Bahrain Polytechnic   بوليتكنك البحرين

Speed Managements in PBL (Project-/Problem-Based Learning) for Maximization of Creative Potential through Human-Based Digital Literacy

Introduction

1.1. Conundrums of Speed Management in PBL

1.1.1. Mutual Communication VS. Speed Issues

- The study of graphic design is PBL itself.
  - Communication
  - Mutual interaction

- Speed management

  - Challenges in skill learning - big gaps

  - Challenges in creative projects - "rushing"

Introduction

1.2. Theoretical Backgrounds

1.2.1. John Dewey: Humans Learn by Doing

1) Need for enough time of explorations

1.2.2. Emotion-based Education: Patience

1) Patience

2) Rushing is violence

1.2.3. Foundational Goals of Education: Humane Goals

1) Nelson Mandela: "Education is the most powerful weapon which you can use to change the world."

2) Geneology should not be selfish by producing competitive genes

3) OECD (Organisation for Economic Co-operation and Development) pointed out the issue of digital citizenship, such as being kind in online communications

1.2.4. Human Ability

1) A very powerful tool: Renoir overcame stress during a war by creating art
2) Jared Diamond: texting communication affects humans to be more aggressive because it is easier to disregard other people's feelings
   - Cold hard screen may affect humans to become less emotional

1.3. The Target Course and Students

Category	Description	Other
Institution	American University of Kuwait	
College	College of Arts and Sciences	
Department	Department of Art and Graphic Design	
Course title	Digital Foundations	
Major	Graphic Design	It is a required course for the two majors but other majors take the course as an elective course.
	Communication and Media	
Number of students	About 20 students per class	Mostly freshmen
Gender	Male and female both	Mostly female
Total number of classes (sections)	11	1 to 3 sections per semester were taught.
Years taught	From Fall 2015 to Spring 2019	There are 2 semesters per academic year.
Course goal	Learning basic graphic software and using the skills for the creative projects assigned in the course.	Adobe CC (Creative Cloud) software was taught (plus other open source software as extra credit learning). Since it is a basic level course, creativity meant diversity mostly for the students' talent discoveries.
Meeting pattern	2 times per week of 1 hour and 15 minutes class	Day time course

2. Human-based Digital Literacy Teaching Methodologies
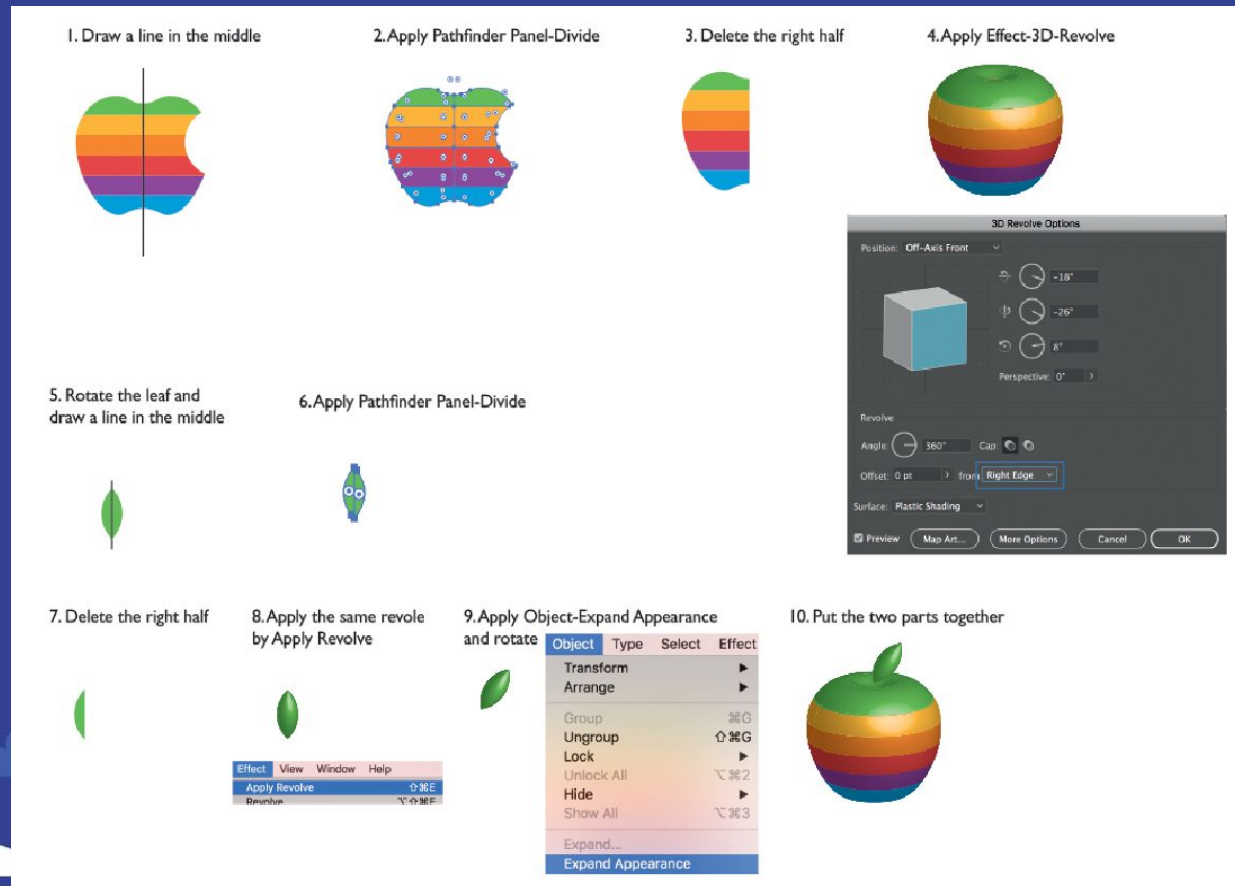
2.1. Methodologies for Skill Learning

