(un)learning lab l

Introduction on deliberate (un)learning strategies

project learning

reflect on your learning experience

scoping phase

structured phase

Hack it together phase

Learn the basics to decide what you need to know

Decide what to learn and what to leave out

Follow and revise your plan

aim for practicallty

What do I want to say?

How do I say it?

Say it

some thoughts on design learning

How is design learning different from other learning?

goals?

- Gain expert-compatible knowledge in the shortest possible amount of time.
- Maintain outside-the-box perspective.
- Make your statement.
- build your profile.

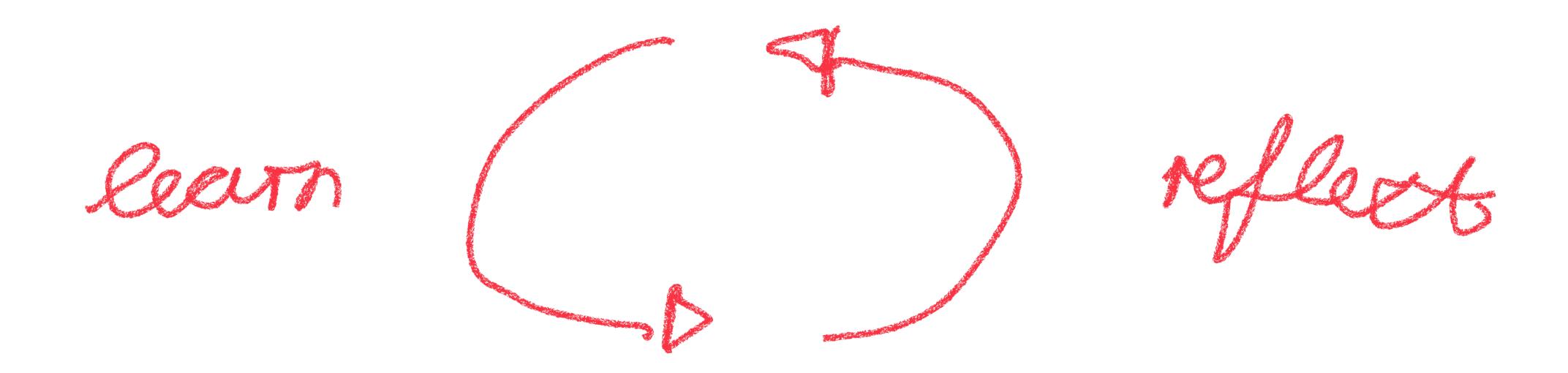




• Doing-focused: The goal is not an exam, but being able to apply the knowledge immediately.



• Not bound to disciplines or standard resources.



• Reflection: The material you learn should always be considered part of your design observations: Why did this technology take that particular shape? etc



- fleeting: You can learn a lot in a short period of time, but you can also quickly forget it after
 - continuously reflect on what you want to maintain and what is okay to let go.



 consciously work with abstractions (or mental models), but also discard them actively.

