Teaching experimentation in the Design field: crossing digital tools with analogical activities

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This paper aims to report an innovative teaching experience at the Politecnico di Milano, School of Design, Bachelor Degree in Interior Design, Metadesign Studio.

A class of 40 students of the second year, a studio that for years had a static structure, traditional, consisting of:

(a) lectures

(b) reviews to different groups of students who carried out the project of new formats of low-cost hybrid hospitality (eg hostel + student residence) in existing structures in the city of Milan

(c) study of the bibliography, evaluation through a written test.
Following the preparation of the MOOC on the Metadesign topic, it was decided to review the course setting and insert different elements of innovative teaching consisting of:

(d) MOOC

(e) classroom exercises on the content of the MOOC

(f) short lectures and test of the content of classroom lessons via clickers

(g) collective presentations of the project work

(h) comparison between the MOOC content and the design path carried out by each group.

In particular, the integration between activities carried out at home, such as the study of the MOOC, and exercises carried out in a group in the classroom, on the contents of the MOOC itself have been the object of study, analysis and observation. The relationship between the use of digital tools and analogical activities (carried out in different educational contexts) and how it can lead to an improvement in the students' soft skills is analyzed in the text presented as one of the innovative elements of the educational path.

Starting from the discussion of the changes made and the feedback and observations collected, we will proceed with the definition of the next steps: how will be the integration between digital and analogical tools? And what are the new relationships between different learning contexts? How each of these tools, contexts, methods and fields of application can be implemented in the future and with what synergies?

• Author(s) Biography (200 words each):

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She is part of POLIMI-DESIS Lab. She works in different research programs: campUS, a local research that won the XXV Compasso d’Oro, and Human Cities, an European research project. Both of them deal on spaces and service design for social innovation. She is often visiting professor on workshops, classes and studios in other international schools of design.

In recent years she designed the interiors and services for the Expo Village for Expo Milan 2015, she was the project manager of the last Cumulus Conference in Milan, The Virtuous Circle (June 2015) and Design Now, an international program of events of the XXI Triennale (July 2016).