

SPOŁECZNA INICJATYWA DESIGNERSKA



PARTNER

Innovators' Bridge

Innovators' Bridge - Kraków-based foundation dealing with organisation of innovative educational events in the field of business. Organizer of Product Development Days conference for community of product development practitioners to share good practices, get inspiration and learn from each other.

EDUCATION

ACCELERATION

NETWORK

S T A G E 1

LEARN

PROBLEM

How to increase learning effectiveness of adults using technologies and personalization of educational materials?

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How to increase **learning effectiveness** of adults using technologies and personalization of educational materials?

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How to increase learning effectiveness of adults using technologies and **personalization** of educational materials?

USERS' GROUP



defined by Partner

Product development practitioners

COMPETITION ANALYSIS



Meetup

Platform which allows you to meet "in the real world". It allows people with various interests or skills to meet others who share their passions.

It creates opportunities to learn new things, find a soul mate or just talk about things that give us much joy when we can share them.

Features:

Website and mobile app

Find meeting/events in your area,

See how many people are going to this event also

Create your meeting

Opportunities to your interests get noticed for other



Udemy

E-learning platform on website and mobile app. Access to more than 40 000 video courses. Their mission is to share and democratize education by allowing everyone to learn from experts from around the world.

Features:

Website and mobile app

Material in videos

Make courses online to learn something new

Learn from professionals people

Each course is divided into 45-60 minutes lessons

COMPETITION ANALYSIS



TED

World conference, website and mobile app where are the speeches of experts and visionaries from three areas of life: technology, entertainment and design. Give students breakthrough and innovative ideas.

Features:

Conference, website and mobile app

Short and compactly speech around 10-20 minutes

In English language

Inspirational new ideas

Show ,think different'



ACE!

2 days of Conference in Kraków. 24 speakers from around the world, 5 workshops, creative & chillout zone, individual Agile Coaching, networking.

Propagating User Center Design and Agile Methodology

Features:

24 Short speeches

5 Workshops during 2 days

Meeting in-person

Videos from conference online after event

Knowledge & Experience sharing with participants

COMPETITION ANALYSIS



Muzli

Plugin to browser. Design inspiration source. Dopasowana do jej użytkownika. Delivers news, trends and inspirations when new tab in browser is open.

Mining leading web sources like Dribbble, Mashable, and Techcrunch, Muzli combines automated curation with human discovery, to uncover the best design inspiration and news that you won't find with a web search. This endless source of ideas for designers and creative professionals will keep you in-the-know and constantly inspired.

Features

Work in your browser

Daily new articles

Algorithm which choose articles special to your preferences

Inspirational ideas



LinkedIn

Social media service and networking platform. Used for business, business contacts and publishing articles. Distribution and content creation useful for other website users. You can get interesting career opportunities and find a better job.

Features

Website and mobile app

Create your own web of contacts

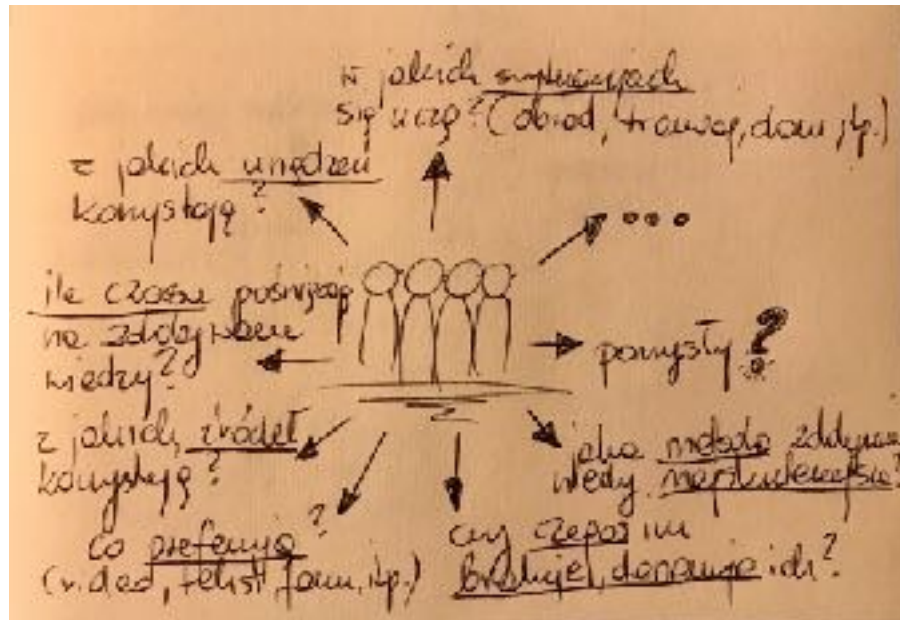
Share articles with others

Create your own articles and share to your contacts

Show your career path to other

Opportunities to get noticed

RESEARCH QUESTIONS WE WANTED TO ANSWER



User research method:

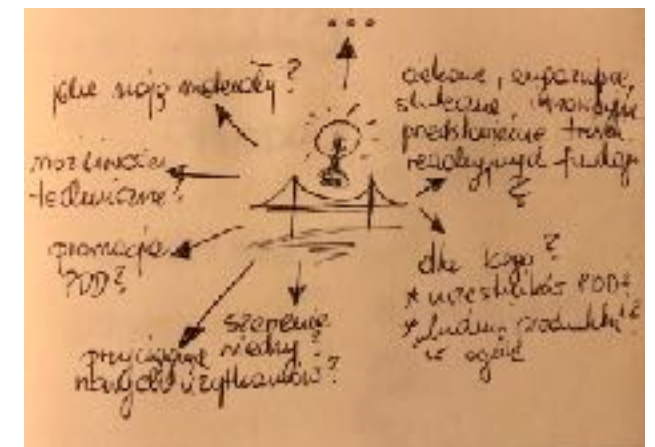
- In-depth interviews

7 Participants:

- User Experience Designers
- Scrum Masters
- IT Engineering Manager
- Media Planner
- Graphic Designer

Research questions we wanted to answer:

- How much time participants spend on learning?
- What motivates them to learn?
- What situations and contexts do they use?
- Do they have any habits or rituals?
- What devices and sources they use?
- What methods are most effective for them?
- Do they participate in conferences or events?
- What upsets them or where they see difficulties or gaps?
- What is their opinion on innovation in learning?



EXAMPLES OF QUESTIONS WE ASKED

Do you find time to learn and develop your skills?
What circumstances do you use to learn?

Could you imagine that I do not have time to learn at all and not a single 20-minutes additional activity will fit in my schedule. What would you recommend me to do so I could widen my knowledge? What situations I could use?

Could you recommend some tools, applications or platforms that you find helpful for one to educate themselves?

Do you think these tools could be better anyhow?

Generally speaking, what motivates you to learn? Do you remember any particular situation that inspired you to gather knowledge or develop your skills?

If you imagine the upcoming conference, you prefer to participate live, stream it or catch the keypoints of most interesting speeches and workshops in afterwards materials?
(Maybe you would like to participate in a different way?)

Would you like to have impact on the content of conferences? In what way?
Which conference do you remember the most?

Could you imagine how could adults' learning look like five years from now?
How would you like your own learning to look like?

Have you ever tried experimental methods of learning? Did you enjoy it?
Did they increase the efficiency of learning?



Jeśli chodzi o uczenie się, to to są takie krótkie przerwy,
na przykład w pracy 15 minut sobie o czymś poczytam
i później wracam do zadań.

A potem 15 minut w jakimś innym momencie,
na przykład przed spaniem, albo w weekend
jak nie chcę jeszcze wstać z łóżka.

ANDRZEJ, UX DESIGNER





Podcasty i audiobooki są dla mnie świetne.

Gdy idę do pracy na piechotę, albo na jakieś dłuższe jazdy autem w korkach audiobooki są idealne, bo nie wymagają ode mnie czytania.

To jest forma nauki, którą bardzo lubię tylko w specyficznym czasie.

DANIEL, UX DESIGNER





Bardzo dużo przez wymianę doświadczeń ze środowiskiem, to powiedzmy taka jakby poczta pantoflowa, materiały tylko polecane przez społeczność lub dobrze zrecenzowane przez społeczność czyli przez znajomych, sieć networkingową.

MARCIN, SCRUM MASTER





Bardzo dużo od społeczności się uczę,
ostatnio zauważyłem, że więcej
przez warsztaty się uczę niż konferencję.

DAWID, SCRUM MASTER





Lubię wtedy pogrzebać i wrócić do artykułów, które czytałem.

Przypominam sobie o jakiejś metodzie, jakimś rozwiązaniu, wiedząc, że coś takiego czytałem, szukam artykułu, który mi się wcześniej przewinął przez ręce.

DANIEL, UX DESIGNER





Jakiś czas nie czytam i zbiera mi się bardzo dużo.
600 tweetów, 40 nieprzeczytanych rzeczy z blogów
i z reguły mnie to osłabia, że jest tego tyle.

MARCIN, SCRUM MASTER



MEET MIKOŁAJ AND...

MIKOŁAJ



"I like working with people. I like to observe how the team make progress."

Age: 35

Profession: Scrum Master

Experience: 10 years

Family: Married, 1 child

Location: Kraków

MOTIVATION

External - if he wants to get promoted, he needs to constantly develop his skills, he can't get stuck in one place.

ARTEFACTS

- Paper books
- Group workshops
- Conferences
- "Scrum Master's community"

CHARACTERISTICS

- Is up to date with technology.
- Likes to work with people.
- Takes part in conferences often.
- The main value of conferences is networking, but he also sees educational value.
- He spends 30-60 minutes daily developing skills.
- Reads book only referred by others.
- Likes to learn from others, open to ideas other people have.
- Fan of hands on learning, you can learn only by practicing.

FRUSTRATIONS

- How to get to really valuable materials in "ocean of opportunities"?
- There are loads of materials available everywhere, it takes a lot of time to find what is really valuable and suits me, my skills and interests. I don't have time on studying useless content.

... AND MAGDA

MAGDA



"I don't like to get bored at work, I like to do new things, introduce or improve tools or methods based on what I learnt or heard about."

Age: 28

Work: UX Designer

Experience: 7 years

Family: Engaged, no kids

Location: Kraków

MOTIVATION

She believes that if you want to be good at something, you should constantly develop. And if you have interest in what you're doing, then learning comes naturally.

ARTEFACTS

- UI Daily Challenge
- Lynda.com
- Nielsen Norman Group
- Lots of newsletters

CHARACTERISTICS

- People-person
- IT freak
- Self-learner of her profession
- Starts her day with a coffee and reading news about technology and design
- Likes conferences for the networking value
- Listens to podcasts on her way to work

FRUSTRATIONS

- It is hard to distinguish worthwhile materials from all the articles
- Loses lots of time just to check the abstracts
- Has to judge the expertise level of materials in Internet by her own
- Boring subjects at conferences

NETWORKING



SKILL



INSPIRATION



DEVELOPMENT



MOTIVATION



SHARING



EDUCATION



EDUSLICE



FINDINGS AND DESIGN PROBLEMS

Research participants need to constantly develop their skills and keep up to date on information related with new trends and technologies.