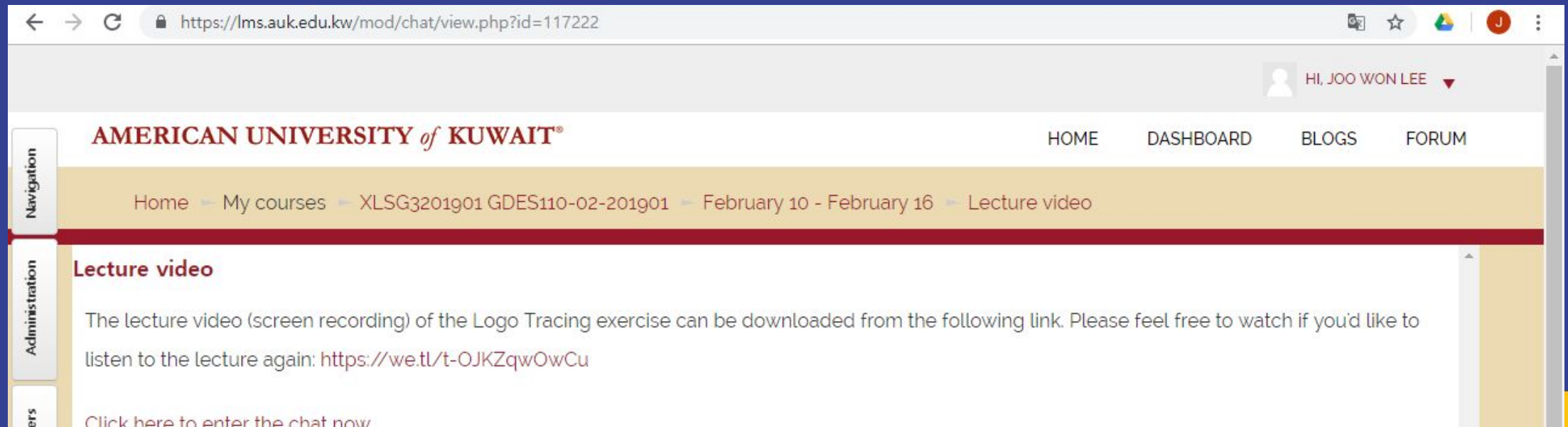# 2.1.1. Step-by-step Instruction Class Supplement Sheets on Moodle

