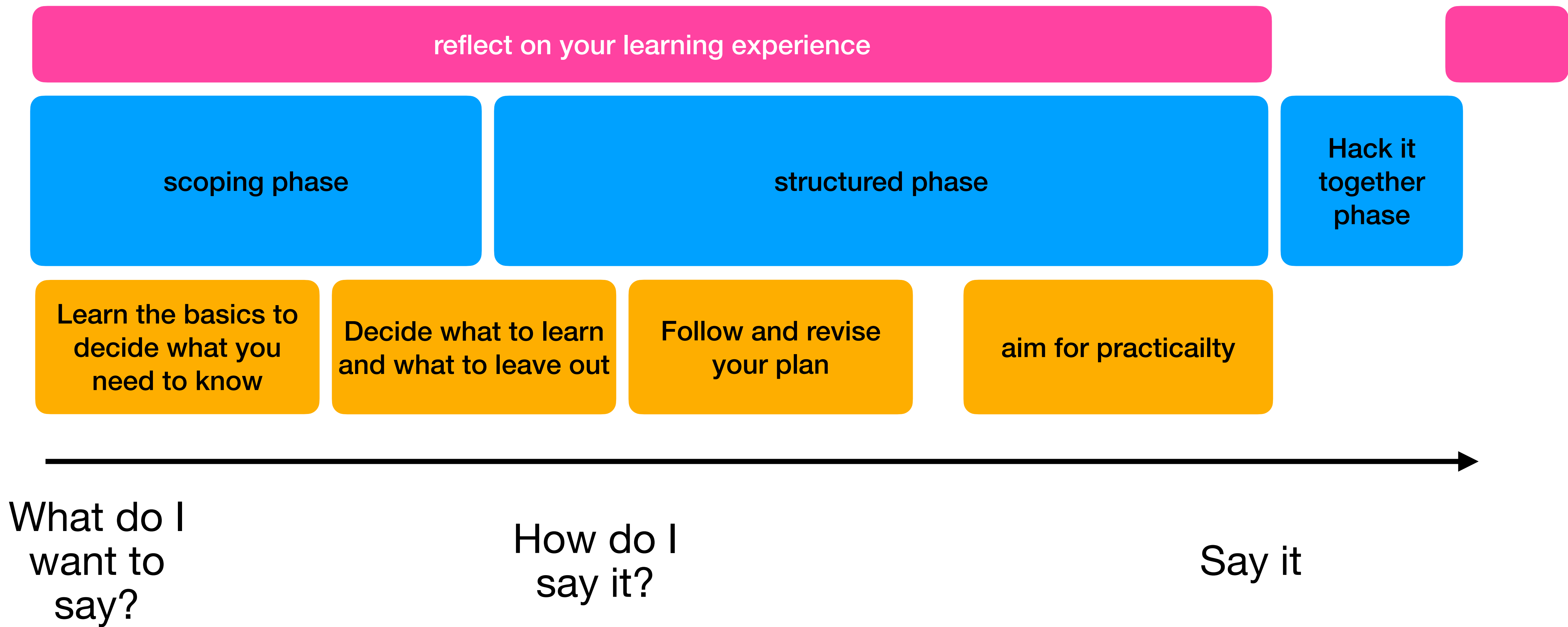


(un)learning lab I

Introduction on deliberate (un)learning strategies

project learning



**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.

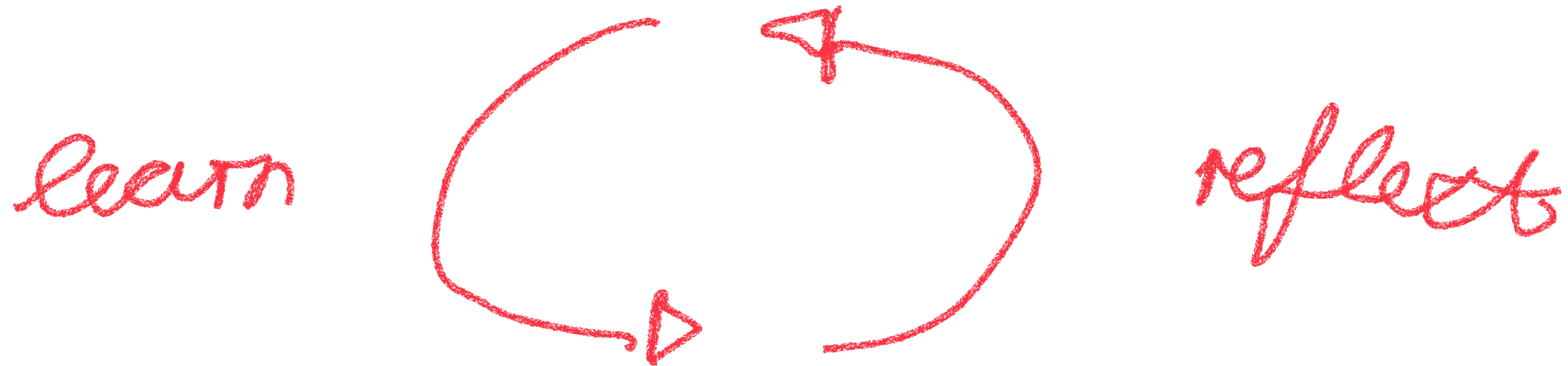




