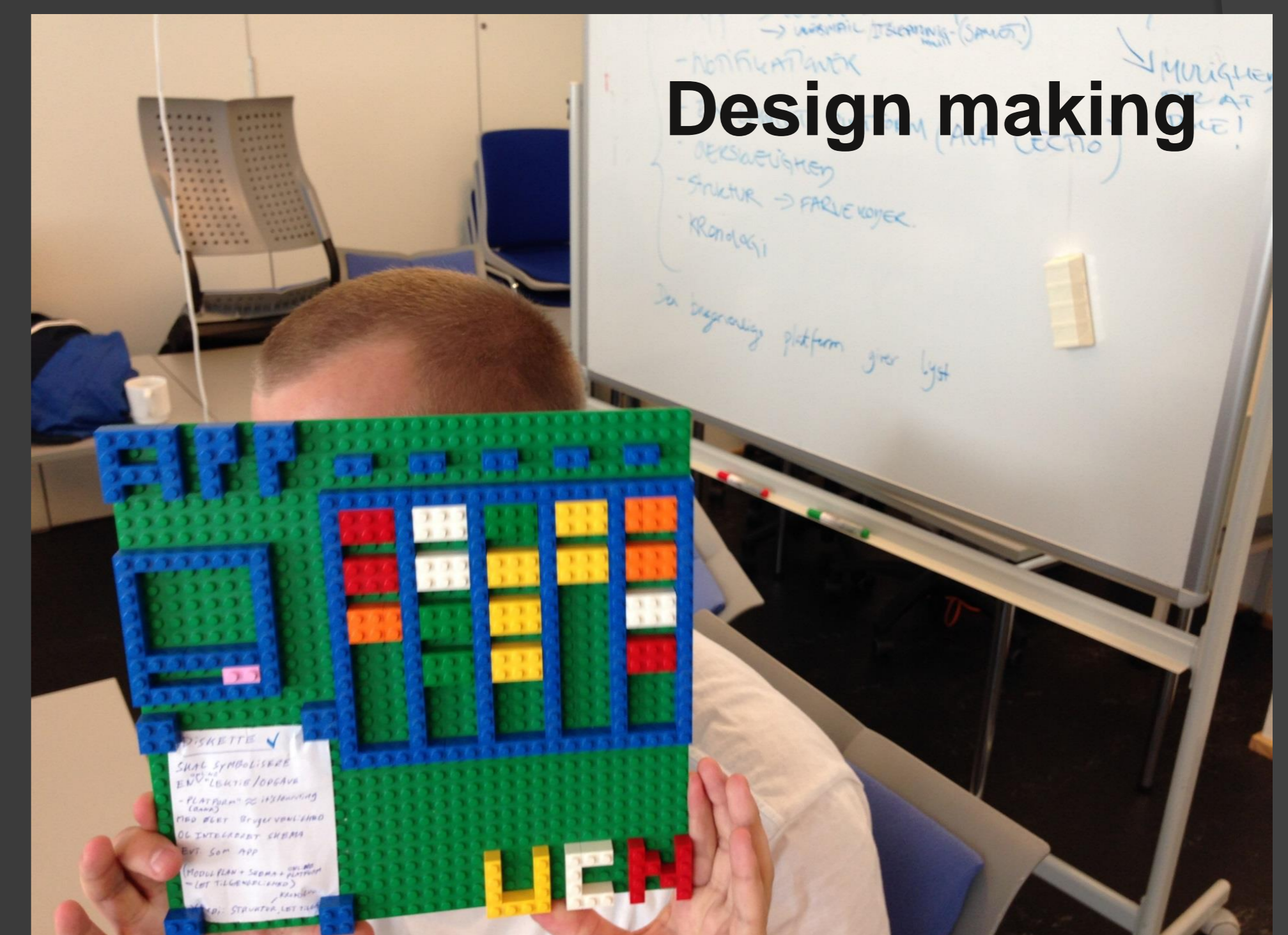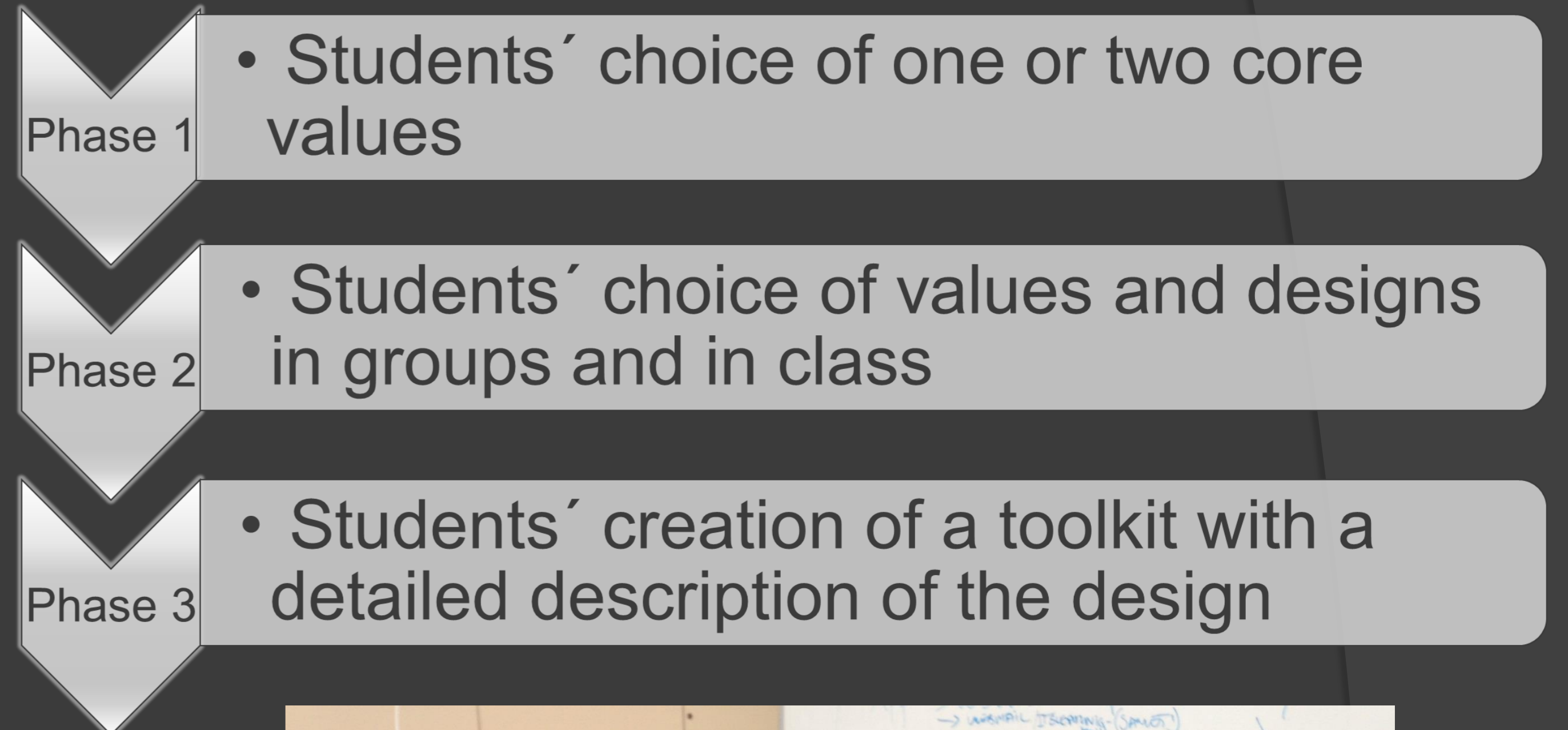
(Dau, S., Falk, L & Jensen, L.B. 2014).