They feel swamped in flood of information around.

They are not sure what materials available online are relevant to their skills, experience, interests, level of advancement. They don't want to waste their time for unreliable content and materials shared by incompetent editors.

They keep asking themselves questions: is this good, is this right for my level of experience, is this credible, is there something better?

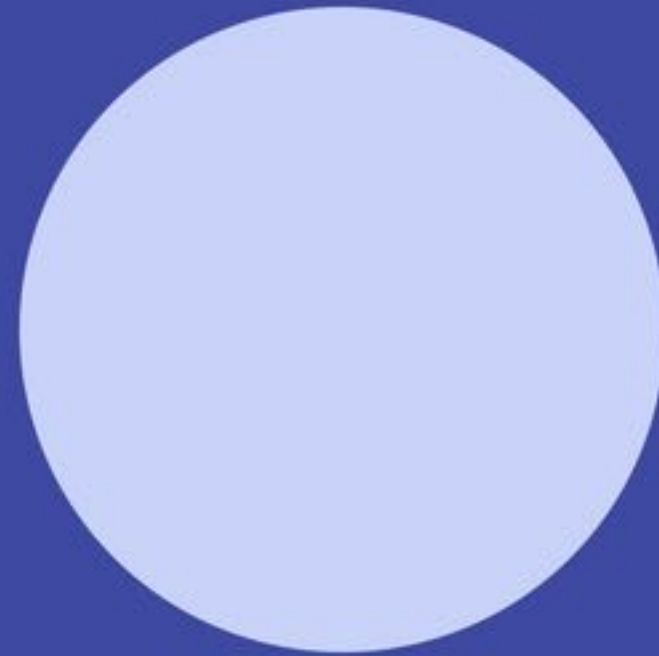
In general they are quite busy and have some "rituals" and slots of time during day which they use to develop and keep up to date, for example while commuting to work, while cooking, during morning coffee at work or while jogging, etc.

They value a lot element of networking in education.

They believe in materials recommended by people they know or admire but they have problem to keep up with all shared materials, they store links to them in various places and never come back to them since everything is in chaos.

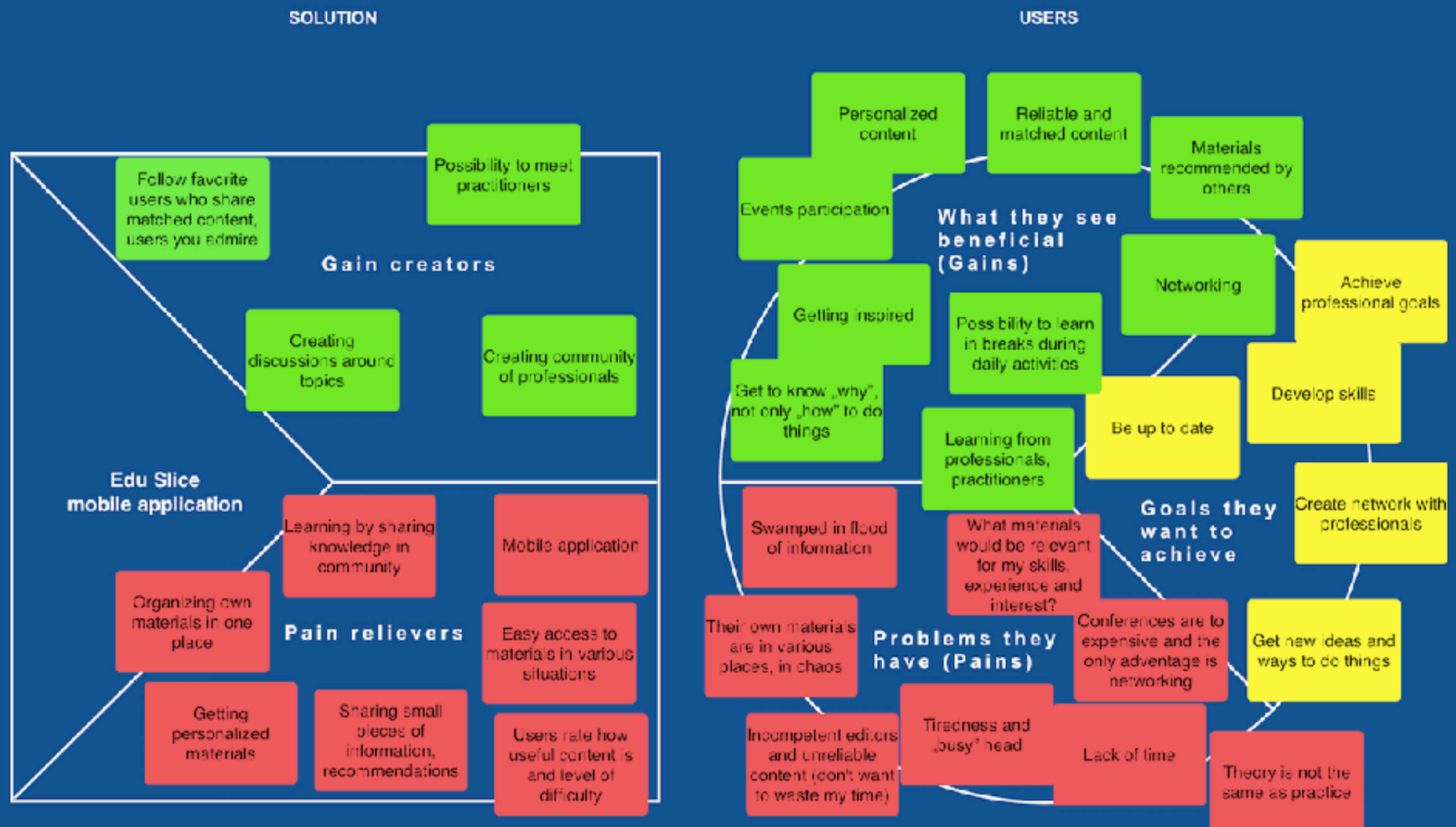


NETWORKING
AND
MENTORING



ORGANIZING
AND SHARING
EDUCATIONAL
MATERIALS

OUR VALUE PROPOSITION CANVAS



FIRST IDEAS

First analysis led us to idea of creating learning application where impact would be placed on networking with professionals, organizing 1:1 meetings and would involve mentoring. Secondary features would include organizing and sharing educational materials.

After interviews, market analysis and consultations with our partner, we decided to reverse the order of importance. Organizing and sharing materials become main feature, contacting with professionals and meeting them in real life, second, additional feature.

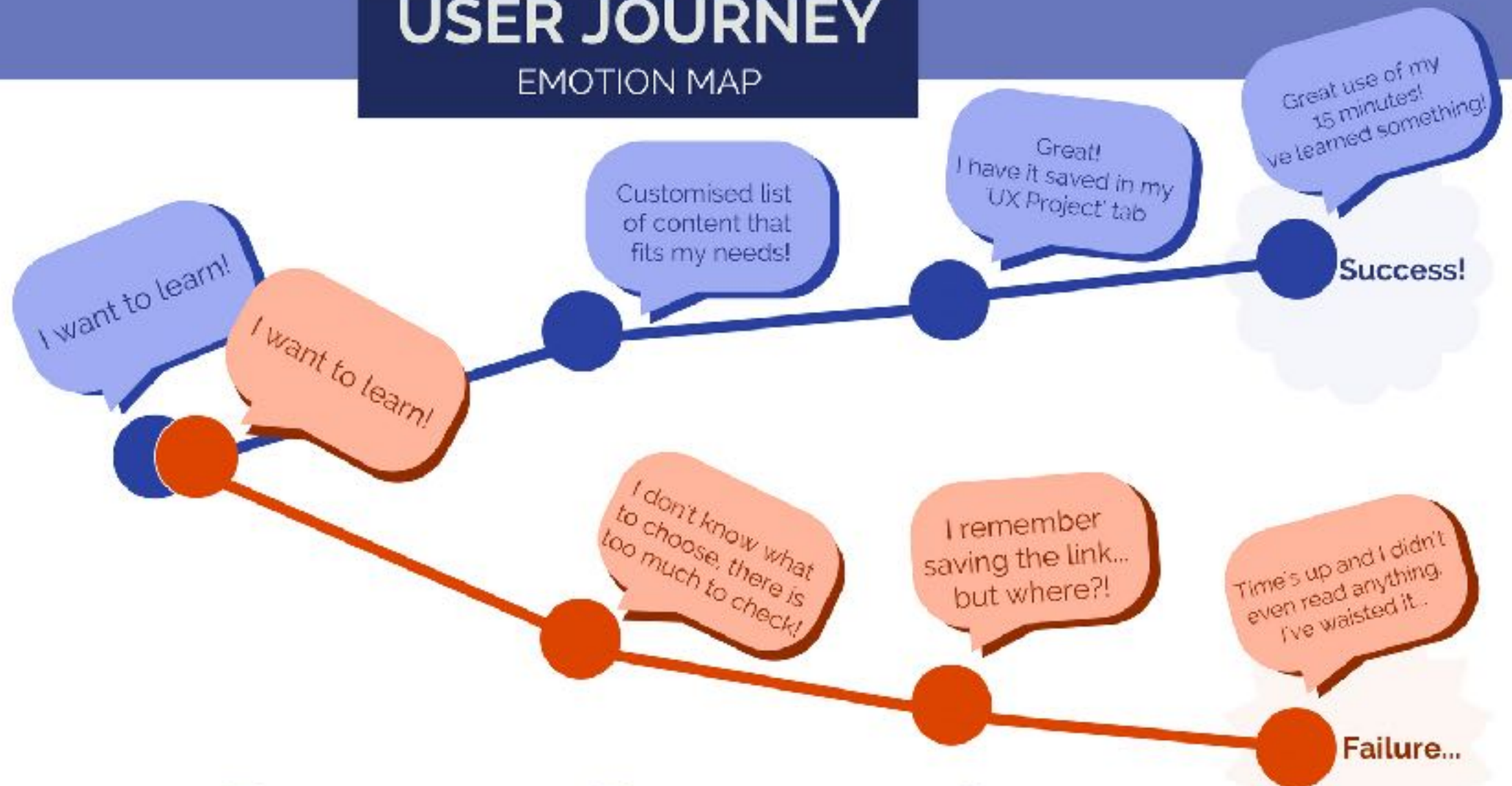
Research results showed that our potential users are not keen to use VR or time consuming and complicated technologies to learn.

PRODUCT PROPOSITION

Educational mobile application „Edu slice” to organize and share materials that learn something or inspire. Getting personalised materials matched to situations users are in, for example, commuting to work, having a coffee or jogging. Personalisation includes interests, type of materials, time intervals and level of difficulty. Possibility to follow other users and see what they save, share, read, watch, listen to and how they rate those materials.

