Week 7 Workshop

COS10025 – Technology in an Indigenous context project

SWINBURNE UNIVERSITY OF TECHNOLOGY

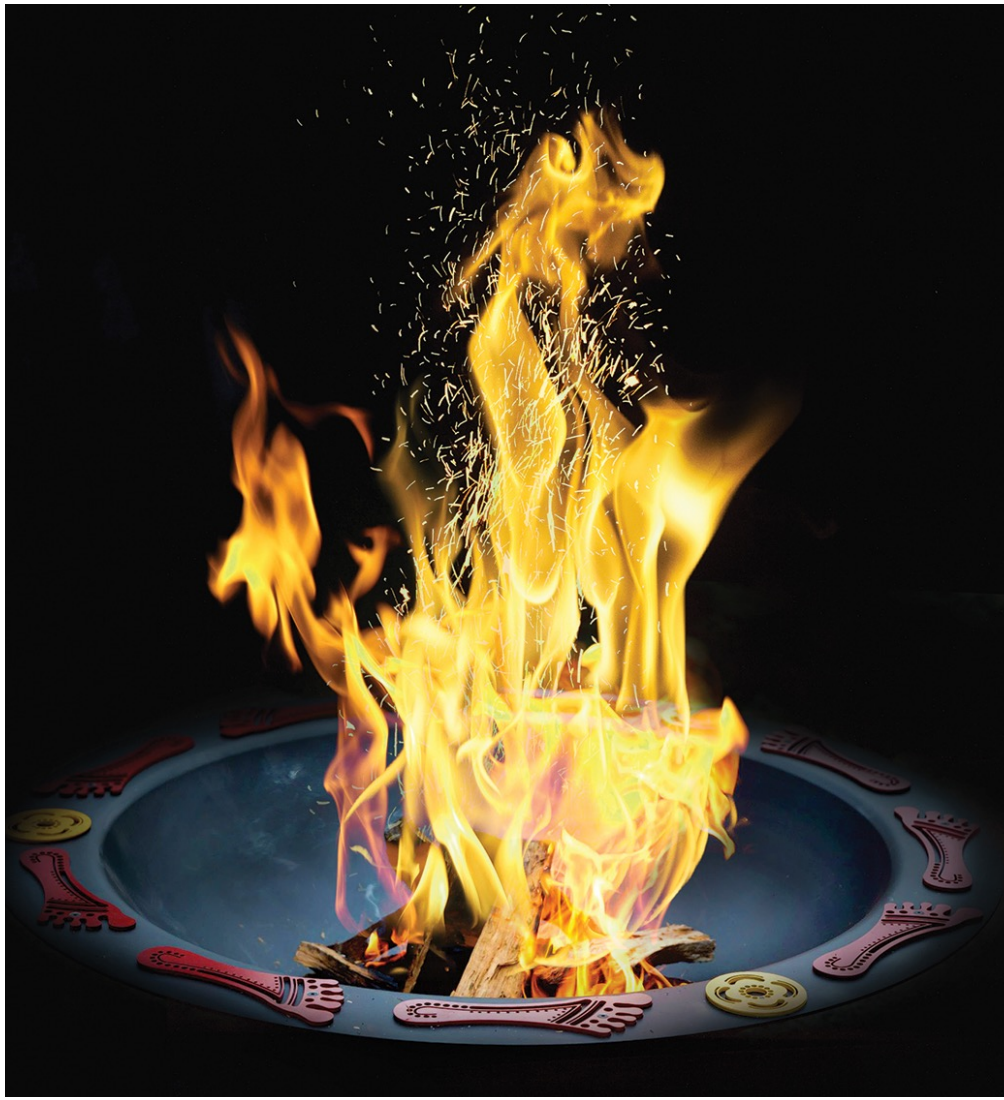
Acknowledgement of Country

We respectfully acknowledge the Wurundjeri People of the Kulin Nation, who are the Traditional Owners of the land on which Swinburne's Australian campuses are located in Melbourne's east and outer-east, and pay our respect to their Elders past, present and emerging.

We are honoured to recognise our connection to Wurundjeri Country, history, culture, and spirituality through these locations, and strive to ensure that we operate in a manner that respects and honours the Elders and Ancestors of these lands.

We also respectfully acknowledge Swinburne's Aboriginal and Torres Strait Islander staff, students, alumni, partners and visitors.

We also acknowledge and respect the Traditional Owners of lands across Australia, their Elders, Ancestors, cultures, and heritage, and recognise the continuing sovereignties of all Aboriginal and Torres Strait Islander Nations.



Workshop 7

The aim of today's class is to focus on Design Justification and receive feedback from the facilitator.

Weekly Project plan (re-cap)

Activity 1: Design Justification

SWINBURNE UNIVERSITY OF TECHNOLOGY

Weekly Project plan

Week 7 – Design Justification

The team will work on justifying your team design ideas (all 5-design idea)

1. Why your team decided to choose those designs?
2. Which two designs were best choice out of the five?
3. Why haven't the team chosen the other 3 design ideas?

