Designing Education

An RP-UK Transnational Partnership

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Institutional Development & Innovation Grants
CHED Memorandum Order No. 33, Series of 2016

Joint Development of Niche and Priority Programs between Philippine and UK HEIs

- Piloting of the joint development of programs at the graduate level within the list of niche and priority programs/courses identified
- Preferred models are twinning, joint degrees, dual qualifications or double degrees
- Program duration is for 2 years (commencement of new program offering by Academic Year 2018)
- Collaboration between the Commission on Higher Education (CHED) and British Council
- Support includes capacity building, seed funding, and close coordination with the CHED and British Council throughout the process
An RP-UK TEACHING & RESEARCHING PARTNERSHIP

For transnational **curriculum**
For research funding **proposals**
For professional development **programmes**
For dissemination **presentations**
For international **networks**

PG Cert & MA in Designing Education
Newton Institutional Links
7 x faculty staff workshops
4 x conferences RP & UK
RP & UK Design NGO conversations
Designing as Transformative Educational Practice
A way of collaborative working with our Filipino partners to bring a plurality of identities, cultures and experiences to enrich and enhance learning and teaching.

**designing as critical practice**
allows us as educators to see beyond the closure of the present moment, to conceptualise, ideate and action new possibilities, transferring human-centred methods and mindsets to learning and teaching environments.

**pedagogy in practice**
by looking at the continuum of learning theories from behaviourist to critical humanist approaches, we uncover contradictions, locate disjunction and critique dominant discourses.
**Theories of Learning**

<table>
<thead>
<tr>
<th>Theories/Perspectives</th>
<th>Key concepts</th>
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<tbody>
<tr>
<td>Behaviourism</td>
<td>Building connections between stimuli and responses, task analysis and reinforcement. Relevant to course design, instruction and assessment.</td>
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<tr>
<td>Objectives, outcomes and taxonomies</td>
<td>The framework for course design and estimating levels of teaching and achievement. Strong links with behaviourism.</td>
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<tr>
<td>Constructivism</td>
<td>Learners build schemata that enable them to construct meaning and understanding. Implications for teaching are to help the students to develop more sophisticated concepts through the use of discussion and study tasks.</td>
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<tr>
<td>Reflection and experiential learning</td>
<td>Types of reflection, styles of learning and reflection on experience. Relevant to portfolios, personal development plans, self-assessment and related forms of learning.</td>
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<tr>
<td>Critical humanist perspectives</td>
<td>Enablement, empowerment, critical reflection, transformative learning, changing perceptions and changing environments. Relevant to course design, methods of teaching and learning and assessment.</td>
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</tbody>
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As we move along the line from Behaviourism to Critical Humanist perspectives, the theories become less concerned with control and prediction and more concerned with social values.

Table adapted from Brown, G. (2004) How Students Learn, A supplement to the RoutledgeFalmer Key Guides for Effective Teaching in Higher Education series

- Experiential Learning (Dewey, Kolb)
- Expansive Learning (Engestrom)
- Biographical Learning (Alheit)
- Transformative Learning (Mezirow)
- Communities of Practice (Lave & Wenger)
The practice of design supports us in:

- creative-critical thinking
- opportunity & problem identification and solving
- team work and collaboration
- entrepreneurial and business acumen
- resilience
- flexibility and a ‘can do’ attitude
- self-confidence
- appreciation of and ability to plan
- using mistakes and criticism helpfully
- making ideas
- communication
Critical Pedagogy

Design Practice
MODELLING OUR APPROACH IN CPD WORKSHOPS

25 participants
MODELLING OUR APPROACH IN CPD WORKSHOPS

300 participants
Design Thinking as Transformative Educational Practice: WORKSHOP

LEARNER-CENTRED DESIGN CONTEXTS

Classroom spaces are traditional and fixed in layout and furniture
Curriculum is compartmentalised into separate packages of content
Assessments are disconnected from the learner and their holistic progression
Local culture is not included in the curriculum
Large class sizes are seen to support didactic teaching
School development initiatives are not supported by local government and private sector agencies/industries
Scheduling of classes is inflexible and restrictive
Out of school visits and field trips are undervalued as learning experiences
PHASE 1: INSPIRATION

**Mindset OPTIMISM**
Optimism is the embrace of possibility, the idea that even if we don’t know the answer, that it’s out there and that we can find it. Optimism makes us more creative, encourages us to push on when we hit dead ends, and helps all the stakeholders in a project to work together. Human-centered designers are persistently focused on what could be, not the countless obstacles that may get in the way.

**Method FRAME YOUR DESIGN CHALLENGE**
We have given you a design context. From this you will develop a specific design opportunity.

**Mindset EMPATHY**
Empathy is the capacity to step into other people’s shoes, to understand their lives, and start to solve problems from their perspectives. Human-centered design is built on empathy, on the idea that the people you’re designing for will guide you to innovative solutions. By putting ourselves in the shoes of the person we’re designing for, human-centered designers can start to see the world, and all the opportunities to improve it, through a new and powerful lens.
Phase 2: **IDEATION**

**Method BRAINSTORM**
Brainstorms are a way of recording collective thinking about a question, topic or idea. Brainstorms work best when the group is positive, optimistic, and focused on generating as many ideas as possible.

**Method GET VISUAL**
Even though some people are naturally more visual and will express themselves easily through pictures, everyone can benefit from thinking visually.
Getting visual makes ideas more tangible, and helps clarify your thoughts for your team.

**Method RAPID PROTOTYPING**
For human-centered designers, Rapid Prototyping is an incredibly effective way to make ideas tangible, to learn through making, and to quickly get key feedback from the people you’re designing for. Because prototypes are meant only to convey an idea—not to be perfect—you can quickly move through a variety of iterations, building on what you’ve learned from the people you’re designing for.
What we have learned

Considerations for internationalisation such as quality assurance, social justice and interpreting the UK-FHEQ in Filipino contexts.

Engagement with opportunities for innovation in curriculum development presented by national educational change in RP and a creative approach offered by Miriam College.

Building a collaborative process that enables learning from each other – from producing learning outcomes to networking events.

A shared awareness of critical pedagogy to develop an approach to the collaboration, construction of knowledge that recognises and values pluralities of identities in local and international contexts.