- Doing-focused: The goal is not an exam, but being able to apply the knowledge immediately.



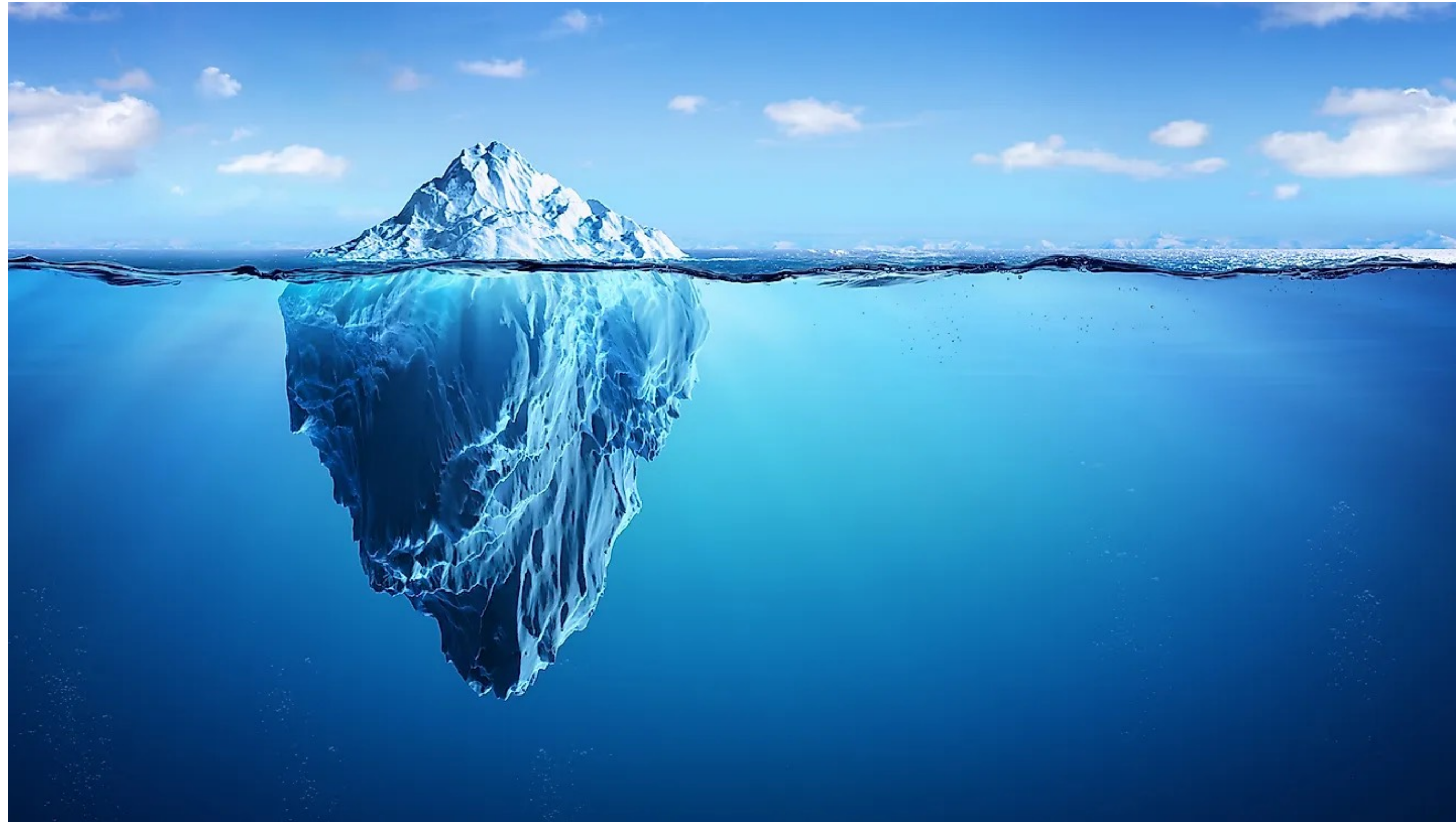
- Not bound to disciplines or standard resources.



