

ROLE PLAY

Taking alternate identities

ROLE PLAY

SIMULATION PLAY

Modelling the real world

PLAY
SIMULATION

TRADITIONAL PLAY

e.g. Card games, toys

TRADITIONAL
PLAY

DIGITAL PLAY

e.g. Video games, virtual worlds

DIGITAL
PLAY

PLAYMAKING

Designing play experiences

PLAYMAKING

HYBRID PLAY

e.g. Alternate reality games, escape rooms

HYBRID PLAY

GAMIFICATION

Using game mechanics

GAMIFICATION

PLAYFULNESS

Using playful techniques

PLAYFULNESS

ACQUISITION

The student receives information by engaging with lectures, books, journal article, podcasts etc.

ACQUISITION

PRACTICE

The student acts on the world to achieve a goal and includes a feedback loop where the student performs a task, receives feedback, and adjusts their actions.

PRACTICE

REFLECTION

The student engages in an internal conversation with themselves regarding concepts, practice and feedback.

REFLECTION

INQUIRY

The student explores/investigates the world or a resource to find information.

INQUIRY

COLLABORATION

Students work together toward a shared goal,
negotiating their understandings to produce
a collective output.

COLLABORATION

DISCUSSION

A social process where students share ideas, challenge each other, and refine their thinking through debate and feedback from peers.

DISCUSSION

PRODUCTION

The student articulates what they have learned by creating an artefact to demonstrate their internal mental model to the tutor or peers.

PRODUCTION

CRITS

CRITS

STUDIOS

STUDIOS

PROCESSES

PROCESSES

THEORIES

THEORIES

UNCERTAINTIES

UNCERTAINTIES

**LIMINAL
SPACES**

**SPACES
LIMINAL**

WORKSHOPS

WORKSHOPS

PORTFOLIOS

PORTFOLIOS

EXHIBITIONS

EXHIBITIONS

PERFORMANCES

PERFORMANCES

LIBRARIES

LIBRARIES

TECHNOLOGIES

TECHNOLOGIES

BUILDINGS

BUILDINGS

PLATFORMS

PLATFORMS

INTERNET

INTERNET

SOCIAL MEDIA

SOCIAL MEDIA

WHITEBOARDS

WHITEBOARDS

VIDEO CALLS

VIDEO CALLS

**DISCUSSION
FORUMS**

**FORUMS
DISCUSSION**

EMAILS

EMAILS

**INSTANT
MESSAGES**

**MESSAGES
INSTANT**

VOICES

VOICES

CAMERAS

CAMERAS

**ARTIFICIAL
INTELLIGENCES**

**INTELLIGENCES
ARTIFICIAL**

WORDS

WORDS

SCREENS

SCREENS

DEVICES

DEVICES

BANDWIDTH

BANDWIDTH

IMAGES

IMAGES

CONSTRUCTIVE ALIGNMENT

Start with assessment and design 'backwards' to ensure learning activities are linked to assessment tasks and help students to achieve intended learning outcomes

ALIGNMENT
CONSTRUCTIVE

CHOICE

Students can choose how to engage, what to make, which tools or formats to use etc.

CHOICE

CHOICE

Students can choose what to make

CHOICE

SCAFFOLDING

Support that builds skills and confidence with an activity before it needs to be done independently.

SCAFFOLDING

FLEXIBILITY

Students can choose when to engage

FLEXIBILITY

INCLUSIVITY

Materials and tools are usable and accessible to the widest possible range of people

INCLUSIVITY

SIGNPOSTING

Helping students navigate through a course by indicating how different parts fit together

SIGNPOSTING

CLARITY

Students know what to expect and what is expected from them

CLARITY



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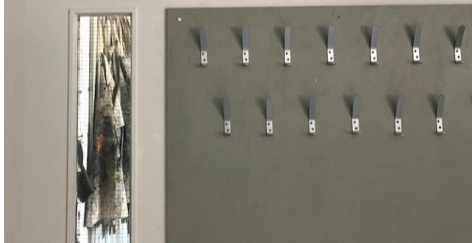


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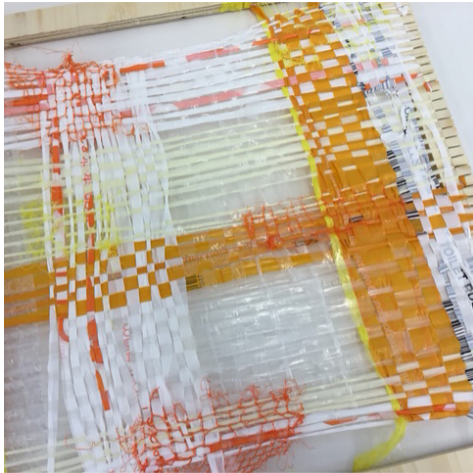


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ARCHWAY PRINT STUDIO



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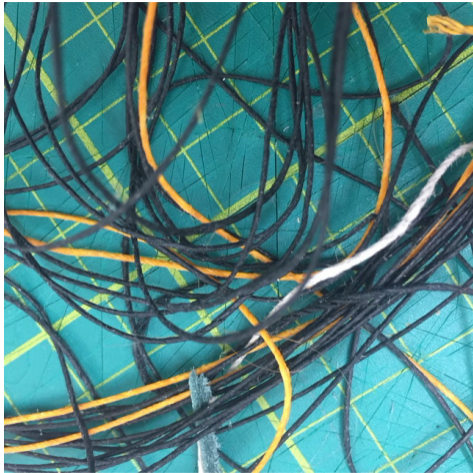
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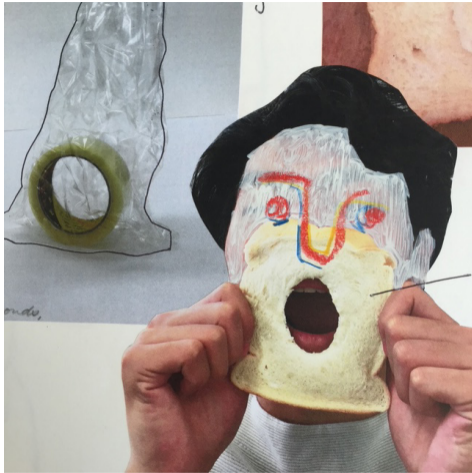
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