Educating Today’s Designers
What is Design Research?
“Let’s ask the world”
Design research in the classroom
Design research in the classroom
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First day of class is in the field
Meet the world and real people
1: Do by learning and learn by doing
Each course has a theme
Narrative of the course

The Blitz _>
The Dig _>
The Big Think _>
The Aha _>
The Touch-back _>
The (w)Rap _>
Designers need to make
Creating research exercises
“manipulatives”
Communicating and prototyping
Fostering rich experiences
2: Being a “guide on the side”
Feedback after each class

+ Breaking into
  New groups
  Storytelling
  Break at 15 mins
  Seat in the
  Audience
  Recap w/ rotate

- Too much switching
  More sections
  Expectations
  Hard to start/group Teams
  No interview discussion
  Year
3: Encourage collaboration
3: Encourage collaboration
NRG*NU Parent Bags

Loaded with goodies to encourage good energy habits for you and your newborn.
What is the output?
The course ends with a group presentation
What is the impact?  |  Indhira Rojas
Altos de Chavon
EL DISEÑO

COMO AGENTE DE CAMBIO
National Institute for Art and Disabilities
| Mathew Baranauskas
El Mundo

República Dominicana
Fall 2011: CCA IxD program