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Vergadering met Henk Willems

Personen Chat Reacties Vergaderru... Meer Camera Microfoon Delen Verlaten

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Bezet ⌄ | Statusbericht instellen

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Example of good practice of online or digital creativity education. Something you used in your lessons during the Covid pandemic. How did you organize this online lesson? What was your target group? What were the outcomes/results?

Classes: Graphic design 2 & 3 + Motion Design
Target group: Students 2nd year Bachelor Graphic Design
Period: 2020-2021

In certain technical ways, MS Teams allowed us to simulate normal live sessions. In those live feedback sessions, we always sit around a table with a dozen people. Each student in turn presents his/her concept/graphic work to the teacher and the rest of the group. In the online sessions, anyone could take over someone else's screen. I therefore insisted that every student turned on his/her microphone and camera. That way, you really had the idea of sitting around a digital table together.

This way, it was easier to share interesting links in the chat to image banks, film clips, movie credits, similar cases, font libraries, interesting agencies and instagram profiles to follow,.... . These could also be viewed again by the students afterwards in their chat. During a live lesson, this is more difficult. You can show things, but the links are hardly written down or bookmarked by the students.

Even now we still use -in a live lesson- this MS Teams function. It is not always easy to ensure that students can see each other's work properly during live sessions (especially when it is shown on screen). There are always some students who can barely see what is being shown. By sharing screens during the live sessions, everyone gets a perfect view of what is being discussed. So in this way, this tool can still be put to good use. All the teacher has to do is quickly set up a meeting and add each student to the meeting.

Online feedback sessions were unpleasant for most students because both parties were never really sure that the other understood. Even after repeatedly asking and confirming answers, it turned out afterwards that there had been misunderstandings in how students/teachers had interpreted certain things.

It was easy because students no longer had to travel to the campus. They gained time. But on the other hand, you are creating a generation that only wants to work from their beds. That is why we no longer allow online feedback.
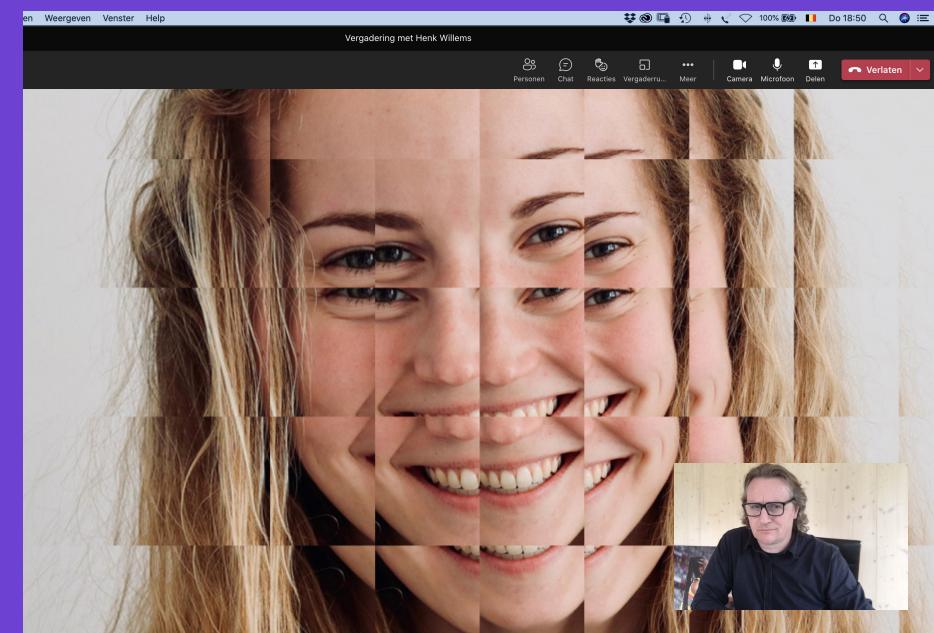
Online meetings in Teams are definitely not here to stay. It is extremely difficult - as a teacher- to make things clear. Whereas a sheet of paper and a pencil are the most perfect tools for making certain things clear to students around the table in a live graphic designclass, MS Teams and other online tools fail enormously.

<u>The video quality is often a problem</u>. You can barely see - due to bad WIFI - what is being shown at that moment and it often takes five times as long to make something clear. It is also extremely difficult to evaluate printed layouts on screen. You cannot estimate the size of the text or the interlines at all. So it is impossible for a student to get good feedback in online lessons. We are now seeing this in our final-year students, which results in a decreased attention to detail. It seems like they never bothered to print for a feedback session.

Feedback from the students?
— Valentine Callebaut (graduated in 2021)

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In the whole beginning of covid-19, it was adjusting for everyone and of course online feedback was better than no feedback at all. There were some advantages such as: sometimes you spent longer on the road to the feedback, than when we actually got the feedback. Suddenly, this was from home and you didn't lose any time due to transport.

But there were also a lot of disadvantages, even more than advantages if you ask me; the feedback from a teacher was often less clear. With offline feedback, it is easy that the teacher can make a quick sketch or indicate on physical prints what is good/bad. On a screen with so much distance between them, it is not always easy to understand each other correctly.

You also saw far fewer designs by fellow students, which meant that less inspiration could be gained. The level could not be compared very well and it was more difficult to catch up with fellow students, because you simply saw less work. In addition, you didn't always know the exact moment when you were going to be called for feedback. I didn't dare walk away from my laptop. What if they would call just when I was at the toilet...? Had I missed my chance for feedback? That gave me a bit of extra stress, I remember.

Thank you.