Independent Research
and
Presentation in Class

Objectives

1. opportunity to engage in **self-directed learning** in the context of a **independent research exploration**
   1.1. this work is more conceptual than the course project and is intended to *complement* complements the general experience of the course project?
   1.2. in other words: it can be directly related to the course project, but it does not have to be!
2. you will form teams of **2-5 members** each focused design, learning, collaboration. These are broad topics and you should define a focus for your investigation by finding a specific topic in your area of investigation. Themes for more specific research topics are:
   2.1. social creativity
   2.2. meta-design
   2.3. end-user development
   2.4. distributed cognition
3. some ideas:
   3.1. for your information gathering process use books, articles, opinion pieces, the WWW, information on Amazon about the suggested books
   3.2. interview people (e.g., faculty members, PhD students, friends, colleagues at work, ..) about their insights and perspectives

Some Suggested References

the references below can help you to get you started — but you can also use as starting points some of the papers that we have discussed in class! Again, these are just to get you started—you should not limit yourselves to these resources.

Design

- Norman, D. A. (1993) *Things That Make Us Smart,* Addison-Wesley Publishing Company, Reading, MA.
- Dourish, P. (2001) Where the Action Is — The Foundations of Embodied Interaction, The MIT Press, Cambridge, MA.

Learning

- Bruner, J. (1996) The Culture of Education, Harvard University Press, Cambridge, MA.
- Bransford, J. D., Brown, A. L., & Cocking, R. R. (Eds.) (2001) How People Learn — Brain, Mind, Experience, and School, National Academy Press, Washington, D.C.

Collaboration

- Bennis, W. & Biederman, P. W. (1997) Organizing Genius: The Secrets of Creative Collaboration, Perseus Books, Cambridge, MA.
- Salomon, G. (Ed.) (1993) Distributed Cognitions: Psychological and Educational Considerations, Cambridge University Press, Cambridge, United Kingdom.

Design/Learning/Collaboration

- Brown, J. S., & Duguid, P. (2000) The Social Life of Information, Harvard Business School Press, Boston, MA.
- Florida, R. (2002) The Rise of the Creative Class and How It's Transforming Work, Leisure, Community and Everyday Life, Basic Books, New York, NY.

Remark from Gerhard: if groups what to take a look at these three books: I have them and you can borrow them for some time

Assessment

1. your contribution to this major aspect of the course will be assessed as follows:
    1.1.   your work material submitted, including
        1.1.1.   your "mastering" of the theme chosen by you
        1.1.2.   your originality (i.e., just copying phrases from different sources will not do)
    1.2.   your presentation in class
2. your work will be evaluated as a team effort — so hopefully all team members will act as "good contributors" to the collaborative effort!

Timetable:

1. Monday, Feb 9, 1:00pm: post in the Swiki your initial idea
2. Wed, Feb 11, 1:00pm post in the Swiki
    2.1.   your (initial) team
    2.2.   your refined ideas