

COLLEGE OF ENGINEERING AND PHYSICAL SCIENCES

Tuning Tensions: Interdisciplinary Learning in an Asynchronous Distance Learning Environment

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(Multi?) Disciplinary Identities



Programme Director and Director of Education: College of Engineering and Physical Sciences



Module Lead and Postdoctoral Researcher in Science Education



Programme Lead and Senior Research Fellow, Education and Physics



Module Lead and Senior Lecturer in Digital Technology, and Software Developer



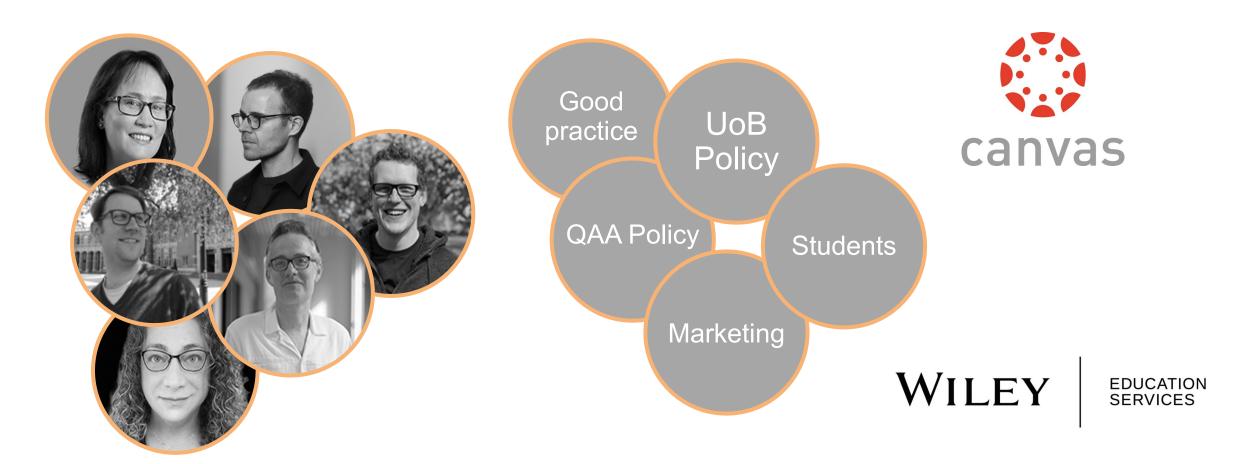
Module Lead and Lecturer in Applied Data Science



Module Lead and Reader in Electrical Engineering



Multi? Inter? Disciplinary? Design Network



Matthews, A. (2023) 'The Mode 3 Network University and Design: A New Materialist Perspective', in N.B. Dohn et al. (eds) *Sustainable Networked Learning: Individual, Sociological and Design Perspectives.* Cham: Springer Nature Switzerland (Research in Networked Learning). Available at: https://doi.org/10.1007/978-3-031-42718-3.

Design and designer as key to interdisciplinarity?

Designed things are the means by which we achieve desired ends.

(Petroski 2008: 48)

All men (sic) are designers. All that we do, almost all of the time, is design.

(Papanek <u>1985</u>: 23)

Engineers are not the only professional designers. Everyone designs who devises courses of action aimed at changing existing situations into preferred.

(Simon <u>1988</u>: 67)

Matthews, A. (2019) 'Design as a Discipline for Postdigital Learning and Teaching: Bricolage and Actor-Network Theory', Postdigital Science and Education, 1(2), pp. 413–426. doi: 10.1007/s42438-019-00036-z.





Design for Learning Environments – challenge led

Learning Sciences Design and Design Thinking

Data Science

Software Development

Science and Technology Studies

The design of learning environments is the systematic analysis, planning, development, implementation, and evaluation of physical or virtual settings in which learning takes place."

—Ifenthaler, 2012

Ifenthaler, D. (2012) 'Design of Learning Environments', in N.M. Seel (ed.) Encyclopedia of the Sciences of Learning. Boston, MA: Springer US, pp. 929–931. Available at: https://doi.org/10.1007/978-1-4419-1428-6 186.

PGCert Design for Learning Environments

Each module 10 credits

8 weeks of study per module

12.5 hours per week

- Postgraduate level 7
- Designed for those working
- Asynchronous flexibility (exercises, cases studies, readings, video/audio)
- Synchronous (optional Connect sessions, discussions, exercises, announcements, e-mail)
- Integrates theory and practice in content and (authentic) assessment



Programme architecture

Design and design thinking



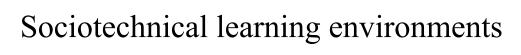
Applied data science for learning environments



Perspectives on learning



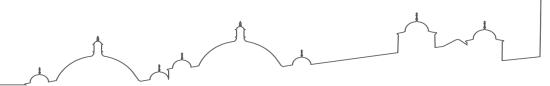
Developing digital artefacts for learning







Communicating design stories



A synoptic module to integrate knowledge



- Case study based (health and safety)
- Designed for those working
- Asynchronous flexibility (exercises, cases studies, readings, video/audio)
- Synchronous (optional Connect sessions, discussions, exercises, announcements, e-mail)
- Integrates theory and practice in content and (authentic) assessment



Case Study

Following the rollout of the training, data from the Health and Safety team's tracking system indicated that reported accidents rose. Most of these incidents were categorized as preventable.

So why did this happen?

Here is an e-mail from the Chief Operating Officer, who wants you to lead on the project to investigate and come up with a design to improve the system for the good of the company and its employees.

