

# Public summary

Bachelor thesis Danique Eef Marie Afink

This thesis will analyze the best tool design to assist multidisciplinary teams of educators during the start of their educational innovation processes. This tool will inspire educators and enable them to innovate their educational programs, which ultimately benefits students in their educational journey. Currently, educators are unaware of the newest innovations and the possibilities that CELT and TELT at the University of Twente offer. Therefore, a tool to inform and inspire educators has been designed during the course of this thesis. This tool has been developed for the Learning and Teaching Lab at the University of Twente, but could be implemented at other locations in the future as well.

During this thesis, the answer to the following research question has been determined: *What creative tool design can be used to assist a multidisciplinary team of university staff in the start phase of an educational innovation process?* From this research question it is clear that the main target group was considered university staff, more specifically educators of the University of Twente. However, the research question remains general, as a creative tool design could still be anything. Therefore, the thesis was started by doing thorough research.

More insight on the topic was gained by performing research on (educational) innovations, blended learning, existing creative tools and the target group. This research consisted both of literature research doing interviews with educators from the University of Twente. From this research, it could be concluded that there are different levels of innovations and blended learning. Existing creative tools were not easily accessible or unknown to most educators. Therefore a tool to inspire educators and assist them in the start of educational innovation processes was yet to be designed.

From the research phase and the wishes of the client, which was CELT & TELT of the University of Twente, several requirements had been set. These requirements formed the basis for the design phase. During the ideation process, different design directions had been considered. These directions were based on user interviews and own solutions. After that, a brainstorm session together with seven Industrial Design Engineering educators was done to gain insights in the wishes and ideas of the target group.

Three of these ideas had been worked out into concepts and one was chosen to further develop into a final design. This design met all requirements and formed the best solution to the research question according to the decision matrix.

The result of this thesis is called InnoVision; a database containing innovations from different industries all over the world. This database is meant to raise knowledge and awareness that educators have on educational innovations. They can then use that to innovate their own educational programs and contribute to a better learning experience of students. This database can be used from any location or device, which makes it easily accessible for all educators.

For the Learning & Teaching Lab, this database has been implemented into a furniture piece. This furniture piece, which can be seen in figure 1, consists of three main parts. The first one is the screen on which the database is accessible. Next to that, there is an open cabinet. In this cabinet there are several things to also physically inspire educators, such as examples of innovations, serious games and building materials. Lastly, there is a table connected to it, which enables educators to work on their educational innovations right away.



*Figure 1 Final furniture piece design for the Learning and Teaching Lab*

Future steps for this design would be to validate the final outcome. This could be done by talking to the target group on a larger scale and run use tests. Next to that, the final product should be promoted amongst university educators to create awareness of the tool's existence. The thesis finishes by giving a conclusion and recommendations based on the research performed in this research and the feedback gained from the target group during the interviews and brainstorm session.