



Frame Your Design Challenge

What is the problem you're trying to solve?

Today in academia, student education isn't always translated into the long-term learnings that make creative and strategic thinkers. Too often information is picked up to pass a course, but not full internalized and processed through Bloom's pyramid model to become applicable learning. This may escalate as future education models start to follow the MOOC model and use discrete modules to impart knowledge, not instill learning.

1) Take a stab at framing it as a design question.

How might we use innovations in technology to ensure education results in applicable, long-term learning?

2) Now state the ultimate impact you're trying to have.

I'm trying to help teachers and students turn education—be it online or in-class—from the simple relaying of information or application of knowledge to the kind of deep learning that allows students to be the creative and strategic thinkers we need in a future of automation.

3) What are some possible solutions to your problem?

Think broadly. It's fine to start a project with a hunch or two, but make sure you allow for surprising outcomes.

Using technology to monitor and report back student learnings

Extending courses to include periodic check-ins and revisiting of learnings months or years down the road

Engaging students in learning modules throughout their day-to-day life, outside the real or virtual classroom

Creating the ability to virtually "drop" learning modules in the real world, for students to pick and apply later in life

4) Finally, write down some of the context and constraints that you're facing.

They could be geographic, technological, time-based, or have to do with the population you're trying to reach.

This is clearly an issue that people have been trying to solve since the dawn of education. Because people have so many different ways of learning best, it makes it a challenge to create a one-size-fits-all solution to turn knowledge into deep learning. For solutions that extend beyond the immediate classroom or classwork, there are tons of implications in breaking the existing model, including cost and grading of student work.

5) Does your original question need a tweak? Try it again.

How might we use innovations in technology to ensure education results in applicable long-term learning that can prepare students to be differentiated thinkers and creators in a world where jobs requiring rote learning or simple knowledge will be obsolete?