



ExL – Prototype / Design Building

"When it comes to innovation, business has much to learn from design. The philosophy in design shops is, 'try it, prototype it, and improve it!'"

What is Experiential Learning?

Experiential learning is an engaged learning process whereby students “learn by doing” and by reflecting on the experience.

Why do Experiential Learning?

Well-planned, supervised and assessed experiential learning programs can stimulate academic inquiry by promoting interdisciplinary learning, community engagement, career development, leadership, and intellectual skills.

Goals of Experiential Learning:

- Reflection, Critical analysis and synthesis.
- Opportunities for students to engage intellectually, creatively.
- A designed learning experience.

Objectives:

- The different ways in engaging continuous learning process through the interaction with peers.
- The skills and potential opportunities using well know frameworks and analytical tools.
- The attitudes, values, characteristics, behavior and processes with processing an entrepreneurial mindset.

Outcomes:

- Combines direct experience with focused reflection
- Builds on past knowledge and experiences
- Requires active involvement in meaning construction
- Encourages collaboration and exchange of ideas and perspectives

Benefits of Experiential Learning:

- Ability to immediately apply knowledge.
- Access to real-time coaching and feedback.
- Promotion of teamwork and communication skills
- Development of reflective practice experience
- Improved higher-order thinking skills
- Increases in students’ critical thinking abilities.
- Increases students’ self-esteem.

Course Content:

- An introduction to Prototyping
- Low- Fidelity Prototyping and Paper Prototyping
- Wireframing and Tool based Prototyping
- Physical Low- Fidelity Prototyping
- Tool based prototyping
- Design Principles and Patterns- Graphic Design
- Design Principles and Patterns- Interaction Design
- Commercial design guidelines and standards.
- Universal design: Sensory and cognitive impairments
- Universal design: Tools, Limitations and standards
- Introduction platforms and context : Mobile UI design, Wearable
- Introduction platforms and context : Automotive user interface
- Introduction platforms and context : IoT and Physical Computing