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Shitty Models 🖘

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ABSTRACT

This is the description of how the Shitty Models approach can be integrated e.g. into a lecture. The corresponding article can be found at Github (https://github.com/SommerEngineering/blog-shitty-models) and on the website tsommer education.

EXTERNAL LINK

http://tsommer.education

1 Framing

In this first step a context should be established. Why do we work with Shitty Models now? What is the intention behind it? What are the learning objectives? How is the method integrated into the course?

2 Kick-off

At this point the group can learn about the background, for example the Shitty Robots. It also seems helpful to give a short talk on the topic "Culture of Failure" and how failure can move us forward.

3 Preparation

Next, the group can be familiarized with the available materials. If there are rules for group work, they can also be applied in this step as well. Obviously, it is important to ensure that the rules encourage rather than hinder creativity, experimentation and exploration.

4 Shitty Model

Now the participants may build or program their Shitty Model. This step can and should take up a large part of the available time.

5 Presentation

After the models have been developed, the groups or individual participants should present what they have achieved. This can be either an entertaining show or a conventional presentation. The portfolio might be presented, i.e. the different variants that may have been created.

6 Feedback

Finally, the learning objectives should be reflected upon so that the participants become aware of their own learning process. There is no kind of correction or direct assessment of Shitty Models: There is no right or wrong characteristic for these models. This last step is also a good place to start the exchange: What were best practices? What were the lessons learned?

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