- 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.

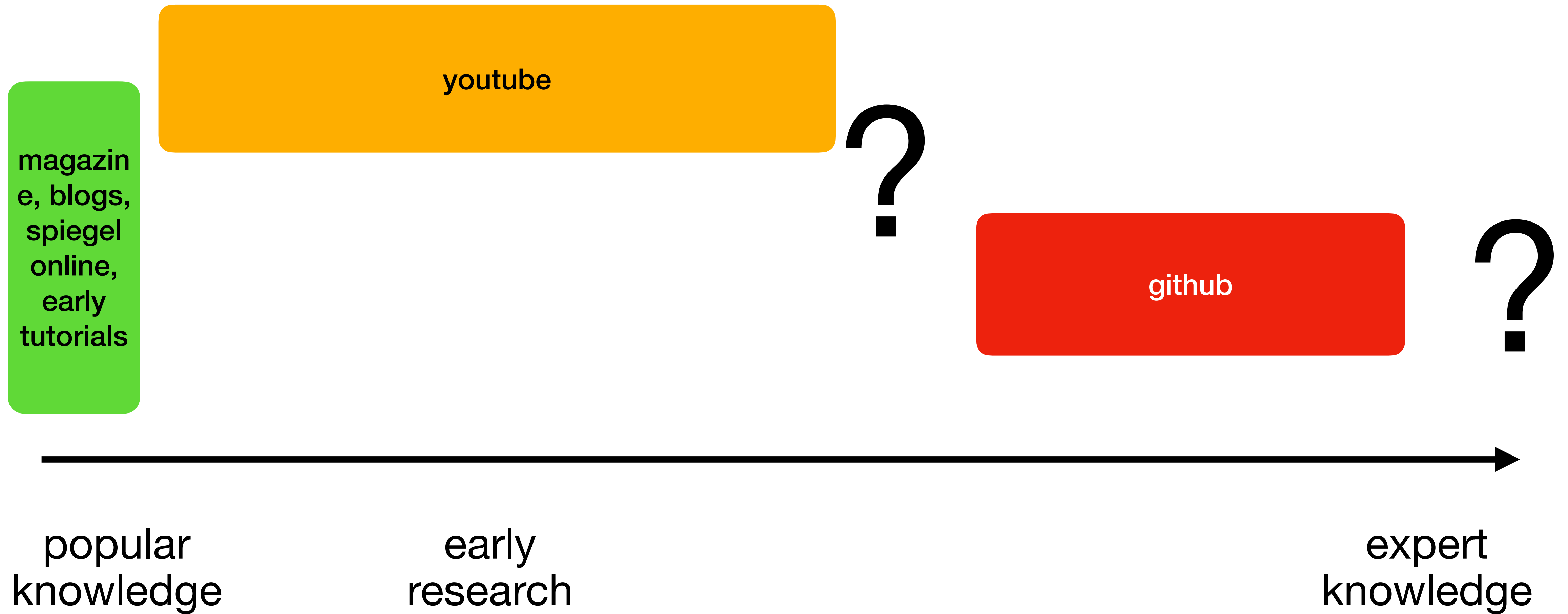
learning today

Distribution and availability of knowledge