USER JOURNEY

EMOTION MAP



How it is

How it could be
with EduSlice

1

Motivation

2

Searching for
new material

3

Looking for old
material

S T A G E 2

DESIGN

EISENHOWER'S MATRIX

How to make decisions on What's urgent & important

	PILNE	NIE PILNE
WAŻNE	PROFIL SPECJALIZACJA SPECJALIZACJA - SZUKAJ PROBLEM PROBLEM - LISTA KATEGORI SPECJALIZACJA - KONTAKT	PROFIL LINKEDIN GDZIE BĘDĘ FOLLOW OSOBY SPECJALIZACJA - FOLLOW SPOTKANIE - OPCJA WIDOCZNOŚCI WYSZUKIWARKA SPOTKAN PROFIL - GDZIE BĘDĘ
NIE-WAŻNE	NT - DODAWANIE T - PROBLEM WYKONANIE T - OCENA	ŚCIE NUK KONTO M - OPIS - EDYTOWAĆ ERZ

USER STORIES

As a **mentor / student**, I want to be able to connect my account with LinkedIn to have a credible profile and shorten my account registration time.

As a **mentor**, I want to be able to enter my skills to show how I feel confident.

As a **student**, I want to have skills written on the mentor profile so that I know what I can do with them.

As a **mentor**, I want to be able to delete my account in order not to receive future notifications from the application.

As a **mentor**, I need access to edit my account in order to be able to update it in the future.

As a **mentor**, I want to be able to add a profile photo to my profile to better personalize my own account.

As a **mentor**, I want to be able to add a profile photo to my profile in order to increase the credibility of my account in the eyes of others.

As a **mentor**, I want to be able to inform the rest of the users where I will be, so that others can contact me

As a **mentor**, I want to be able to inform the rest of the users where I will be, so that I can meet the people interested in me.

As a **mentor**, I want to be able to follow other users in order to find out about their future events / meetings.

As a **user (mentor / student)** I want to be able to edit my account in order to have control over the content in my account.

As a **user** (mentor / student) I want to be able to delete my account in order to have control over where my account is created.

As a **user** (mentor / student) I want to be able to integrate the account with the linkedin profile, in order to have a reliable and professional account.

As a **user** (mentor / student) I want to have a photo on my profile to have a reliable account.

As a **user** (mentor / student) I want to be able to add in my account information about the areas in which I feel strong, so that other users know what I can specialize with.

As a **user** (mentor / student) I want / need [need], so that [benefit]
As a user, I want to be able to communicate with other users in order to establish relationships in the area of knowledge exchange with them.

As a **user**, I want to be able to share a meeting / event on my profile so that other users can join it.

As a **user** (mentor / student) I want to be able to share the subject of the meeting / event, so that other users would know if it is something that interests them.

As a **user** (mentor / student) I want to be able to share information about the appointment / event so that other users know if they will be available at that time.

FIRST IDEAS

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Research results showed that our potential users are not keen to use VR or time consuming and complicated technologies to learn

PARTNER CONSULTATION



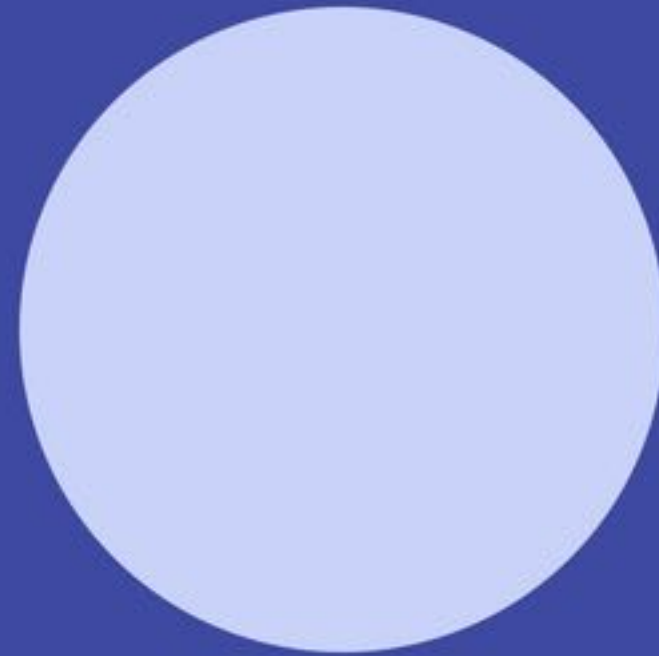
B R A I N S T O R M



PIVOT!



NETWORKING
AND
MENTORING



ORGANIZING
AND SHARING
EDUCATIONAL
MATERIALS



NETWORKING
AND
MENTORING



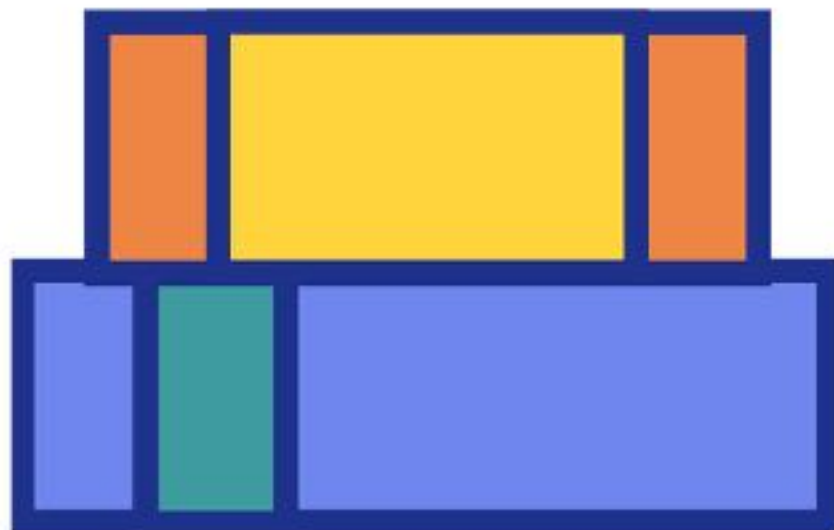
ORGANIZING
AND SHARING
EDUCATIONAL
MATERIALS



ISSUES



The number of available materials
is overwhelming to them



They don't know what is valuable
in that ocean of content

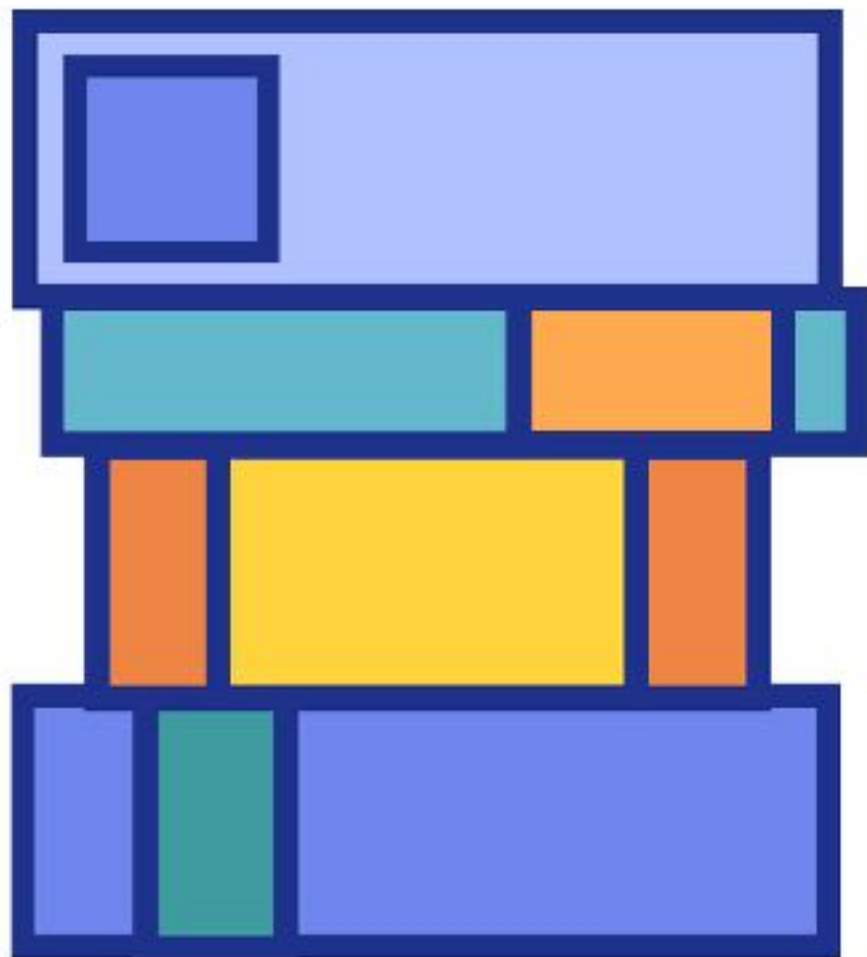
The number of available materials
is overwhelming to them



