Combined feedback and responses.

Do you remember the methods I used can you describe them?

The cube and the grading system (interview)

The folding cube (interview)

The first method involved discussing our project ideas using a cube to summarize the main points in each facet.
The second method was an evaluation method to understand the potential and how to improve the project with a sort of homemade heat map with different levels of grades.
First exercise was using a paper cube to describe our projects main points. Second one was a flag based exercise to check if we met all the grading criteria's and receive feedback from the group on ways to improve and add.
Understand our and others' projects with dice and maps, and also helped to check out progress.

If you had to pick one, what method resonated with you the most and why?
I do remember them definitely (with a slight chuckle and sense of humour in their voice as if thinking back), the folding cube was the one that was preferred. Quickly stating (as if to not disregard the other method) out of the two that one had to most potential. (Interview)

The cube 'cause I liked how interactive it was, like how we could like. We already knew each other's project, whether we could see like it on the like.
Kind of.
It was nice to like see it in that form and what we think of our project kind of in those short answers and yeah. (Interview)

I resonate more with the first method of the cube. I found it more engaging thanks to the manipulation of the cube itself in my hands. It is a really fast and good way of understanding someone's project while also being able to summarize my own in only a few sentences and make it easier for someone else to understand it.
The flag based method, it made me realise different points of view and more ways to make my project stronger
the map.
It's more clear and let us know where we can improve and if there's anything missed.
3 preferred the cube 2 the map

Have a guess at what you think the research I was conducing with the methods was about? (The answer is revealed in the next section, do not skip ahead before entering your guess).

Maybe like how to like? Make, like everyone in the group involved. I'm not sure like the language I use, but like how to make everyone like kind of show their perspectives and like work and be more interactive in that sense. (Interview)

If just guess in the dark, new ways of teaching that bring design driven interactive approaches into a teaching context.

Maybe it was a research focused on how to challenge yourself about your own work, and how to improve it while explaining it to someone else.

Group based critiquing benefits
design thinking progress check

Now that you understand what the research was about, pick one of the methods (stating below the cube method or flag method), If you used this method in a session with participants what would you change, improve or do differently?

Mentions quickly) yes I thought about it because we were having this call, what I might do differently is. What I liked, what I would do next time.

I said the first one I really liked because, it forced the narrative that you tell people about your work in a non-linear format, interrogated it a bit. Not sure if it was supposed to do that, but did for me.

You write the story down the way you imagine telling it but then it becomes a cube, so the linear structure is gone, so you can move to any point of the cube and pick up an aspect of your story, and you have to be able to explain that aspect so it forces you to develop your story more.

Would do to push it forward, very outset was unclear, make the cube linear so instead of folding in a t shape (demonstrates line with hands) it folds in a straight line so they write their story from start to finish one square at a time, so they think they are writing a linear story (chuckles) but they fold it up and maybe it expands the impact a lot more.

Maybe I don't know, thats one thing I thought about.

I wasn't thinking about the linearity of it (both chuckles)

What was useful was that, and what we have to learn to do is, where I had this experience in the last months or weeks where you prepare your prepare the way of telling the story of your project to different groups, maybe with industry science focused people I would prefer a certain story then the next day with your peer tutorial group, I would go ohh hold on the story is not the right way to tell it anymore. I need to change it up a bit for this group.
So when you force someone to just pick on a piece and you have to throw away that linear structure and tell the story of that piece, then its like training for being flexible I the way you approach your own idea, thats useful. (Interview)

Yeah, with the grading system like I like.
I know, I know.
everyone in the group, very well,
So it was different.
Maybe for us, but maybe for someone who is not as like, I wouldn't be so close. Like it will be harder to discuss, like, especially the grading because I think that's touching on like a very personal thing in a way like.
It's different to like like get involved and like be looking at the cube, but it's different to judge someone else's like.
How like performance?
So maybe like grading systems like differently, I'm not sure what way, but like kind of to make someone feel like more confident in in a way like 'cause, I think like people are shy like especially like in our course. (Interview)

flag method.
Maybe think more about how the map should be like and if adding more design thinking parts in the figure could help.

