THE UNIVERSITY OF BRITISH COLUMBIA | VANCOUVER

# EDCP 471
# Design-Based Learning (DBL)

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## Content of DBL : : Key Concepts in DBL

1. Challenge of Identifying Content
2. Content Outline
    a. Introduction to DBL
        i. Creativity : : Imagination + Imagineering + Play
        ii. Design
        iii. Engineering
        iv. Innovation
        v. Computation
        vi. Craft
        vii. Making : : Tinkering + Tweaking
        viii. Technology
        ix. Learning
    b. Methods of DBL
        i. Design Briefs
            1. Method and Theory
            2. Examples https://www.thersa.org/action-and-research/rsa-projects/design/student-design-awards/design-briefs
        ii. Project Briefs
            1. Method and Theory
                a. https://www.designingbuildings.co.uk/wiki/Project_brief_for_design_and_construction
            2. Examples https://www.thersa.org/globalassets/pdfs/sda-briefs/sda17-18-competition-pack-final.pdf
    c. Creative & Critical Problem-Solving
    d. Creative & Critical Project-Solving
    e. Creative & Critical Making
        i. Model Making
        ii. Craftivism: Critical Crafts
    f. Creative Collaboration & Competition
        i. Odyssey of the Mind https://www.odysseyofthemind.com
        ii. Destination Imagination https://destinationimagination.ca
        iii. RSA Student Design Awards https://www.thersa.org
        iv. Skills Canada http://skillscanada.bc.ca
        v. Technology Students Association
        vi. Technology and Engineering Education Collegiate Association https://www.odysseyofthemind.com
    g. Innovative Computation
        i. Computational Reasoning
        ii. Ethnocomputing
        iii. Cultural Robotics
    h. Philosophy of D&L
        i. Ethics of D&L
        ii. Philosophy of D&T for Children and Youth