They don't have time

They don't know what is valuable
in that ocean of content

The number of available materials
is overwhelming to them

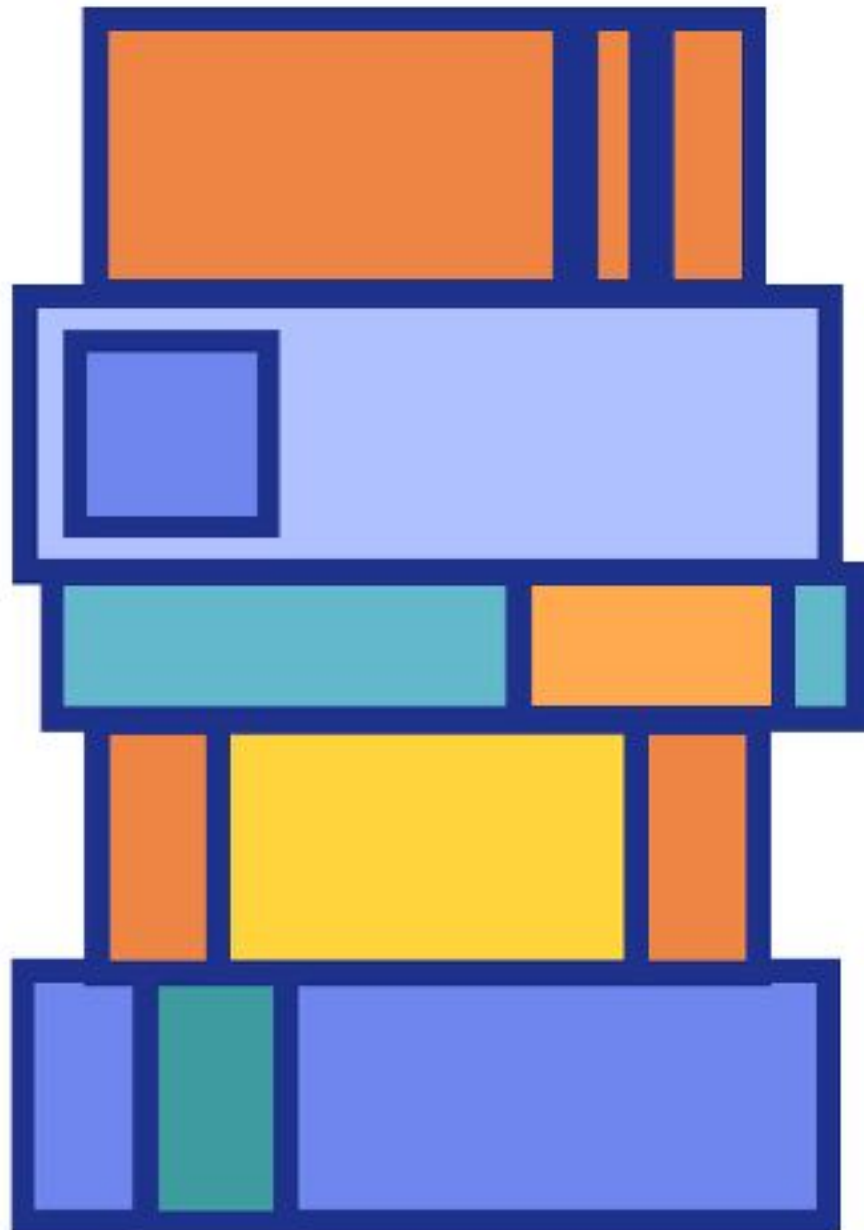


Keeping materials is causing a chaos:
they have hundreds of tabs open, links tagged
and materials saved in multiple places

They don't have time

They don't know what is valuable
in that ocean of content

The number of available materials
is overwhelming to them



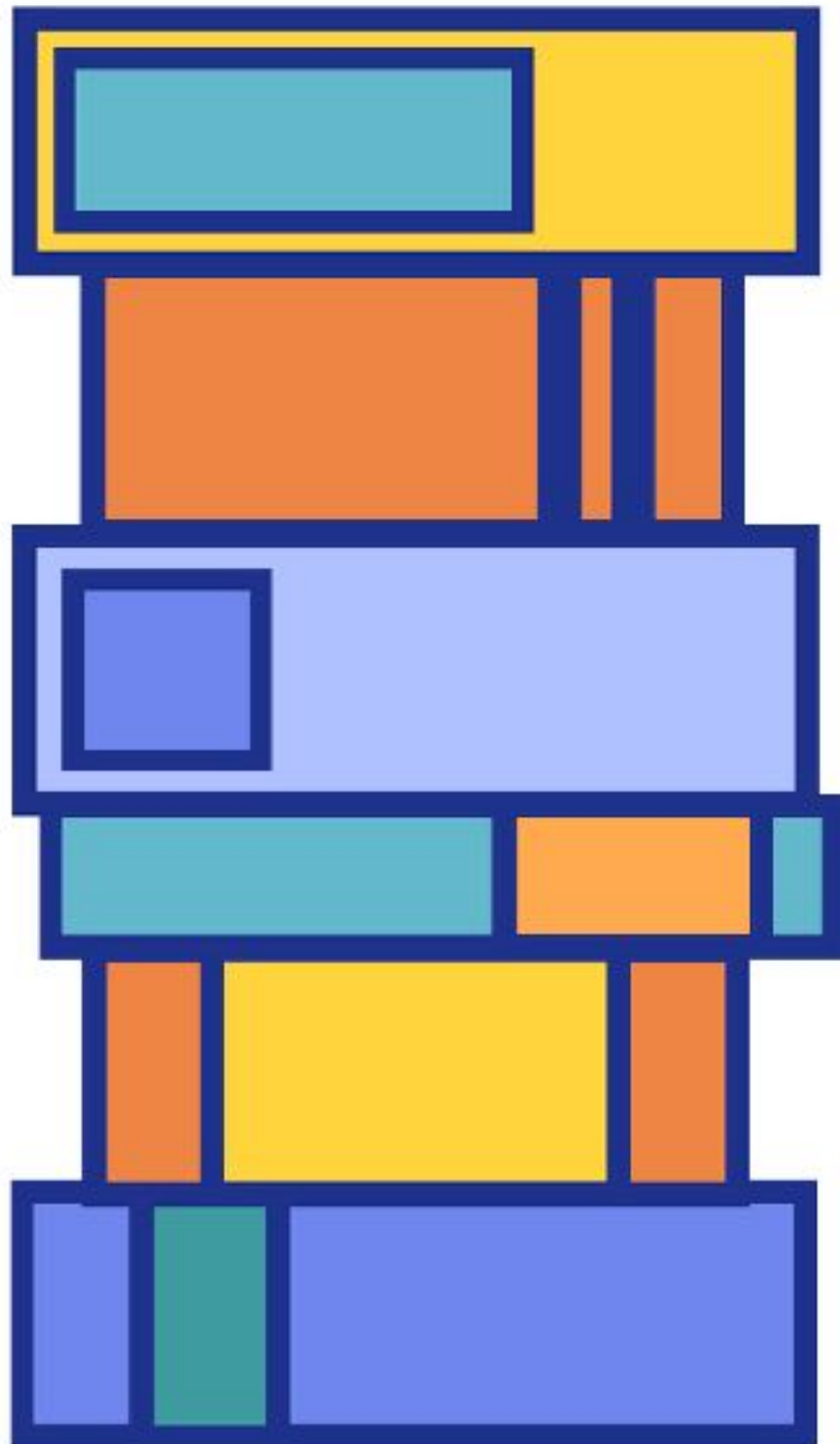
They need to use all circumstances to learn

Keeping materials is causing a chaos:
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is overwhelming to them



They have to start searching all over again each time they want to learn

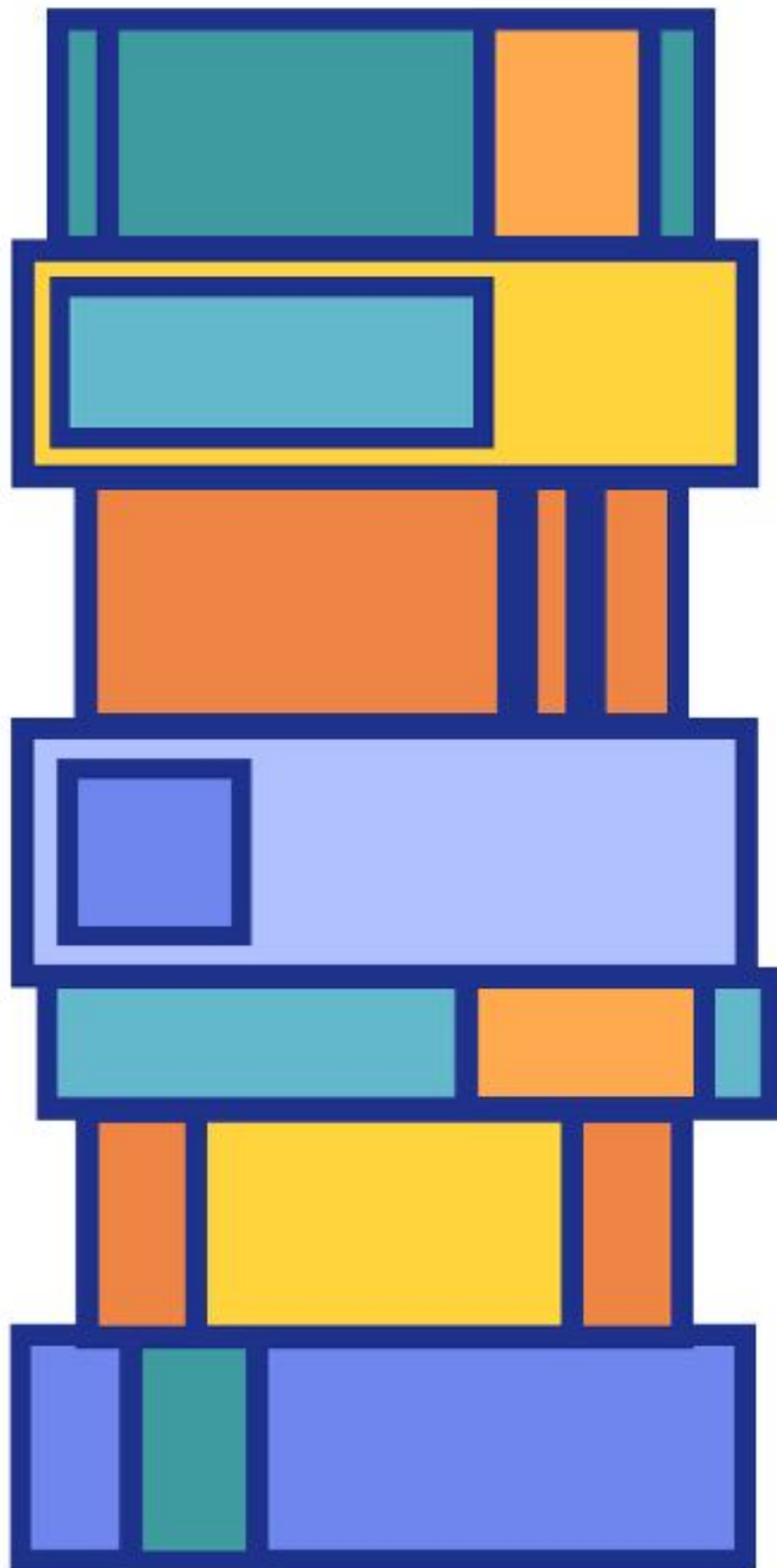
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Finding something that meets their needs takes too much time