learning today

Distribution and availability of knowledge

Pre youtube etc

magazine, blogs, spiegel online, early tutorials

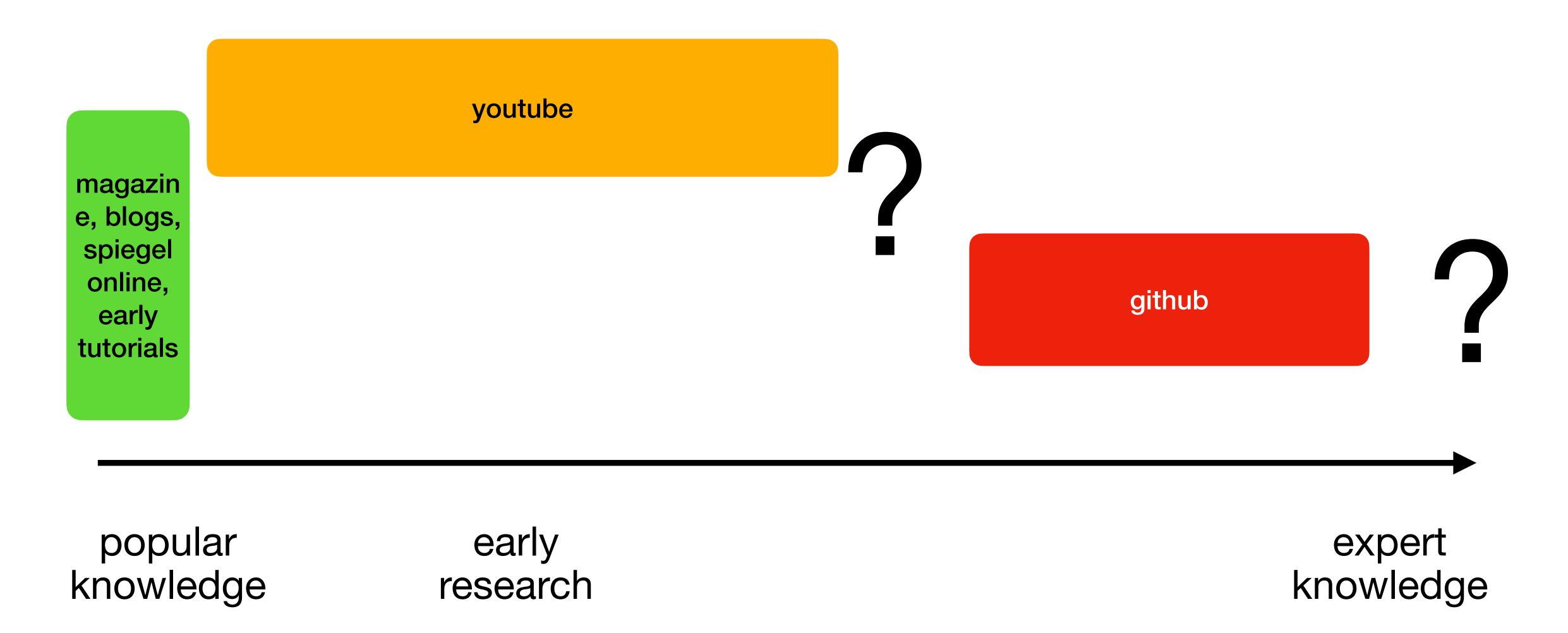


library

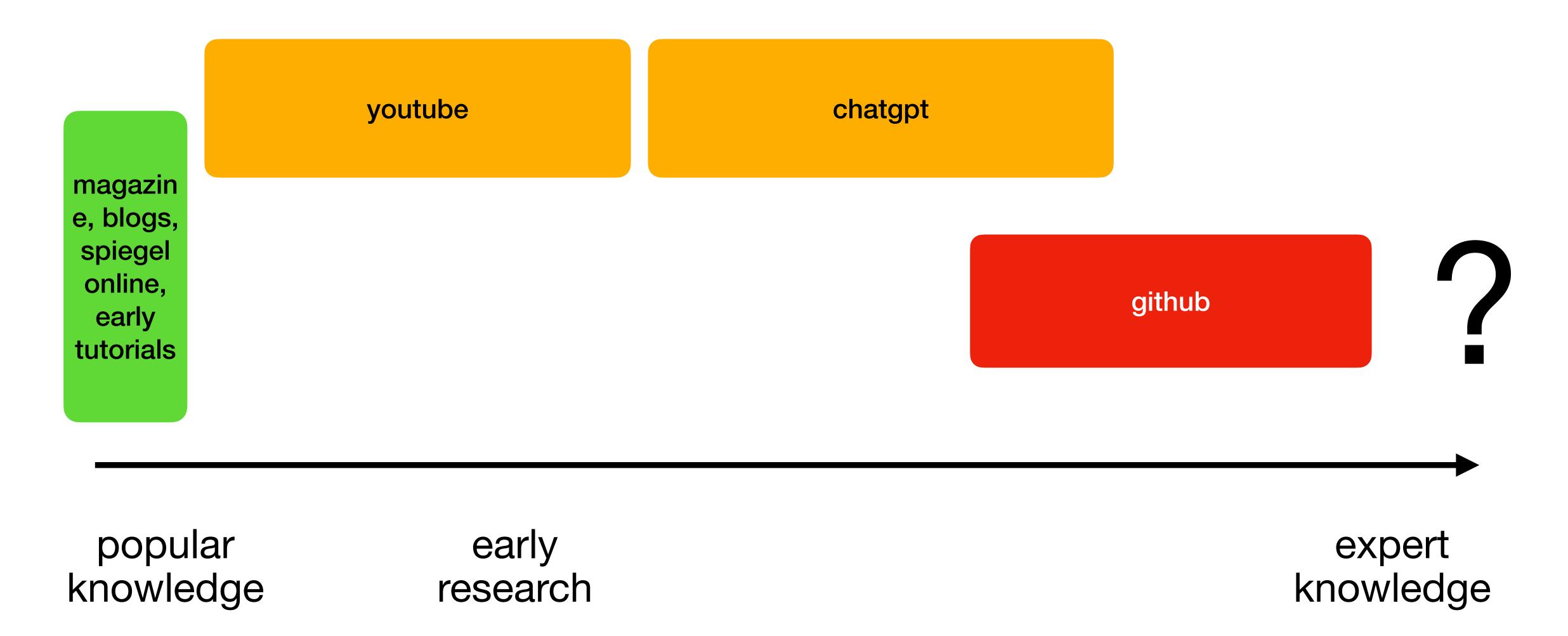
popular knowledge early research

expert knowledge

post youtube etc



post chatgpt



How could ChatGPT change how designers can learn things?

Coding

- My advice: Use the time you save looking up things to get strong fundamentals and use chatgpt as a tutor, not as an assistant.
- Invest extra time to understand what you are doing. Turn off chatGPT from time to time.

- Beware of mindless trial-and-errorloops. (When you lose control of your code, unless you need to be finished asap, go one step back)
- learning with notes, flash cards etc can help maintain the knowledge.