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 Design thinking – creativity for the 21st century U101
 

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*Presentation pattern*     *February to September*  
    *October to June*

*Course description*

This new course aims to help students to design in their locality by providing an online design studio environment, together with Web 2.0 tools, that will enable them to develop the skills and knowledge of designing. The course will teach design in a broad and generic sense, not restricting students to any one area of design, but encouraging them to understand the underlying processes of designing – what we are calling design thinking – in order to develop appropriate solutions to the design problems they themselves frame. The course will be delivered largely online, with students required to upload their physical design work to their digital design studio pages using appropriate formats. There will also be a large social element to the learning on this course, with students required to share comments on the work of other students, as they would in a conventional design studio.

*Person specification*

The person specification for this course should be read in conjunction with the [generic person specification](#) for an associate lecturer at The Open University.

As well as meeting all the requirements set out in the generic person specification, you should have:

- a degree or equivalent in a design-related discipline
- practical design experience
- experience with, and enthusiasm for, Web 2.0 in general, and creative web applications in particular
- knowledge of a number of design disciplines, and understanding of a generic approach to teaching design
- a willingness to spend time engaging in design activity for the course, providing expert examples for students to follow and discuss
- an understanding of the current debates in the design field.

It would be an advantage to have:

- experience of teaching and assessment in design education
- a commitment to sustainable approaches in design
- an ability to think creatively
- a willingness to explore, evaluate, and debate the online design world with students.

*Additional information*

- The role will involve spending time online in the virtual design studio commenting on the work of students and contributing to debates taking place (as the students are also required to do).
- The initial presentations will inevitably involve a large degree of learning to engage both with the technologies underlying the course, and with what emerges as the course progresses.
- The course will require significant course team involvement in presentation and has been designed so that additional materials can be added at short notice should a need emerge.

*Module related details - a full explanation can be found on the website*

Credits awarded to the student for the successful completion of a module:	60
Number of assignments submitted by the student:	5
Method of submission for assignments:	2
Level of ICT requirements:	3
Number of students likely to be in a standard group:	20
Salary band:	8
Estimated number of hours per teaching week:	6.5

There may be opportunities for ALs to undertake associated assessment work for which there will be additional payment and about which you will be contacted separately if applicable.