They have to start searching all over again each time they want to learn

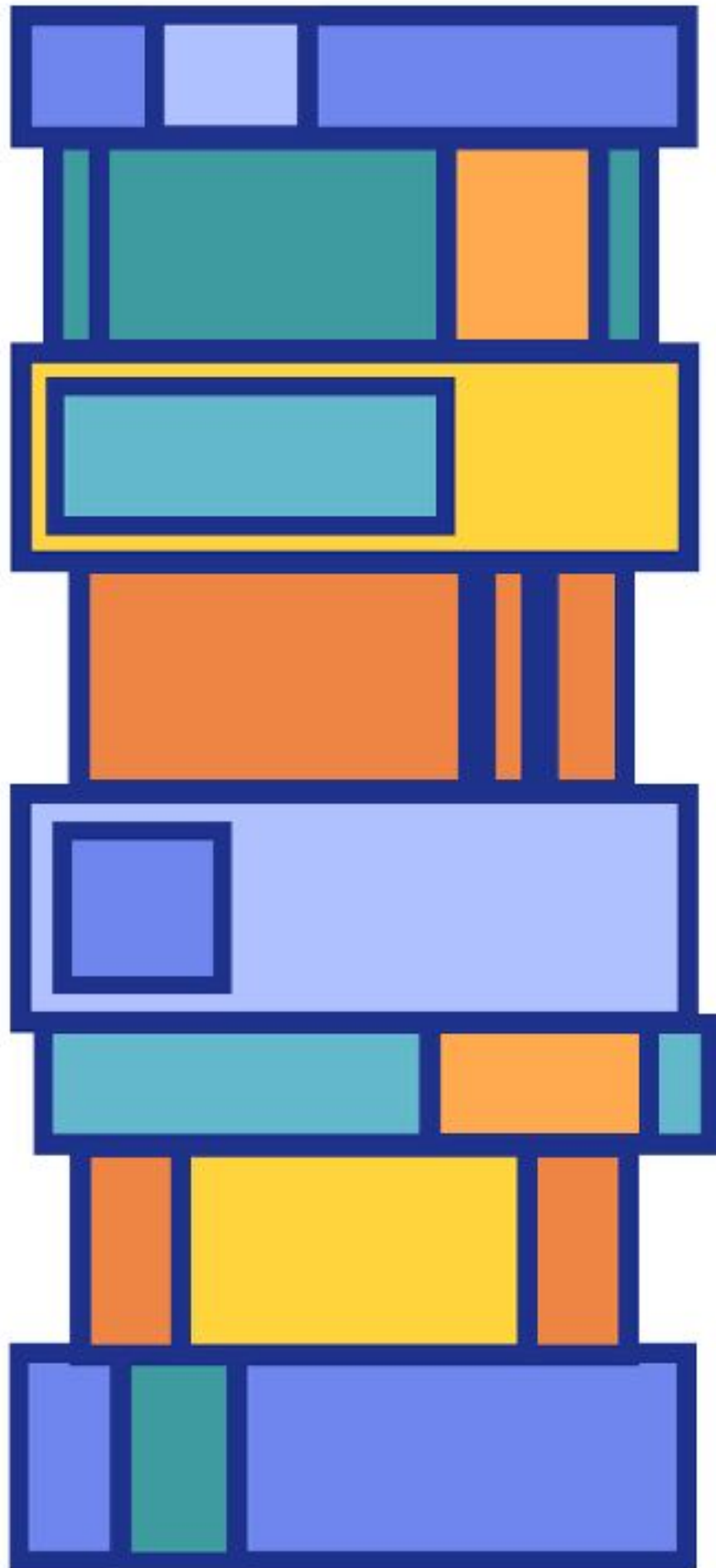
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They don't have time

They don't know what is valuable in that ocean of content

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Each person has their own learning preferences

Finding something that meets their needs takes too much time

They have to start searching all over again each time they want to learn

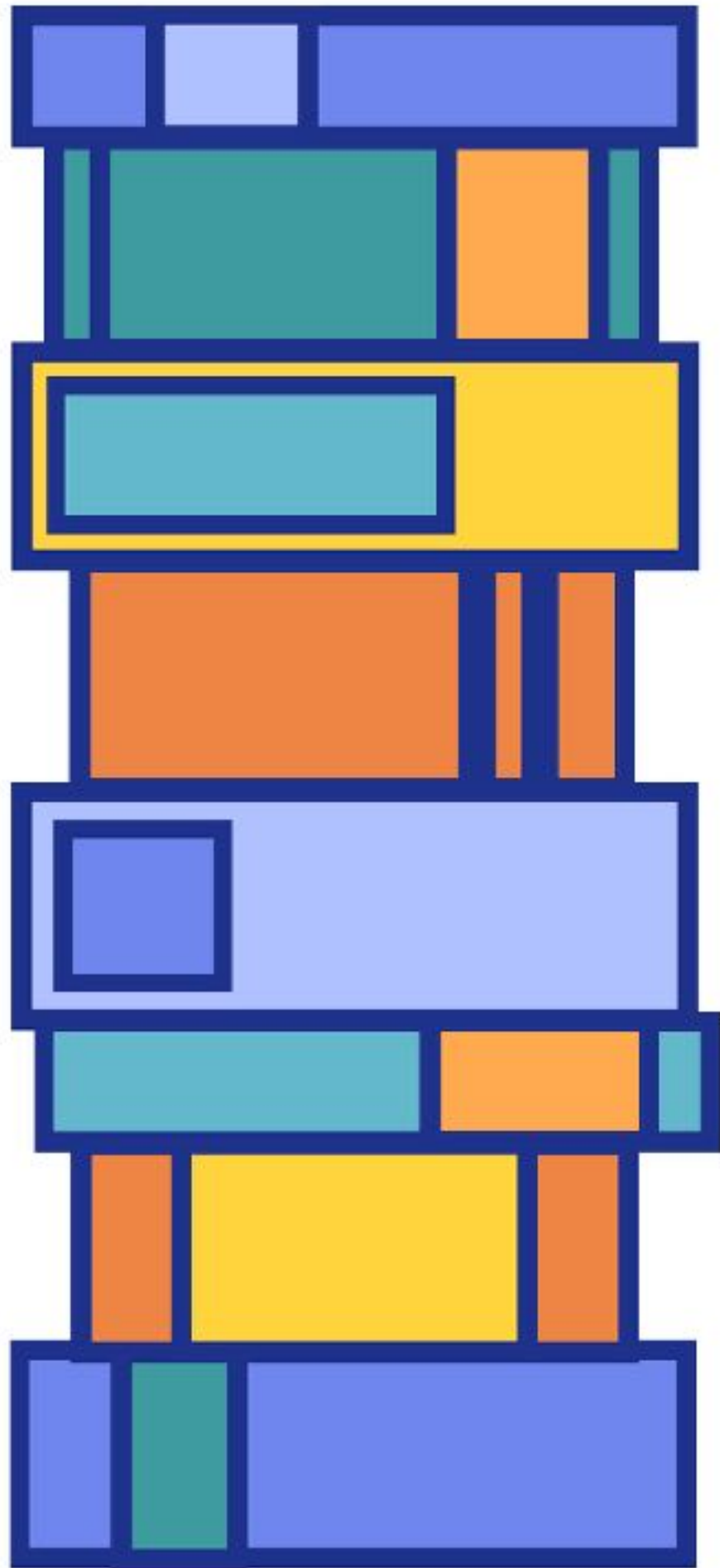
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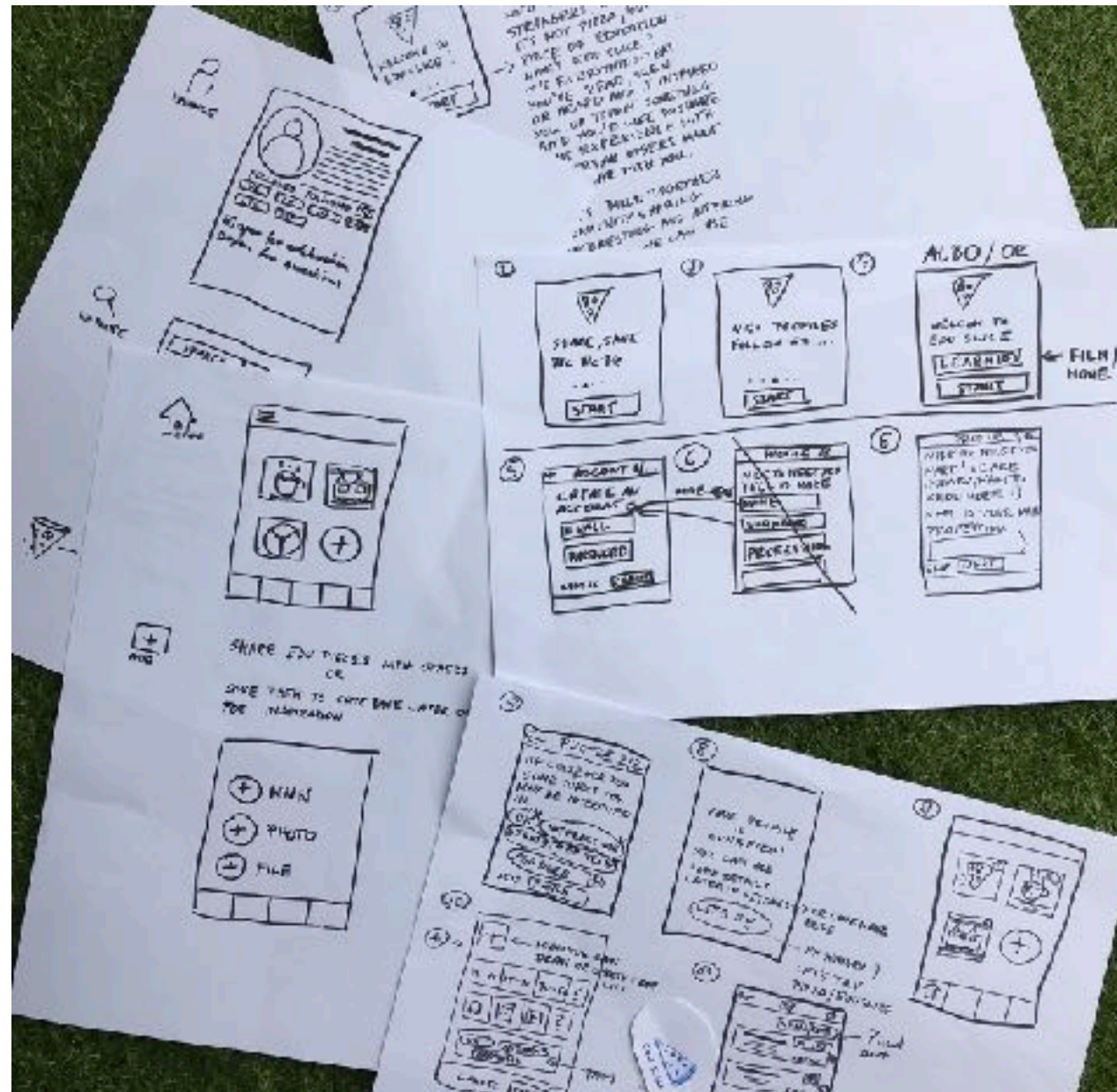
EDUSLICE



