

Learning Experience Design Reflection, Part 2

Are students building and testing prototypes early to learn and improve their concepts? If so, how? If not, why?

Are students testing their concepts in the field with relevant users? If so, how? If not, why?

Did students have the opportunity to use multiple different tools, materials, platforms from which to design their solutions? If so, how? If not, why?

Did students have the opportunity to create multiple different iterations of their solution? If so, how? If not, why?

Did students have the opportunity to receive and incorporate user and instructor feedback? If so, how? If not, why?

Did students have the opportunity to reflect and share their work with others? If so, how? If not, why?

Do students have the opportunity to work together to solve this problem? If so, how? If not, why?

Are students supported in the process of working together? If so, how? If not, why?