Week 8 – Design debate

- Your team should justify your low priority design ideas.
- Your team must work on how to make those 3 low priority design ideas as a good one.

Week 9 – Design finalisation

- Finalise your team design ideas
- Go through team presentation expectations

SWINBURNE UNIVERSITY OF TECHNOLOGY

Weekly Project plan

Week 10 – Design Evaluation

The team will work on evaluating your team design ideas (all 5-design idea)

- Use the design criteria document to check
- Go through the final project reflection report

Week 11 – Design Presentation

- Your team should present your design ideas during workshop on-campus compulsory.
- Each team member will present for 2-3 mins.

Week 12 – Final report submission

- Submit your individual final project reflection report
- Submit your peer assessment report

Design Justification

Week 7 Activity plan

- Facilitator will give you a peer justification sheet
- Each student will justify all design ideas in your team and submit the document to your facilitator for collating the scores in a final average scoring sheet
- Complete your scoring and record any evidences for your score (3 or 2 or 1 point)
- Write your comments - why did you assessed with a particular score.

The first 1 hour of your workshop is for individual peer justification

- Submit your physical sheets to your facilitator for collating the scores

The second 1 hour of your workshop is for deciding your 2 BEST and 3 LEAST designs

- Your facilitator will spend 10 minutes with each team sharing the average score for all design
- Decide you 2 BEST design and 3 LEAST designs

SWINBURNE UNIVERSITY OF TECHNOLOGY

Design Justification

Design idea 1	Strong Evidence (3 points)	Some Evidence (2 points)	Less Evidence/ Inconclusive (1 point)	Record any evidence (references, observed examples not assumptions) and write your comments
Access and Equity				
AE 1: Design idea have ready access to basic services for the community				
AE 2: Design idea have a centralised system easy to use for a household				
AE 3: Services were provided for different age groups with special needs				
Health and Safety				
HS 1: Services are lifelines for remote communities, often playing an integral role in emergency situations				
HS 2: Adequate safety/safety guidelines provided within the design				
HS 3: Design idea considers and satisfies Australian standards of health and safety				
Environmental health				
EH 1: Materials/Chemicals are environmentally suitable for the remote location				
EH 2: Design prototype or model maintenance and upgrade has less impact on the environment				
Appropriateness				
AP 1: A robust design suitable for local remote community location				
AP 2: An appropriate infrastructure (design prototype/model) with efficient impact in solving a community need				
Affordability				
AF 1: A detailed response to the problem identified (realistic solution)				
AF 2: Improves well-being at an affordable cost (such as installation, and maintenance)				
AF 3: Enable people to apply their resources and skills				
Sustainable livelihoods				
SL 1: Design idea is a long-term sustainable solution for future				
SL 2: Longer-lasting and better-functioning products are used				
SL 3: Design products have capability for reuse and recycling				

SWINBURNE UNIVERSITY OF TECHNOLOGY

Design Justification (average score)

Design idea 1					
Access and Equity	**Member 1**	**Member 2**	**Member 3**	**Member 4**	**Member 5**
AE 1					
AE 2					
AE 3					
Health and Safety	**Member 1**	**Member 2**	**Member 3**	**Member 4**	**Member 5**
HS 1					
HS 2					
HS 3					
Environmental health	**Member 1**	**Member 2**	**Member 3**	**Member 4**	**Member 5**
EH 1					
EH 2					
Appropriateness	**Member 1**	**Member 2**	**Member 3**	**Member 4**	**Member 5**
AP 1					
AP 2					
Affordability	**Member 1**	**Member 2**	**Member 3**	**Member 4**	**Member 5**
AF 1					
AF 2					
Sustainable livelihoods	**Member 1**	**Member 2**	**Member 3**	**Member 4**	**Member 5**
SL 1					
SL 2					

Design Justification (average score)

Average score to decide 2 best and 3 least designs

Access and Equity	**Design 1**	**Design 2**	**Design 3**	**Design 4**	**Design 5**
AE 1					
AE 2					
AE 3					
Health and Safety					
HS 1					
HS 2					
HS 3					
Environmental health					
EH 1					
EH 2					
Appropriateness					
AP 1					
AP 2					
Affordability					
AF 1					
AF 2					
Sustainable livelihoods					
SL 1					
SL 2					

SWINBURNE UNIVERSITY OF TECHNOLOGY

Activity 1

Design Justification

SWINBURNE UNIVERSITY OF TECHNOLOGY

1st Activity

Aim : Design Justification

Instructions :

- Design Justification

1. Each team member need to justify all design ideas (individual)
2. Use the peer justification rubric to justify each design
3. Give your score for each design idea and submit it to the facilitator

- Average Score

1. Facilitator collects your score sheets from all team members
2. Enter all scores and finalise it with an average score
3. The team decides the top 2 best and 3 least design ideas based on the Average score

Teamwork: 1.5 hours

SWINBURNE UNIVERSITY OF TECHNOLOGY

Next week

- Continue working on justifying your team design ideas
- Design debate with your team