NEW IDEA

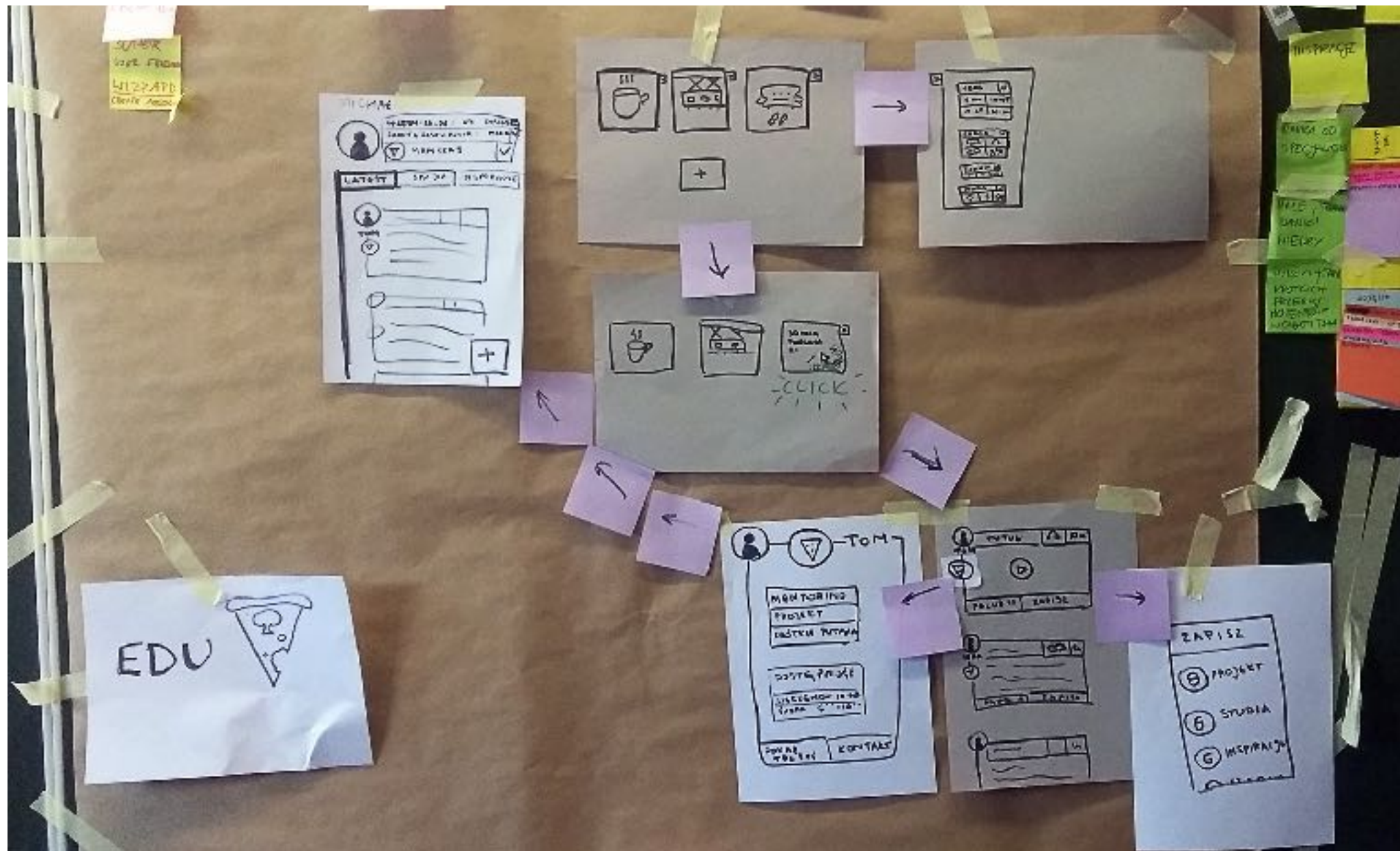
Educational mobile application „Edu slice” to organize and share materials that learn something or inspire. Getting personalized materials matched to situations users are in, for example, commuting to work, having a coffee or jogging. Personalization includes interests, type of materials, time intervals and level of difficulty. Possibility to follow other users and see what they save, share, read, watch, listen to and how they rate those materials.

PAPER PROTOTYPING

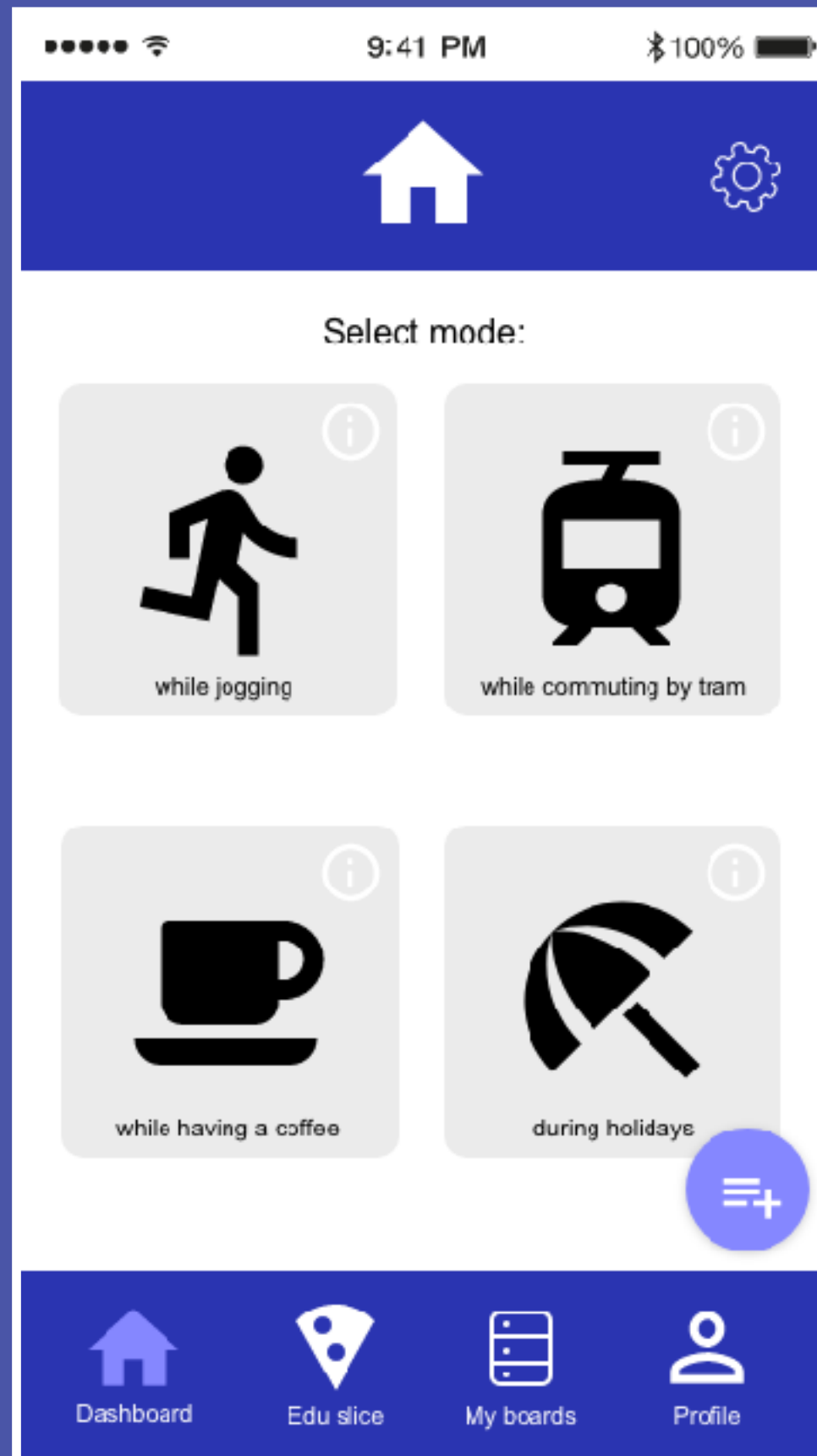


We decided on quick, paper prototypes to quickly throw away as many ideas from our heads as possible.