1) Learning at his/her own speed
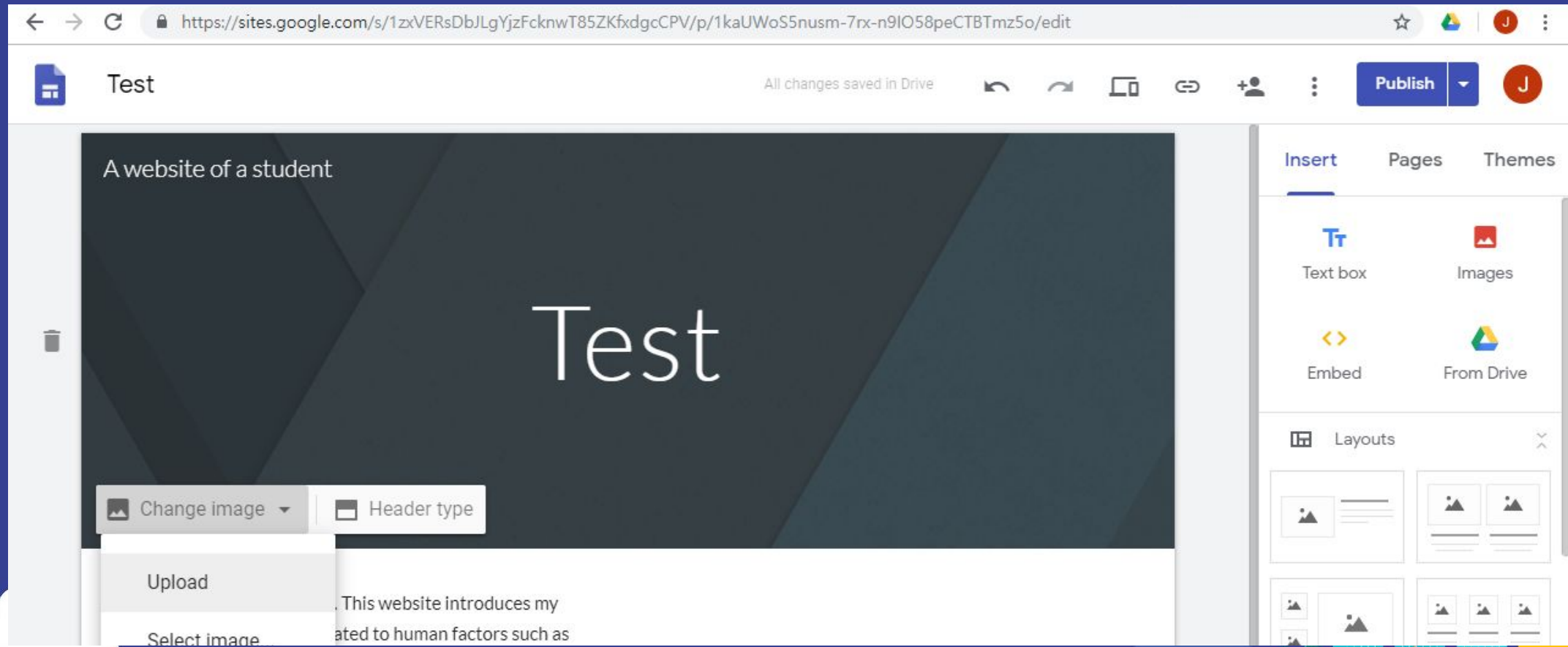
2)

2.1.2. Lecture Recording by Apple QuickTime

1) E-learning for students to review before or after offline classes

2.1.3. Google Tools

1) Separate tools

2.1.4. Gamification

1) Short term VS Perseverance - false motivation

2) WHO (World Health Organization) has classified game addiction as a disorder

2.1.5. Emotion-based Human Communication in One-on-one Session

1) For who are slower to learn software skills
2) **<u>Reason for being slow can be simply not being able to concentrate when in a crowd</u>**

3) Outstanding students also came to the session. Being slow to learn should absolutely not be considered a sign of inferior intellect or aptitude. In fact, there are a number of slow learners who became outstanding professionals. Ex. Richard Branson: dyslexic

Office: Liberal Arts Building B329
Office Hours: U 2-3pm, M 11am-4pm, (The following are extended hours: T 1:30-2pm, W 11-4pm, R 2-3pm)
*Email the instructor to set up an appointment if the office hours above do not fit to your schedule.
**Thursday office hour will be placed in the computer lab B311 (Software Support Session).

