

# Designer Daily

*Serving Michigan State University since 2013*

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CEP 817 : Learning Tech through Design

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## REFLECTING ON 100 DAYS IN CLASS



*Michigan State Graduation – mlive.com*

It hasn't quite been 100 days in class but it is a time to reflect on what I have learned the past 15 weeks. This newspaper is organized much like one you'd pick up at the local gas station. It has witty headlines that have been slightly modified, comics, classified ads, entertainment, and a business section. Most importantly it has reflections on how I can incorporate learning technology through design in my profession.

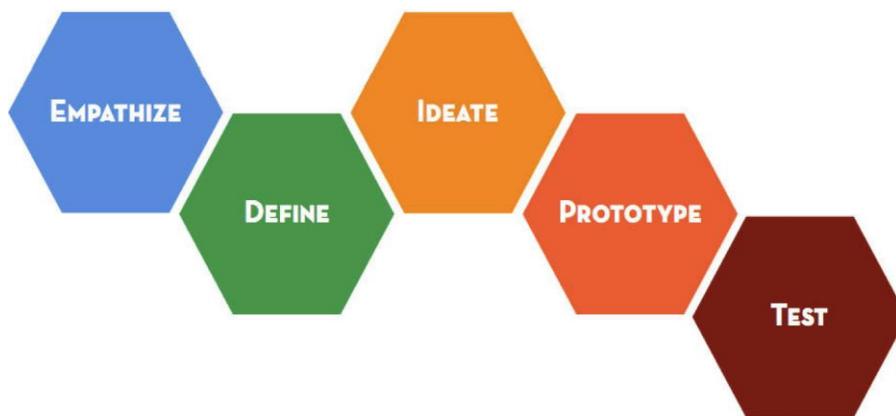
University News: Page 1

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Weather

# LOCAL NEWS

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Coming into CEP 817, I have had only one other course dedicated to curriculum development. I like to plan and be a leader but designing was something that I struggled with. Learning the five modes of design gave me a map on how to navigate my way from coming up with a problem to designing, testing and find a solution. The five modes are empathize, define, ideate, prototype and test. They are given in an order but there is no set starting point and the cycle can repeating many times. The Stanford University's d.school bootcamp bootleg is a great resource that any aspiring designer should use. They break down each of the modes with an explanation and why each is important. They also give several activities that you can do for each of the modes.

What I found out that I really enjoyed about designing is that it is a hands on activity. You

need to be able to interact with users and be able to understand them. I never really put much thought into what others thought. In design, nothing is a stupid question. It's a let's try to build it and test it to see if it works. If it doesn't, then you just go back to the drawing board and try again. This is really helpful and transfer nicely to education. Teachers build lessons daily and not every one is a success. Teachers have the ability to reflect and see what worked and what they might need to tweak a little bit. A lesson plan should never be set in stone. It is a living, breathing document that should be reflected on constantly. Students do not learn now the same way they learned 10 years ago. It's amazing how much technology has changed the design process and how lessons are delivered.

This experience has changed the way that I will look at failure. A great quote A.P.J. Abdul Kalam is “if you FAIL, never give up because F.A.I.L mean First Attempt In Learning” (para. 14). When a prototype doesn't work out, it's not the end. There is always something to learn from each attempt. I found this out when I created a mini roulette wheel. I really liked the idea of finding every day items around the house and used them to create a way that I could differentiate the way I taught. I only used paper, marker, pizza box and a marble. I thought that because the corners of the pizza box were angled that the marble would be able to go around the box. However, because the box was flat, it had a hard time generating speed.

Projects like the one mentioned above give me the confidence to try new things in the classroom. This course, at times, let me go outside of my comfort zone which will lead to me growing as a professional. These skills that I have learned in this course can be transferable across all aspects of my life. I plan to use this not only in the gymnasium but also in the hockey rink as a coach.

# WEATHER

## STORMS TO HIT EAST LANSING



One of the most effective tools that helped me throughout the design process was brainstorming. This allowed me to lead discussions about our problem and connect with the users, other physical education teachers in our district. While brainstorming, we wanted to find ways that would give teachers experience in using Google Drive. This was an interesting topic because one of the reasons why we didn't have our fitness scores online was because some teachers did not feel comfortable with using technology. Some of the ways my coworker and I came up with were having teachers try it out on their own, have them watch how to videos on youtube, set them up with a mentor to guide them and by offering professional development opportunities throughout the school year.

Brainstorming can happen by yourself or with a group of people. One method of brainstorming is designing a mind map. To start, write the main idea or problem in the middle of the paper. That idea should invoke conversations within the group. In order to be productive, members should be encouraged to speak openly, listen to what everyone has to say and build on

the ideas of others (pg. 28). Branches will stem off the main idea leading to mini ideas. Often times these too can be connected to form a web. One of the mini ideas that we came up with from our brainstorming session was how we could make the fitness scores accurate. We discussed another sort of storm to try to help us, bodystorming.