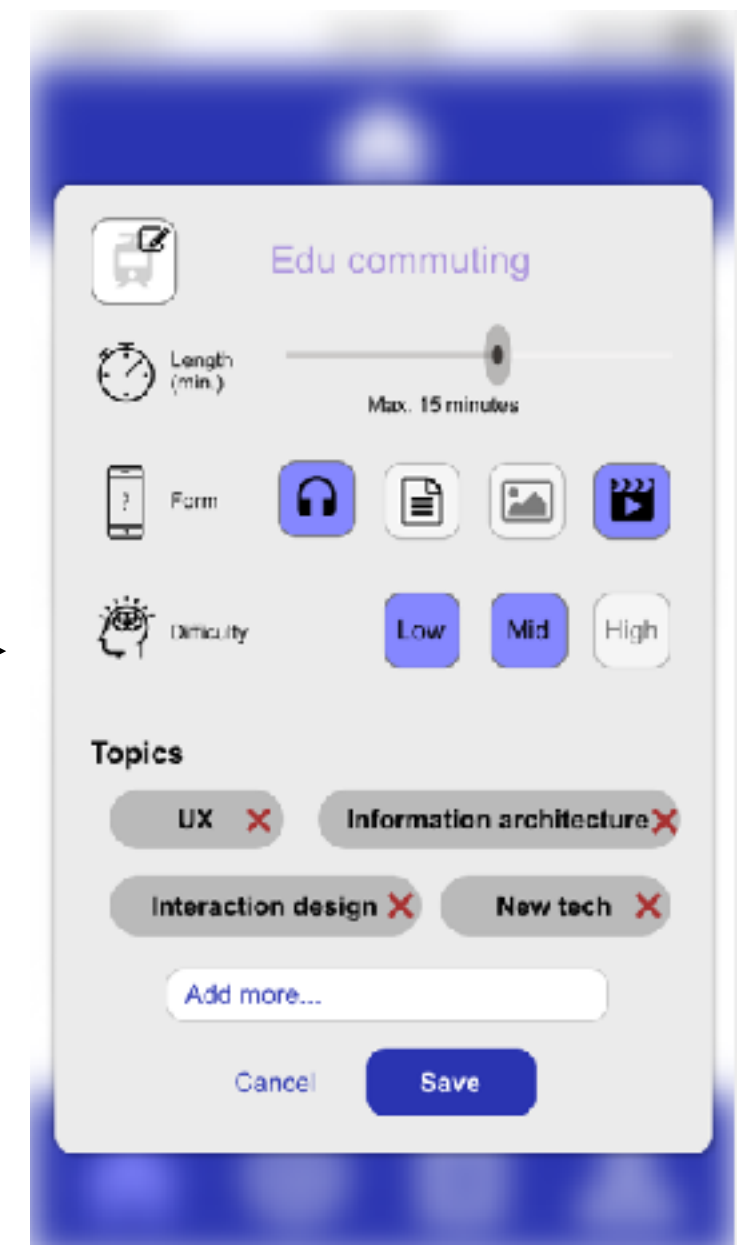
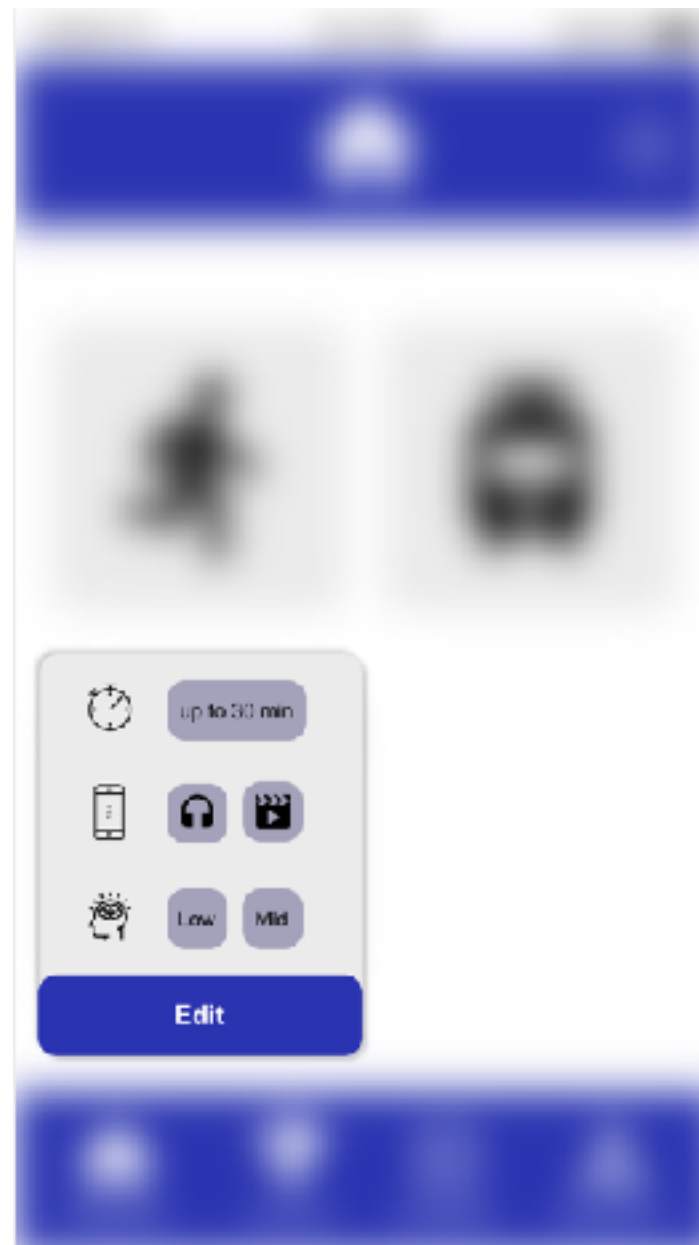
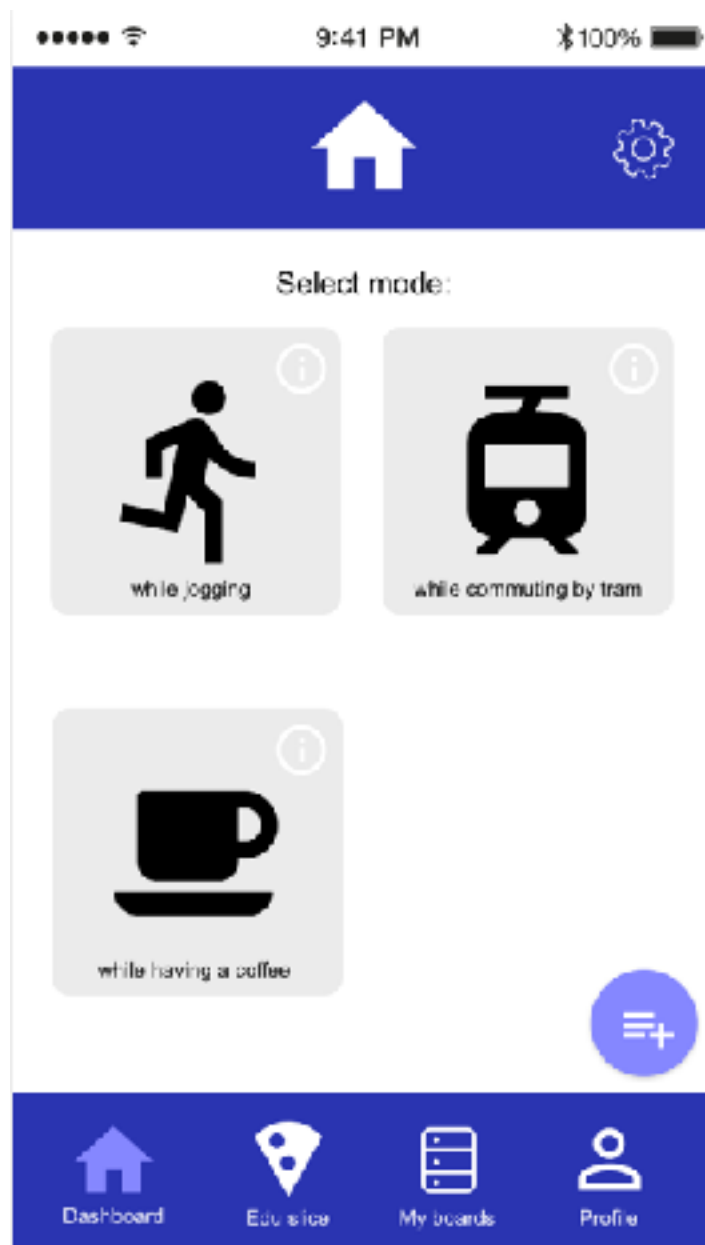
FIRST FLOW



We design screens step by step of our first flow



WIREFLAMES SHOWING BASIC IDEA (WITHOUT UI)



MAIN FEATURES

- QUICK ACCESS TO NEW MATERIALS
- YOUR OWN PROFILES WITH PREPARE MATERIALS
- ALL YOUR FAVORITIES LINKS WITH MUSIC, TEXT OR MOVIES INTO ONE PLACE

FUNCTIONS

Keep my favorites articles (audio / video / text)

Create new boards with my articles

See boards with materials of the other users (friends or following)

Easy select articles for learning on this moment and time

Decide to save article

- options to create folder
- tags
- add some info

Open profile of person who added article

On profile:

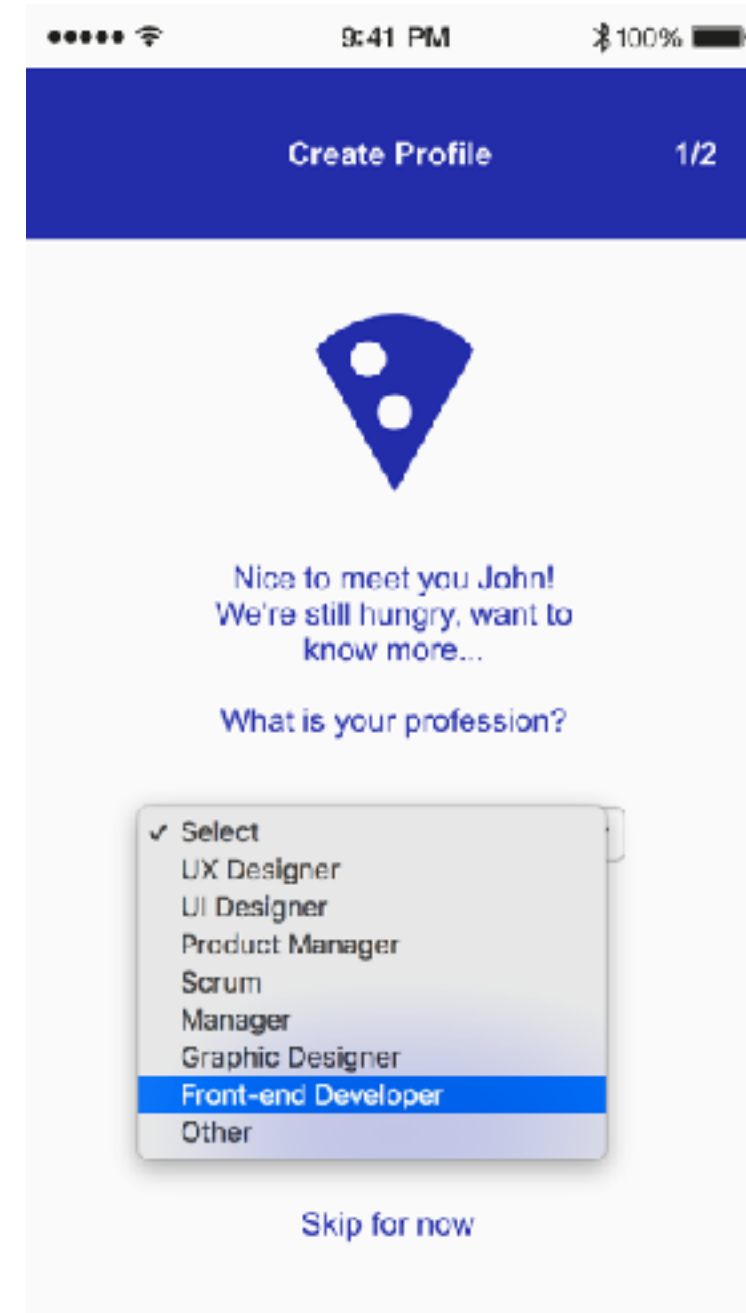
- shared articles, videos, content
- saved edu content
- followers
- followed
- rated content

Decide to share content

- can do from web - share icon
 - can do from app perspective (add/share icon)
1. Can share
 2. Can save and share atomically
 3. Can save and NOT share

FIRST START

- On first step you can choose your profession. Thanks to this the application will better match the content of materials.



