

Overview

The students will be responsible for fulfilling five stages during the Design Competition studio session:

- 1) Claw Project Competition
- 2) Poster Presentation
- 3) Poster Evaluation
- 4) Poster Feedback
- 5) Studio Cooperation Round

Students will arrive and will see the Competition Schedule. Each team is assigned a specific time slot for the first three tasks, with the Studio Cooperation Round at the very end of the studio.

There will be a 10 minute buffer at the beginning of the studio to allow teams to set up their posters and determine when they will be competing.

1. Claw Project Competition

Teams will compete in up to three groups at a time. While results will be compared based on scores, competing side-by-side with other teams is more fun! Teams will have up to 12 minutes for their competition:

- Up to 4 minutes to mount their Claw onto the crane and practice with their system - match starts (and ends) early if all teams are ready to go
- 4 minutes for the **Variety** Round
- 2 minutes for the **Bulk** Round
- 2 minutes is for disconnecting their claw and clearing the competition area

2. Poster Presentation

Each team will be assigned a Poster Presentation time. All team members are expected to stand by their posters during their period so evaluators can come around and ask questions relating to their posters (5 min). During this period, students will need to be able to answer questions about any aspect of their poster and design process. Each member will be expected to talk about their own concept designs and contributions (there should not be a single team spokesperson). Teams should not prepare a "presentation" for these sessions, but should instead be ready to answer questions clearly, concisely, and with reference to their poster material.

At some point before or during this stage, take a photograph of your poster, sufficiently clear and detailed to be usable for evaluation. You will submit this later.

3. Poster Evaluation

Each team will evaluate all posters in their studio section, except their own. Each team member will be responsible for evaluating at least 2 posters. Distribute your team's evaluations as evenly as possible amongst the posters. The poster evaluations will be done using an online form (see the Week 5 studio

folder for the link). You will also get to see and use this form in class. Later in the session, each student will provide face-to-face feedback on the same two posters they evaluate.

When you are evaluating a poster, this is a good time to decide what you will provide face-to-face feedback on later. Consider what one change would improve the poster the most. Make a brief note of your intended feedback in the space provided in the online evaluation form, and briefly summarize the feedback on a sticky note. Hold onto this sticky note for now – you will provide it to the team when you offer face-to-face feedback later.

There is a grade bonus for being identified by other teams as having given effective feedback, so make sure to craft your feedback message carefully, and consider your delivery!

Students are expected to evaluate posters as stand-alone items, but are permitted to watch presentations and ask questions if they desire. Each student will receive course credit for completing two poster evaluations.

4. Poster Feedback

Following the design competition rounds, there will be a 36-minute Poster Feedback Free-For-All. During this time, each team is expected to have at least 2 members present at their poster to receive feedback from other teams, while other members should circulate to provide face-to-face feedback to other teams. Members should swap out periodically so everyone gets their opportunity to provide feedback. Note that some teams will have their poster presentation time overlap with the feedback Free-For-All session – please consult the competition day schedule for details.

Providing Face-to-face feedback

When it is time for you to provide face-to-face feedback, return to the poster you previously evaluated in Stage 3, and have your sticky note feedback summary ready. Be sure to include your team number (e.g. X-1) prominently on the sticky note so you can earn bonus marks!

After you have prepared your feedback message, approach a member from the team, and provide your feedback face-to-face. Apply the material from the 3x3 feedback model. After you have provided feedback, place your sticky note on the poster where it is most relevant (e.g. if you think the drawings could be improved, place the sticky note next to the drawings). The sticky note is meant to serve as a reference to the feedback, *not* to replace the face-to-face feedback.

Receiving face-to-face feedback

As you are receiving feedback, recall the 3x3 model, and check that you properly understand what the sender is saying. You will be submitting a reflection on the feedback you receive, so feel free to take notes for reference later. Make sure the sender has included their team number on the sticky note.

5. Cooperation Round

The final 16 minutes of the studio are reserved for the Cooperation Round. Sections will have 4 minutes to stage before the 12 minute round begins. Refer to the rules and scoring document on Connect for details.

6. Deliverable: Team Feedback Reflection (Post Studio)

Following the feedback session you will reflect on what your peers have told you regarding your poster. Remove the sticky notes from your poster and rank them from most to least useful (i.e. start with the feedback that would have the biggest positive impact if implemented). Arrange your ranked sticky notes on a sheet of paper that prominently displays your team number and the ranking. Take a clear picture of this sheet (to be submitted).

Using the Module 5 Feedback Reflection form on Connect (see the Week 5 studio folder for the link), reflect on the **two pieces of feedback that would have the biggest positive impact if implemented**. Specifically, comment on

- a) What was the feedback? Summarize in your own words. (i.e. the message)
- b) What were some specific things the sender did to make the feedback effective in reference to the 3x3 model? (This needs to come from the person who received the specific face-to-face feedback.)
- c) Why was this feedback helpful? Be specific about how it would help you improve your poster?

What to Submit

Before the end of the studio, each team member will need to have independently submitted

- Two poster evaluations of other teams (see Item 3). The link to the evaluation form is on Connect, Week 5.

No later than 24 hours after the end of your studio, one member of your team will need to have submitted

- A clear photograph of your poster (see Item 2) and your ranked feedback received (see Item 6). Submit to the Week 5 Studio Assignment on Connect.
- One copy of the Module 5 Feedback Reflection form (see Item 6). The link to the reflection form is on Connect, Week 5.

The reflection activities will contribute to your course *professional development, reflections and, critiques* grade.