

Panel Discussion: Experiential Learning and Social Change Through Projects in Studios, Labs, and Maker Spaces

Moderator: Junsong Zhang from JIBC

Panelists:

- ❖ Jedidiah Chiusa, UBC Biomedical Engineering
- ❖ Paola Ortiz, SFU School of Interactive Arts and Technology, UI/UX
- ❖ Dong Sun, Centre for Digital Media, web developer/product management



Experiential Learning and Social Change Through Projects in Studios, Labs, and Makerspaces

+
○
Dong Sun, Centre for Digital Media
Jedidiah Chiusa, Biomedical Engineering, UBC
Paola Ortiz, School of Interactive Art and Technology, SFU
Junsong Zhang, Centre for Teaching, Learning and Innovation, JIBC

Agenda

- 4Ps in Project-based Learning
- Featured Projects
- Student Voices & Experiences
- Thoughts on Social Change
- Discussions



4Ps in Project-Based Learning



PROJECT



PASSION



PEERS



PLAY

Strategies



+

•

Low floor

High ceiling

Wide wall

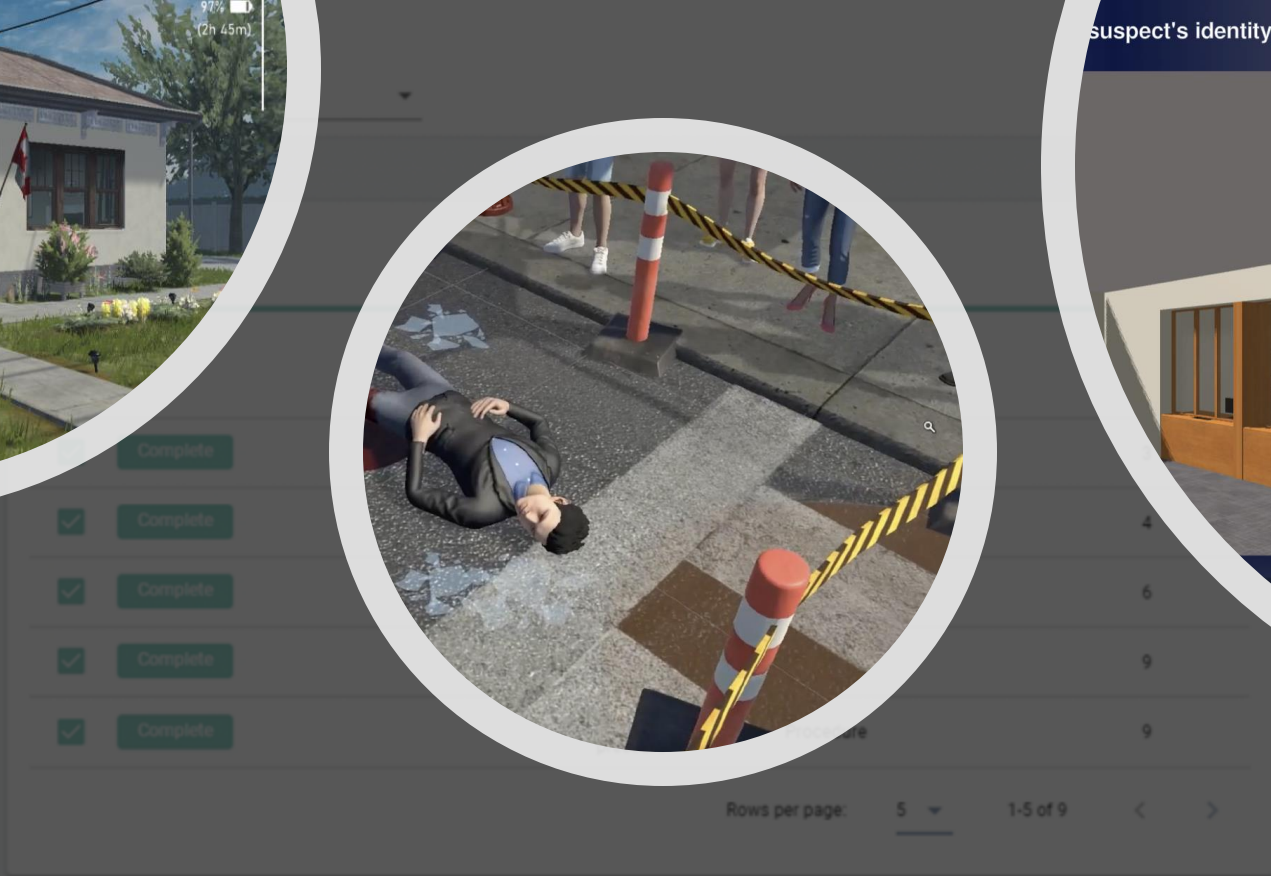
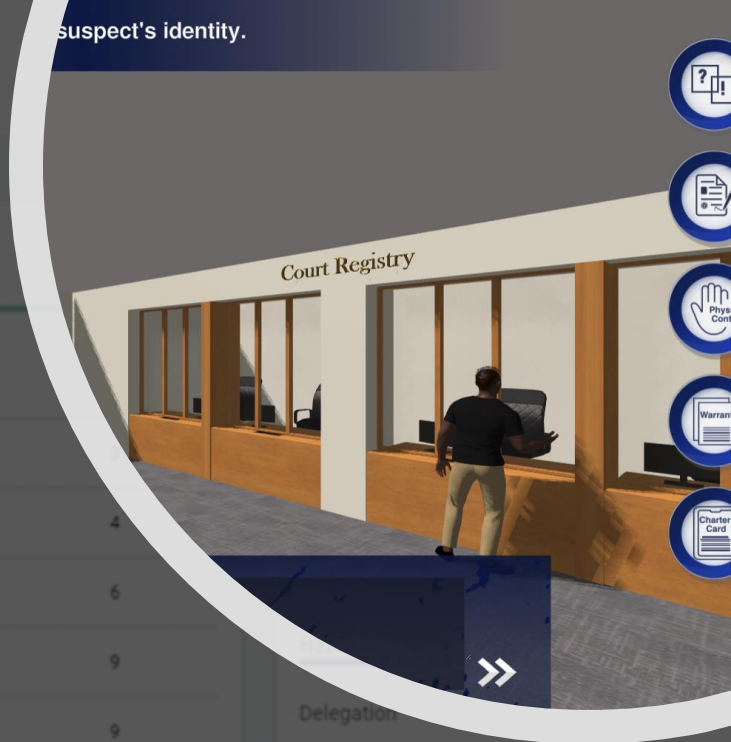
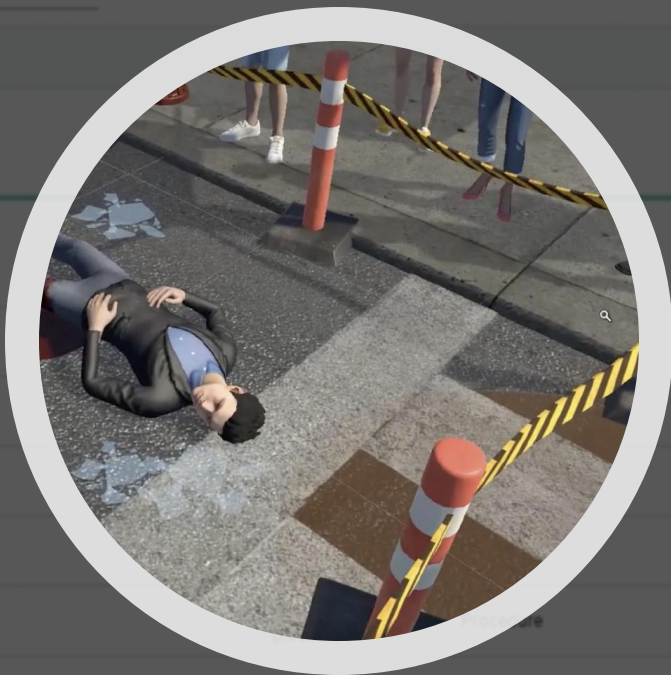
Allow play and mistakes

Room for unknown

Build the habit of reflection

Projects at JIBC

- 2020 Spring – LifeSaveVR Simulation, Health Sciences Divisions
 - **2021 Spring – Web-based Fire Investigation Simulation, Fire and Safety Division**
 - 2021 Summer – Desktop Digital Model Town, Fire and Safety Division
 - **2022 Spring and Summer – Active Shooter VR Simulation, Police Academy**
 - **2023 Summer – Conflict Resolution AI Application, Conflict Resolution Program**
 - **2023 Summer – Sheriffs Courthouse Simulation, Sheriff Academy**
-



Project for Whom?