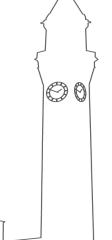


Hi,

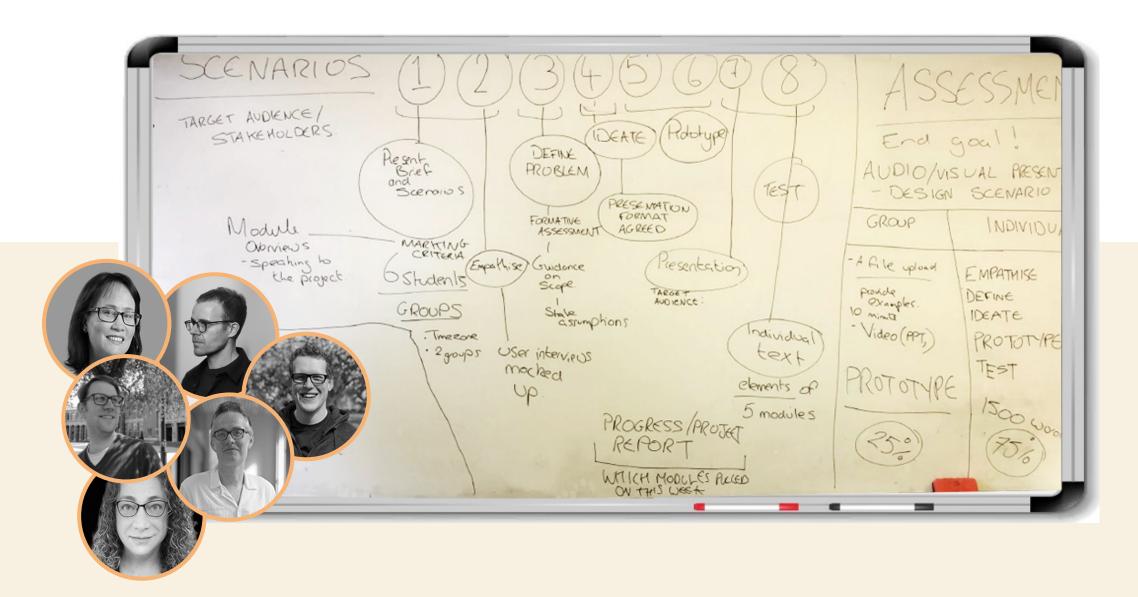
Last year, we implemented a new online course to help reduce health and safety incidents across all sites of the business. We put a lot of time and effort into this.

Having reviews some of the data and spoken to several senior colleagues, it seems that the number of incidents we are seeing is still too high. I was hoping that the new innovative approach to e-learning was going to help. One of the advantages was that we didn't have to run courses in person, and we could use the same training globally. However, we are still seeing issues.

I am hoping you can help. I'll put you in contact with colleagues to review what we have so far and provide you with some of the evaluation data. We really need to get this right for the health and safety of colleagues.



Whiteboarding Scenarios



Assessment criteria

Communication

Does the work communicate to the intended audience the rationale for the approach taken, which is clearly accessible for both experts and non-experts?

Disciplinary grounding

Is the work grounded in carefully selected and adequately employed disciplinary insights?

Advancement through integration and common ground

Are disciplinary insights clearly integrated so as to leverage appropriate analysis of DFLE Inc's issues regarding health and safety in their working environment, alongside your design prototype?

Critical reflection

Does the work exhibit a clear sense of purpose, reflectivity and self-critique?



Tuning tensions



Tuning tensions – social and temporal separation

Time Space



Tuning tensions – surface level integration

Depth Breadth



Tuning tensions – disciplines and interdisciplinarity

Grounding
Integration



Tuning tensions – Where does knowledge get integrated?

Academics

Students



Tuning tensions – Level 7 'postgraduateness'

Disciplinary and institutional norms

Interdisciplinarity

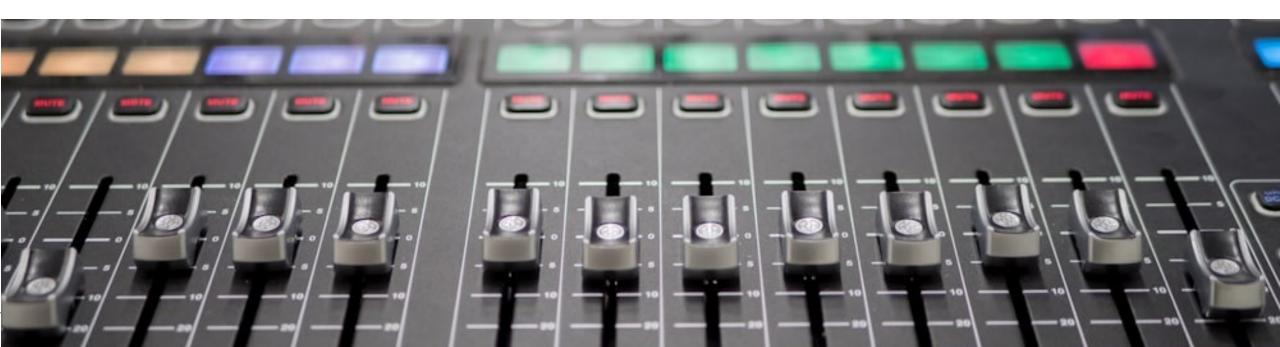
and

microcredentials



Tuning tensions – [knowledge] theory and practice

Academic Interature Practice



Thank you for listening

Questions...





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