Research Question:

How can information and communication technology (ICT) be used to support students' study activities outside Campus?

Students' sorting value cards

Participants

- Radiography students at University College of Northern Denmark
- Students at the Education of Social Science at Aalborg University

Use of creative toolboxes

Methods

CoED (Collaborative E-Learning Design Method) is used to facilitate e-learning design and consists of three phases with focus on design options, core values and practical designs (Nyvang, T. & Georgsen, M. 2007). The CoEd method is combined with the creative platform, which is a tool allowing to boost creativity and innovation in individuals (Byrge & Hansen 2009).

Phase 1	• Students´ choice of one or two core values
Phase 2	• Students´ choice of values and designs in groups and in class
Phase 3	• Students´ creation of a toolkit with a detailed description of the design

Design making

Preliminary findings

Core values

- Motivation and an user friendly learning management system (LMS)

Design activities

- One LMS for all study-activities based on a clear structure, transparency and consistency in subjects, schedules, literature, homework, activities, rooms and mails.
- One login for everything available as an app for computers, mobile phones and tablets.
- Motivation is afforded by structure, clarity, order, uniformity and peers active participation.
- Face-to-face instructions must be recorded and streamed

Challenges

- Internet access

Main references

Falk, L., Dau, S. & Jensen, L.B. (2014). Understøttelse af studerendes personlige studieaktiviteter udenfor campus ved hjælp af IT. In Jensen, C.H. & Staugaard, H.J. (EDT.) "*Just do it! Status og perspektiver fra et igangværende forsknings- og udviklingsprojekt i UCN*". DUIT Seriehæfte, University College North.

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