Delegation

Protocol

Registry, Steps of Arrest

2023-08-02

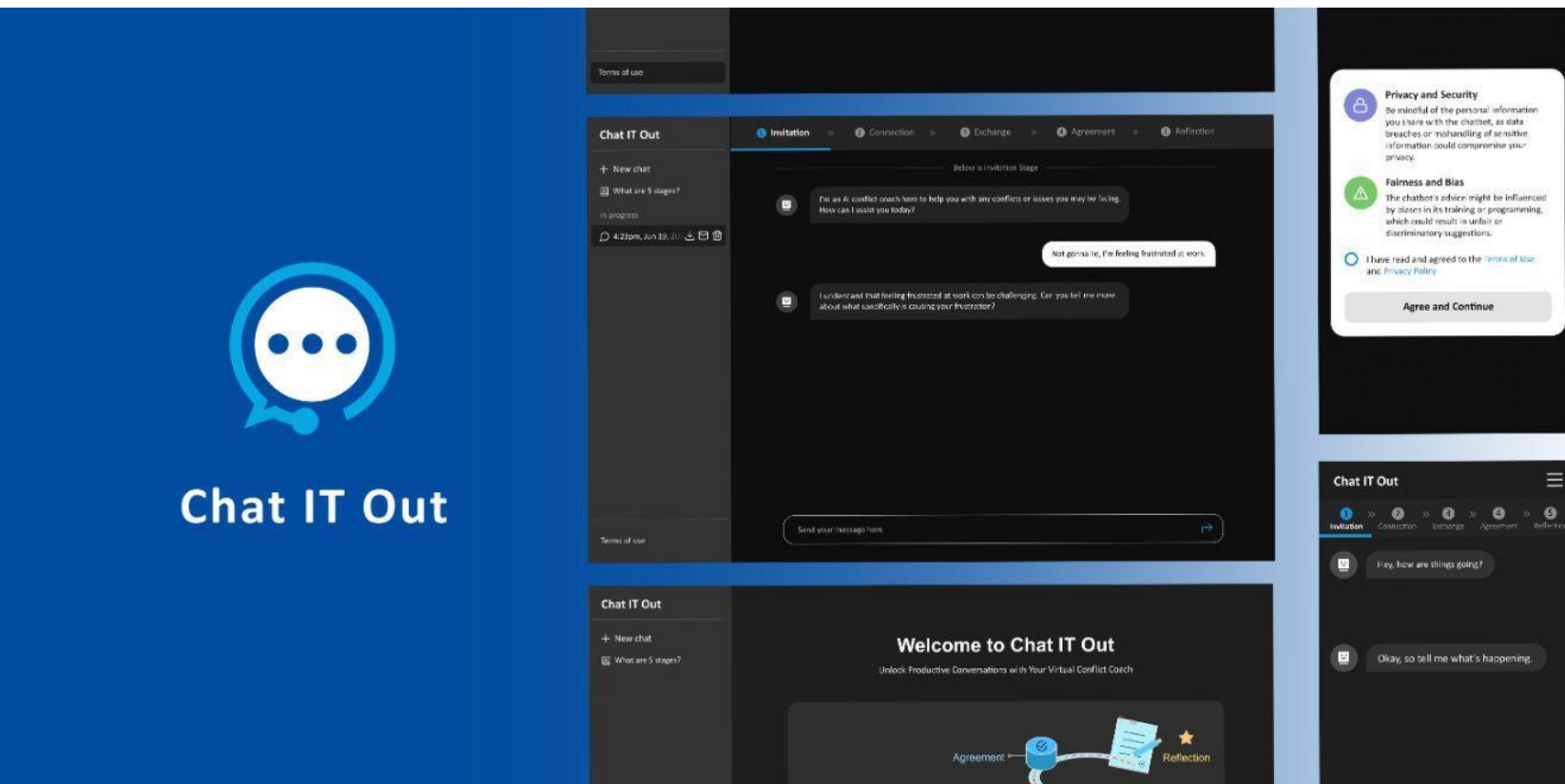
User:

Time	Event
1:15:16 p.m.	Entered registry.
1:15:37 p.m.	Identified incorrect suspect.
1:15:40 p.m.	Identified correct suspect.
1:16:06 p.m.	User input: "My name is mike and i am a sheriff"
1:16:06 p.m.	Suspect response: "Who are you?"
1:16:23 p.m.	User input: "I am here to arrest you for breaching things"
1:16:25 p.m.	Did not identify self as peace officer.
1:16:25 p.m.	Suspect response: "I didn't know security guards could arrest"
1:16:37 p.m.	Tried to read warrant before completing first three steps.
1:16:54 p.m.	User input: "I am a peace officer and you are being arrested"
1:16:54 p.m.	Identified self as peace officer.
1:16:54 p.m.	Suspect response: "Okay...what do you want?"
1:17:01 p.m.	Tried to read warrant before completing first three steps.
1:17:16 p.m.	User input: "you are arrested because of breaching"
1:17:16 p.m.	Did not inform suspect of arrest.
1:17:16 p.m.	Suspect response: "What's your problem then?"
1:17:21 p.m.	Tried to read warrant before completing first three steps.
1:17:29 p.m.	Took physical control.
1:17:29 p.m.	Suspect response: "I haven't done anything wrong."
1:17:43 p.m.	User input: "I will read the warrant"
1:17:44 p.m.	Did not inform suspect of arrest.
1:17:44 p.m.	Suspect response: "Leave me alone."
1:17:48 p.m.	Tried to read warrant before completing first three steps.

Featured Student Project (Dong)

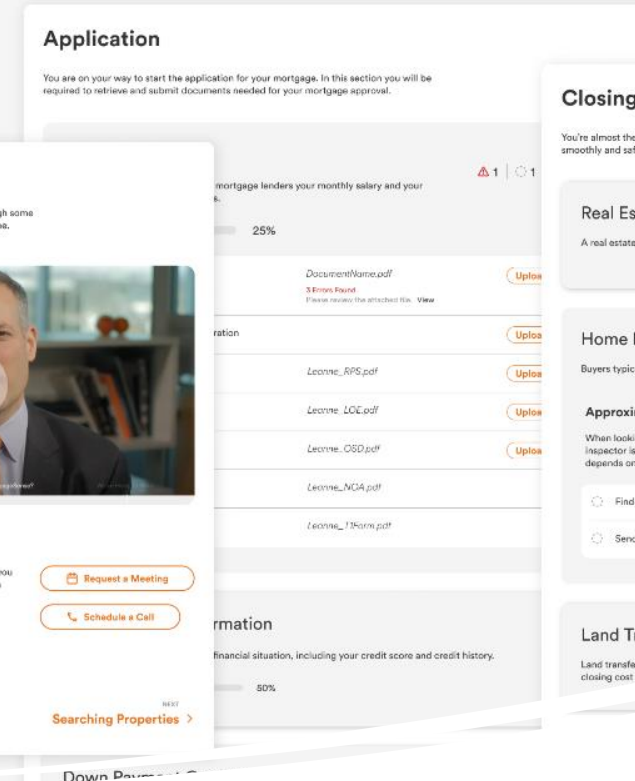
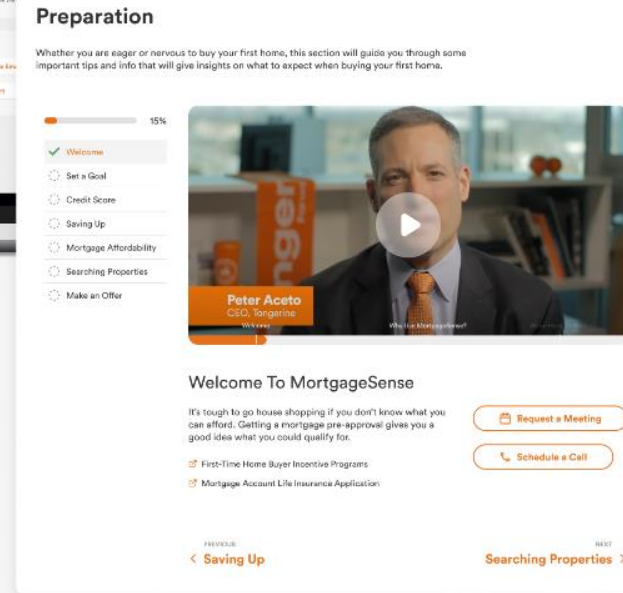
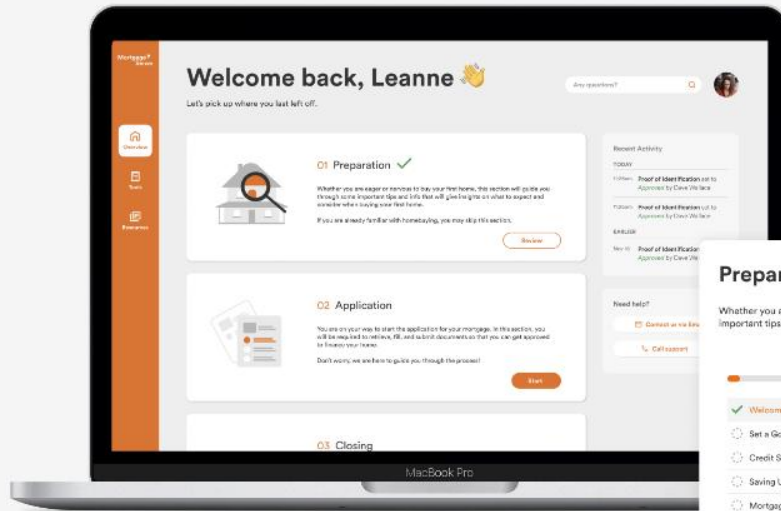
Chat IT Out is a progressive web application(PWA) that utilizes Rule-based and AI-powered chatbot integration, to guide the user through the 5 stages of conflict resolution as defined in JIBC's course (*Invitation, Connection, Exchange, Agreement, and Reflection*).