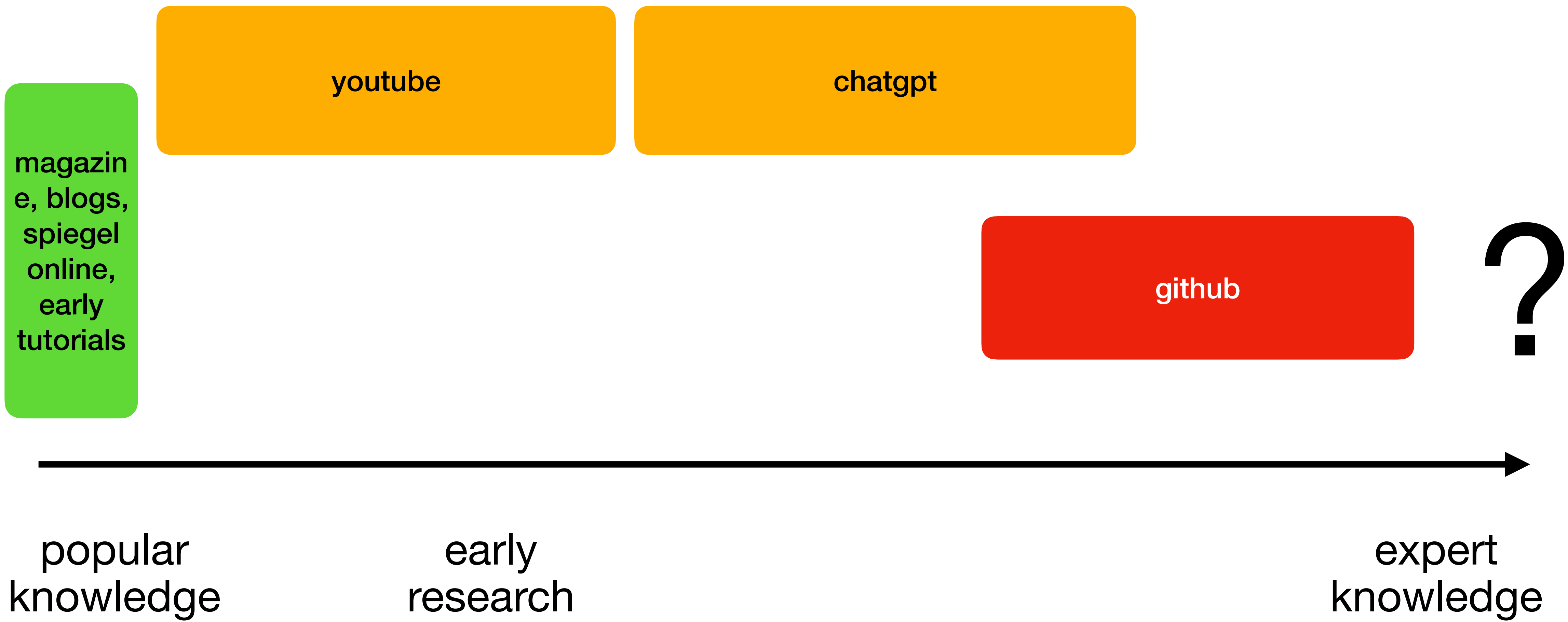
Pre youtube etc



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-error-loops. (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.