DO YOU NEED
ANY
software **HELP?**
by Prof. JOO WON

RESERVE YOUR SPOT:
jlee@auk.edu.kw

DATE & TIME/LOCATION:
2-3pm, every Thursday
@B311

2.1.5. Emotion-based Human Communication in One-on-one Session

4) Motivation boosted learning speed

5) One of the six office hours per week

2.1.5. Emotion-based Human Communication in One-on-one Session

Category	Description	Other
Time	1 hour per week	During the faculty's one of the six office hours
Location	Computer lab	Unlike the other office hours in the faculty's office, the session was conducted in a computer lab so that more number of students can speak with the faculty.
Number of students	1 to about 10 students per session	Sometimes, 1 student easily took 30 minutes or 1 hour.

2. Human-based Digital Literacy Teaching Methodologies
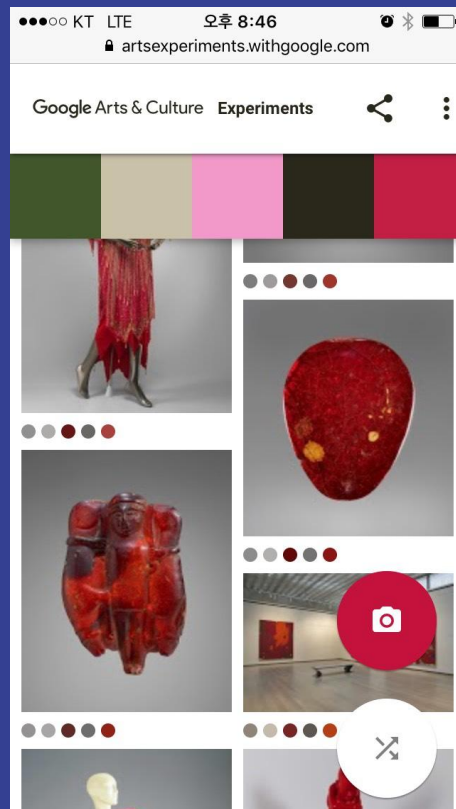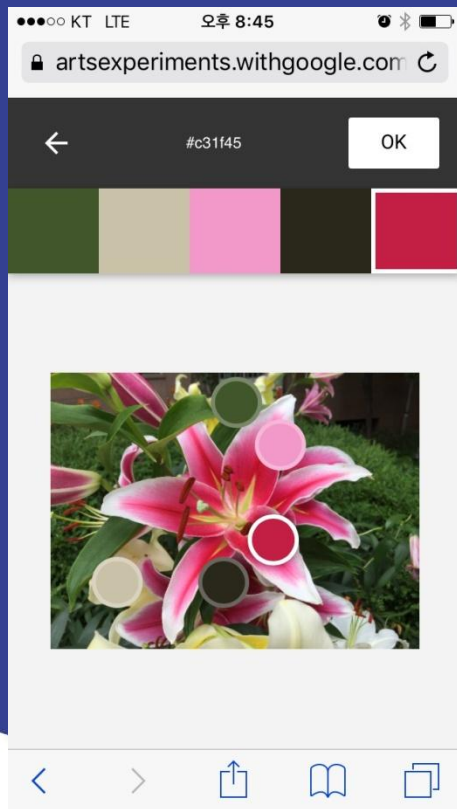
2.2. Methodologies for Creative Projects

2.2.1. Talent Check

1) Understanding a person's own unique characteristic such as talent regards to freedom of human beings
2) Talent check for motivation and easier learning
3) High quality publications