I prefer the cube method slightly more because it simplifies project communication.
I will likely spend more time filling in the cube and may introduce the idea of sketching concepts directly on the cube's faces from the beginning of the explanation of the method. Another interesting thing that could be done is choosing the questions to answer in the faces together with the other members of the tutorial.

Maybe keep switching participants to add more new insights

Did you think the methods were distracting or did they help during the sessions?
4 said they were not 1 was not sure

Describe what you remember about the environment I used the methods in? What worked and what didn't?

I think we had a good spot because we had the sofa and kind of it was like nice comparing to just like a table. Like if we had like, you know just the tables.

So I I liked our spot, but I think maybe in the table with slightly different, but we had like this nice kind of more inviting environment when we were just on the sofa. But I think it also depends on the group like as I said like my group.
Was more talkative.
I don't about like other stories we had like so probably depends also like on the group of people you have. (Interview)

Didn't think about it, being in the studio was fine. (Interview)

Do you think the methods allowed you to be heard? What other things would you like to see implemented to allow your voice and the voices of your peers to be heard more?
- yes.
- Yes, I do already think we do a lot in class that allows our ideas to be heard and critiqued upon in a very friendly and beneficial way
- I think I feel like our room is a safe space to share projects and ideas. These methods helped give each person the space and the right amount of time to talk about what they are doing and receive feedback. Having a dedicated time of 20 minutes, as these methods provide, can help those who are more shy to open up and share their thoughts.

Just this term in general?

Or you can talk about other terms.

Very very tight knit cohort, people spent a lot of time at uni, everyone is there 5 days a week, always a lot of people there. So we get a lot of time informally talking and sharing ideas. Strongly ambitious cohort, most people driven, energy of motivating each other, even better now people making and sharing.

Does studio environment help with that?

Yes studio is the centre of it, and the changes the things you have bought in with the 3d printer and making space and Timelapse helps a lot because people are coming in to do things and make things even more.

Plus it just adds to the ambience like the place is really. It's really important to have a good space to. Working, we can always make it better. (Interview)

Yeah.
That's a tricky one, I guess, because like, it depends on the group of people. As, as we said, like mine was very interactive. But like if you have people that are less talkative, it's really hard like the way to involve them.
But like, that's one way to make like them, write?

Or like make other things that that was really nice because that that that doesn't have that pressure. I need to talk first, like they already know what I have in mind.
So like it's easier for someone to like, maybe navigate it.
Yeah.
Especially when you have like just a big group like let's say workshop because it's really, yeah, like they need to be like people need to be split it up and like. (Interviews)

Any other feedback or comments, please feel free to share below?
- In general, I think they were really good and useful methods!
2 didn't fill that out.

I think like as I said, I I love the cube and as I said there was time limited. So actually it's maybe good that you made it shorter, like maybe as you said like maybe even using the same cube for like another tutorials if it's the same group.
And like making like something like a bit more broad to those if it's longer and just like something different with the grading system I said.
Not sure if that's like the best way because people feel like very like.
You know some some people feel like maybe it's an attack, like, OK, like I'm I'm better than you or something. Like, especially when you need to judge like each other's. (Interview)

Ummm I think not questions so much, if there is anything you want to pick into.

Yes lots of food for thought, use these interventions.

Bigger themes around collaboration. Different stages of their lives.

Can't force community. Having a place to share things sitting on the couch, asking people about 3d printing.

It's hugely useful. Like these things are bringing like maybe like you said, when all of the staff are are not there five days a week like us, you maybe don't see it all the time, but it is happening all the time.

People are hanging out in the studio every day on the couches or whatever the 3D printer. People are chatting. That may not have always been chatting or, you know, have have had conversations in the past last year it's happening more and more like it definitely works the.
Space definitely works, and we have a good space, so that helps.

sometimes there's instances, but for the most part it works well.
(Interviews)