Welcome to the 2020 STEM/ STEAM Virtual Academy: The What’s Next Session
My brain has too many tabs open.
Goal: What do you want to do next with the information you’ve learned about this week?
Empathize

Empathy is the foundation of human-centered design. The problems you’re trying to solve are rarely your own, they’re those of particular users. Build empathy for your users by learning their values. To empathize, you:

**Observe.**
View users and their behavior in the context of their lives.

**Engage.**
Interact with and interview users through both scheduled and short ‘intercept’ encounters.

**Immerse.**
Wear your users’ shoes. Experience what they experience for a mile or two.
Empathize: Understand Context

- What’s your WHY for STE(A)M?
- What are the strengths & resources in your community that you want to build on?
- What are the needs in your community? What gaps do you want to close?
Define / Ideate

• Connect your why/ strength/ or need in your community to something that inspired you or that you learned about this week.

• What have you learned about this week that you want to implement?

• How does it connect with an opportunity or need in your community?
Prototype

Prototyping gets ideas out of your head and into the world. A prototype can be anything that takes a physical form—a wall of post-its, a role-playing activity, an object. In early stages, keep prototypes inexpensive and low resolution to learn quickly and explore possibilities.

Prototypes are most successful when people (the design team, users, and others) can experience and interact with them. They’re a great way to start a conversation. What you learn from interactions with prototypes drives deeper empathy and shapes successful solutions.
Prototype: Take an idea out of your head and into your world

We are going to use a protocol for this called Rapid Prototyping.

You will not have a finished product. The goal is to start to formulate ideas and think about what is possible.
Rapid Prototype: Chopped Style

• If you’re here with or want to collaborate with someone, call them up or jump in another virtual meet with them.

• You have 8 minutes to create a new idea for your school with the following basket ingredients:
  • Something unique to your school community
  • Something you have learned about this week and want to implement
  • A focus on one of the foundational characteristics of STEM/ STEAM we talked about before each presentation:
Further Application of these Ideas

- Thinking Process
  - Longer, more in-depth planning and reflection
  - PBL planning
  - Use of the process helps educators feel more confident to use the process

- Chopped and other reality TV inspired rapid prototyping
  - Spur creativity
  - Get ideas started
  - Get over the wall of “I don’t know how”
  - Introduce new EdTech or ideas and require them in the “ingredients”
Resources

• Edutopia: Reality TV Professional Learning
• Rapid Prototyping and Reality TV
• d. School resources
Q&A