2.2.2. AI

1) Google Art and Culture's Art Palette for talent check but too simplified
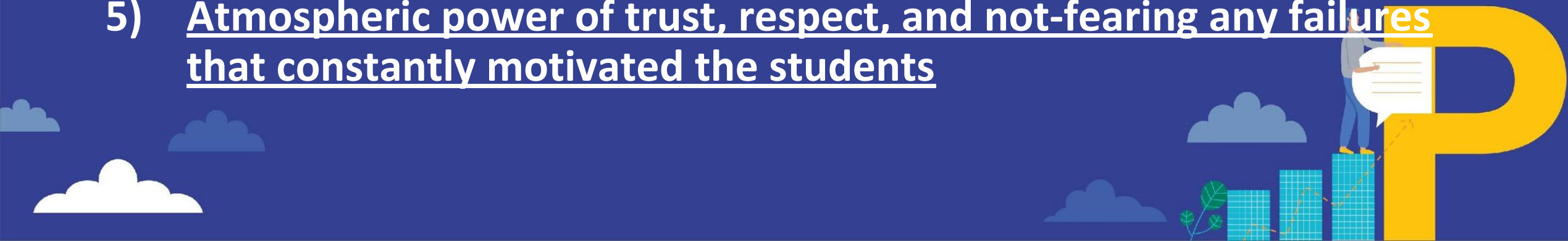
2.2.2. AI

2) creativity in art is complex, but the results of Art Palette were too simplified

2.2.3. Emotion-based Communication in Classrooms

1) Humans perceive information not only through text but also their senses

2) Mild tone

3) Student engagement

4) ADAA (Adobe Design Achievement Award) semi-finalist less than 2 years after I started teaching at the institution: mostly listened to the students with patience

5) **Atmospheric power of trust, respect, and not-fearing any failures that constantly motivated the students**

2.2.4. Rubric-based Process Critique Feedback

1) Basing on each students' own talent helped to motivate the students

Rubric No.	Strengths	Weaknesses	Score
1. Consistent concept with the poster design: 10%	Yes		
2. Creative usage of grid: clear alignment, repetition of a unit, clear hierarchy: 10%	Pretty good		
3. Layout rules: 1:2:3 rule, The law of thirds, Grouping: 10%	Pretty good		
4. Basic typography rules for paragraphs: 60% - Proper choice of font - Do not use more than 2 fonts. Use a serif and a sans-serif font. - No orphans or widows - Column width: Between 35 and 70 characters including space - Leading: Extra +2pt from the default amount in Adobe Illustrator - Tracking/Kerning: -5 from the default amount in Adobe Illustrator		Widows Captions + Photos Back cover needs to be more subtle	

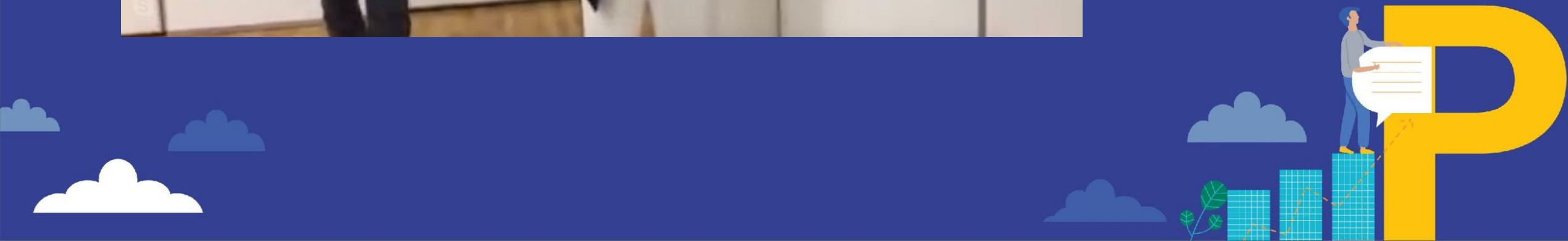# 2.2.5. Reference List in Syllabus Posted on Moodle for Potential Enhancement

1) Necessary for remote institutions
2) Quality references motivate

3) **<u>Critically, when they used low-quality references, their creative outcomes sometimes turned out worse than their potential</u>**

2.2.6. Skype Session with an Institution Overseas

3. Conclusion: Human-essentials-based Digital Literacy for Speed Management of Creative Processes

1) Large potential

2) Essential-based

3) Patience–delicate-approaches

4) Motivation

5) **Human values**

WAY (Who Are You?) Que? No, Wait! (Kuwait)

Thank you