Roles: Designer, Privacy Researcher, Video Producer



<< Project Trailer

MortgageSense



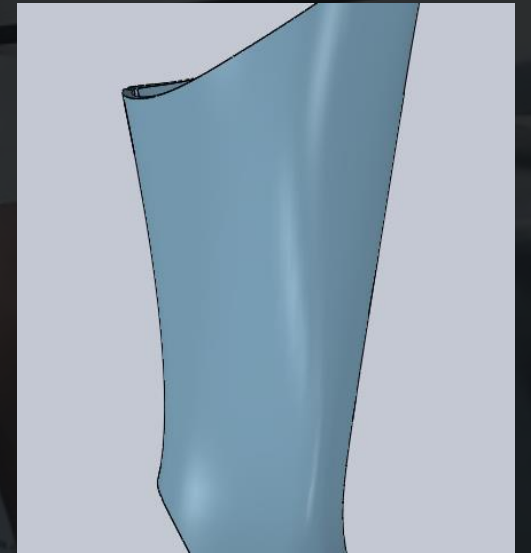
Featured Student Project (Paola)

MortgageSense is a proposed web platform for facilitating the home buying and mortgage process for clients of Tangerine Bank. MortgageSense was designed for a senior-level experience design course at SFU.

Roles: Art Direction, Video Producer, Interaction Design



Featured Student Project (Jedidiah)



BCIT & Barber Prosthetics is conducting a research project on the feasibility and implementation of 3D printed prosthetic covers for clinics. The goal of this project is to provide a more affordable and form fitting in-clinic manufacturing process of cosmetic covers.

Roles: Research Assistant, Prosthetic Cover Designer

Student Experiences - Project Details



What was your role(s) in the featured project?



What were some of the problems you were trying to solve?



What technology and tools did you use to solve the problem?

Student Experiences - Reflection



Any lessons learned?



In retrospect, what would you do differently?



Student Experiences - Growth

How did project-based experiential learning contribute to your personal and professional development?

Social Change - Technology

Through projects, what are your observations in terms of technological changes in society? And what has not changed?



Social Change - Preparedness

How are post-secondary institutes responding to these changes, and in particular, how are they preparing students and instructors for changes?





Social Change - Wishes

As a student, what might be some of the social issues that you want to tackle (but you didn't get the chance to) through project-based experiential learning?

Social Change - Suggestions

Do you have any suggestions around how educators might better facilitate social changes through projects and collaboration?



Discussions