According to the Stanford Bootcamp, bodystorming is a “unique method that spans empathy work, ideation and prototyping” and we do it to “generate unexpected ideas that might not be realized by talking or sketching” (pg. 31). If I were to complete the design cycle again, I would try bodystorming to empathize with our students. We spent a lot of time trying to understand our users, the teachers. However, the students are also a key part in our fitness testing. Having our physical education teachers go through the fitness testing process as a student, can give us a better understanding of what the students experience when they complete the test. As teachers, we can talk about ways to improve our system but we need to physically walk through the process in order to fully understand it.

## CLASSIFIED ADS

### **FRUSTRATED WITH TECHNOLOGY?**

I am a tech savvy physical education teacher who is seeking other in the profession who are frustrated with technology

Users should be able to meet at the Millbury Public Library once a month and have their own lap top. Topics such as using technology in the gymnasium, inputting grades online, creating your own website and how to keep scores in an online database will be discussed.

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# ENTERTAINMENT

## MOVIE (RUNNING TIME)

## PLAYING

[Tim Brown: Urging designers to think big](#) (17 mins)

7:00 PM

[Design thinking and maximizing your student creative thinking](#) (11 mins)

7:15 PM

[Steve Jobs: On Design](#) (2 mins)

8:00 PM

[Design Thinking – The Power of Empathy](#) (3 mins)

8:30 PM

[The 5 Whys](#) (2 mins)

9:00 PM

[Brainstorming Techniques](#) (3 mins)

9:15 PM

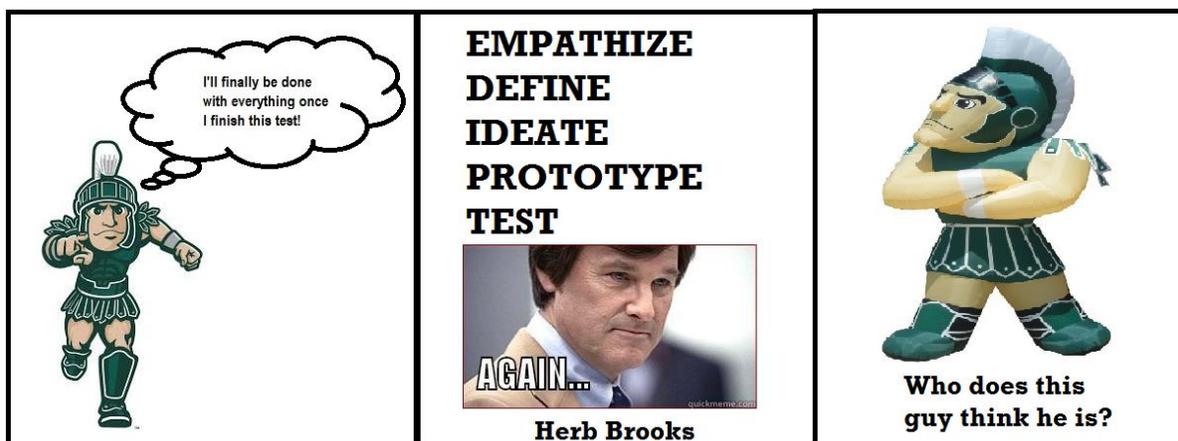
[Rapid Prototyping: Google Glass](#) (8 mins)

9:30 PM

[Design Thinking - Testing](#) (4 mins)

10:00 PM

# COMICS



# BUSINESS

52 W 52 W

High	Low	Stock	Ticker	High	Low	Close
7.77	4.30	Empathy	EPY	7.77	7.47	7.77
7.77	4.30	Define	DEF	7.77	7.47	7.77
7.77	4.30	Ideate	IDEA	7.77	7.47	7.77
7.77	4.30	Prototype	TYPE	7.77	7.47	7.77
7.77	4.30	Test	TEST	7.77	7.47	7.77

*All five stages are equally important*

<https://www.youtube.com/watch?v=UAinLaT42xY> – Tim Brown

<https://www.youtube.com/watch?v=nyt4YvXRRGA> – Co Barry

<https://www.youtube.com/watch?v=sPfJQmpg5zk> – Steve Jobs

[https://www.youtube.com/watch?v=747u3\\_Ms2tU](https://www.youtube.com/watch?v=747u3_Ms2tU) – Empathy  
<https://www.youtube.com/watch?v=NBrFCHtoPRY> – 5 Whys  
[https://www.youtube.com/watch?v=-QIGWlXp\\_Co](https://www.youtube.com/watch?v=-QIGWlXp_Co) brainstorming  
[https://www.youtube.com/watch?v=d5\\_h1VuWD6g](https://www.youtube.com/watch?v=d5_h1VuWD6g) – Google Glass

<https://www.youtube.com/watch?v=k5qUJId7V-o> Design Thinking

[http://msutoday.msu.edu/\\_/img/assets/2016/the-spartan-winter\\_tsdlg.jpg](http://msutoday.msu.edu/_/img/assets/2016/the-spartan-winter_tsdlg.jpg)

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<http://www.quotesigma.com/famous-quotes-by-a-p-j-abdul-kalam/>  
FAIL