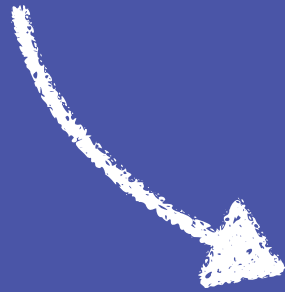
HOME SCREEN

- User can choose the mode to the situation in which one he/she wants to learn at this moment

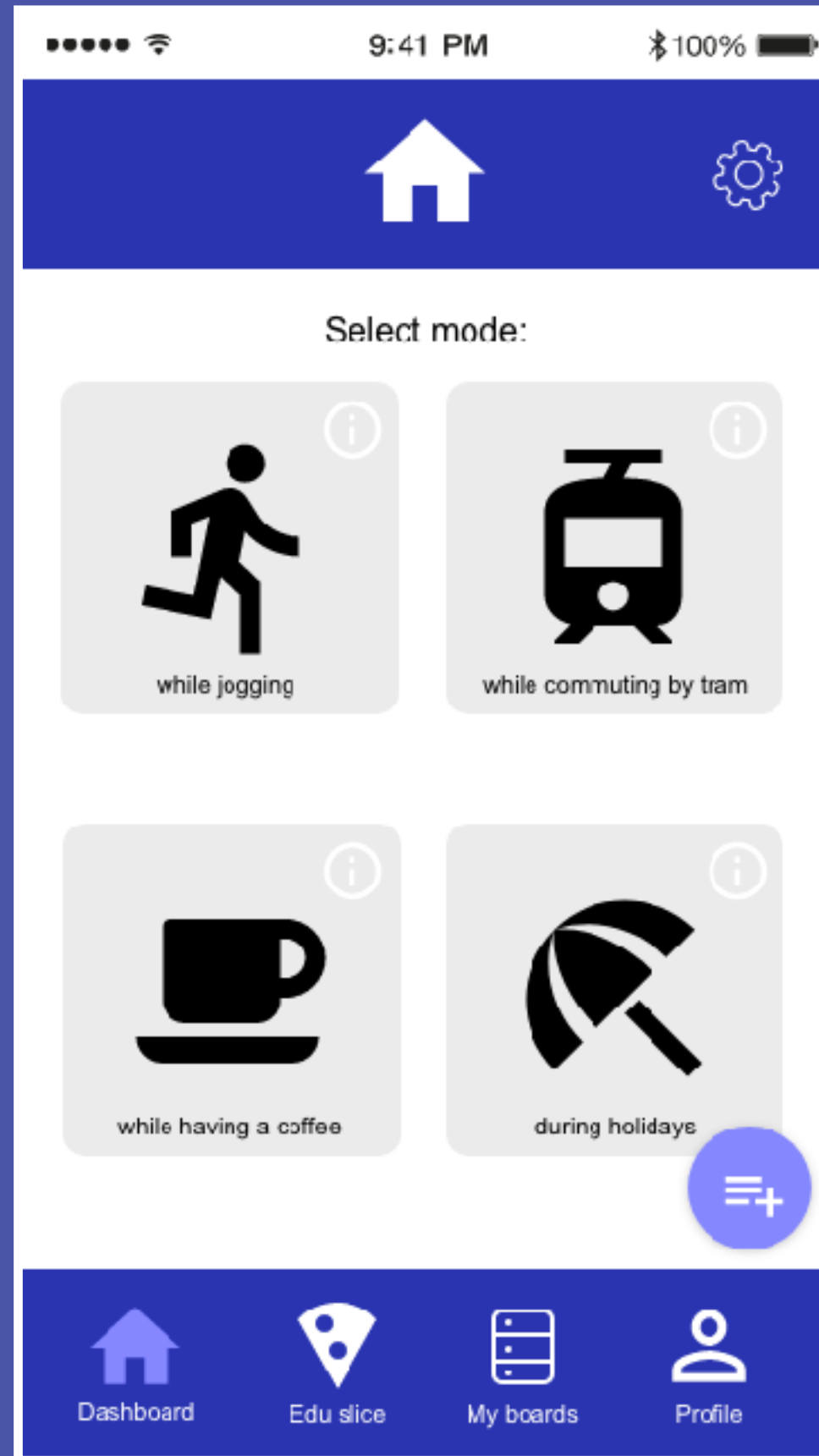
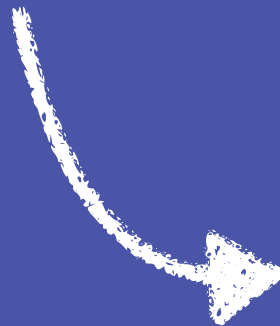


the login screen of the logged-in user

TIME SAVING



SET AND READY TO USE



ADAPTED TO SITUATION





Edu commuting



Length
(min.)



Max. 30 minutes



Form



Difficulty

Low

Mid

High

Topics

UX ✕

Information architecture ✕

Interaction design ✕

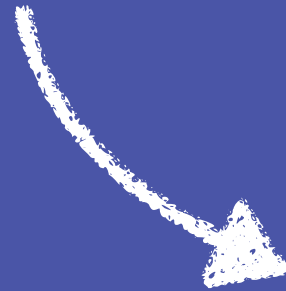
New tech ✕

Add more...

Cancel

Save

LENGTH



 Edu commuting

 Length (min.)  Max. 30 minutes

 Form    

 Difficulty   

Topics

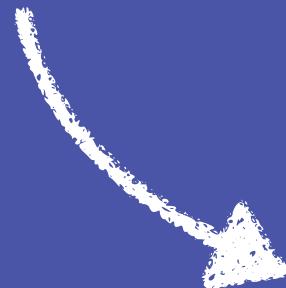
 

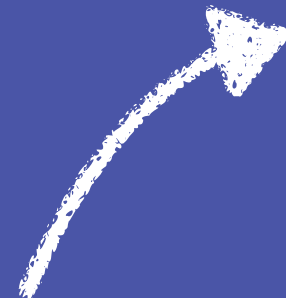
[Add more...](#)

[Cancel](#) [Save](#)

LENGTH



FORM



Edu commuting

Length (min.) Max. 30 minutes

Form

- ☒ Headphones icon
- ☐ Document icon
- ☐ Image icon
- ☐ Video icon

Difficulty

- ☒ Low
- ☐ Mid
- ☐ High

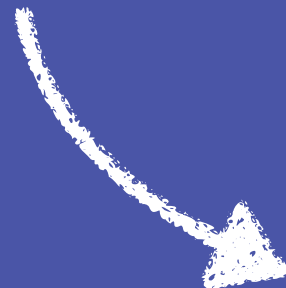
Topics

- ☒ UX
- ☒ Information architecture
- ☒ Interaction design
- ☒ New tech

[Add more...](#)

[Cancel](#) [Save](#)

LENGTH



FORM



DIFFICULTY



The screenshot shows a settings modal for 'Edu commuting'. It includes a clock icon for 'Length (min.)' with a slider set to 'Max. 30 minutes'. A 'Form' section has icons for audio (selected), document, image, and video. A 'Difficulty' section has 'Low' (selected), 'Mid', and 'High' buttons. A 'Topics' section lists 'UX', 'Information architecture', 'Interaction design', and 'New tech', each with a red 'X' indicating it is selected. An 'Add more...' input field and 'Cancel'/'Save' buttons are at the bottom.

Edu commuting

Length (min.) Max. 30 minutes

Form

Difficulty Low Mid High

Topics

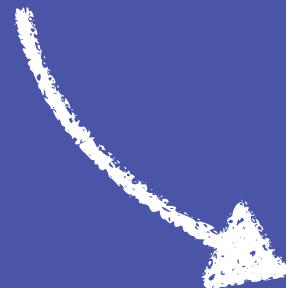
UX X Information architecture X

Interaction design X New tech X

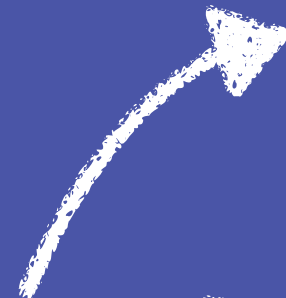
Add more...

Cancel Save

LENGTH



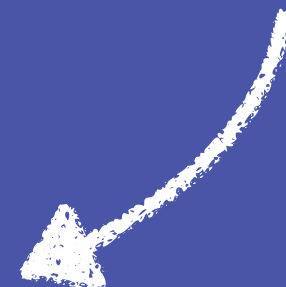
FORM

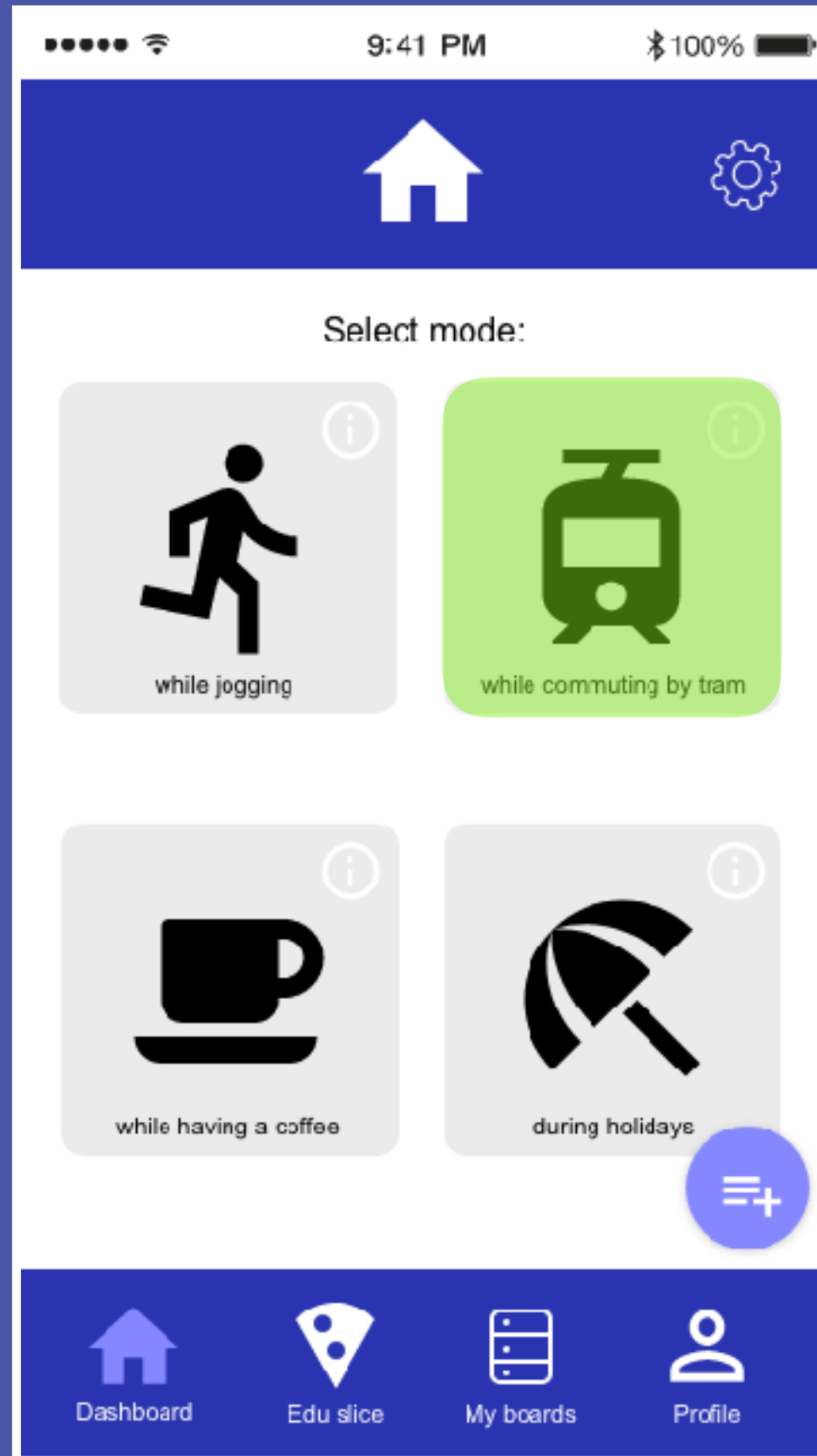


DIFFICULTY



INTERESTS

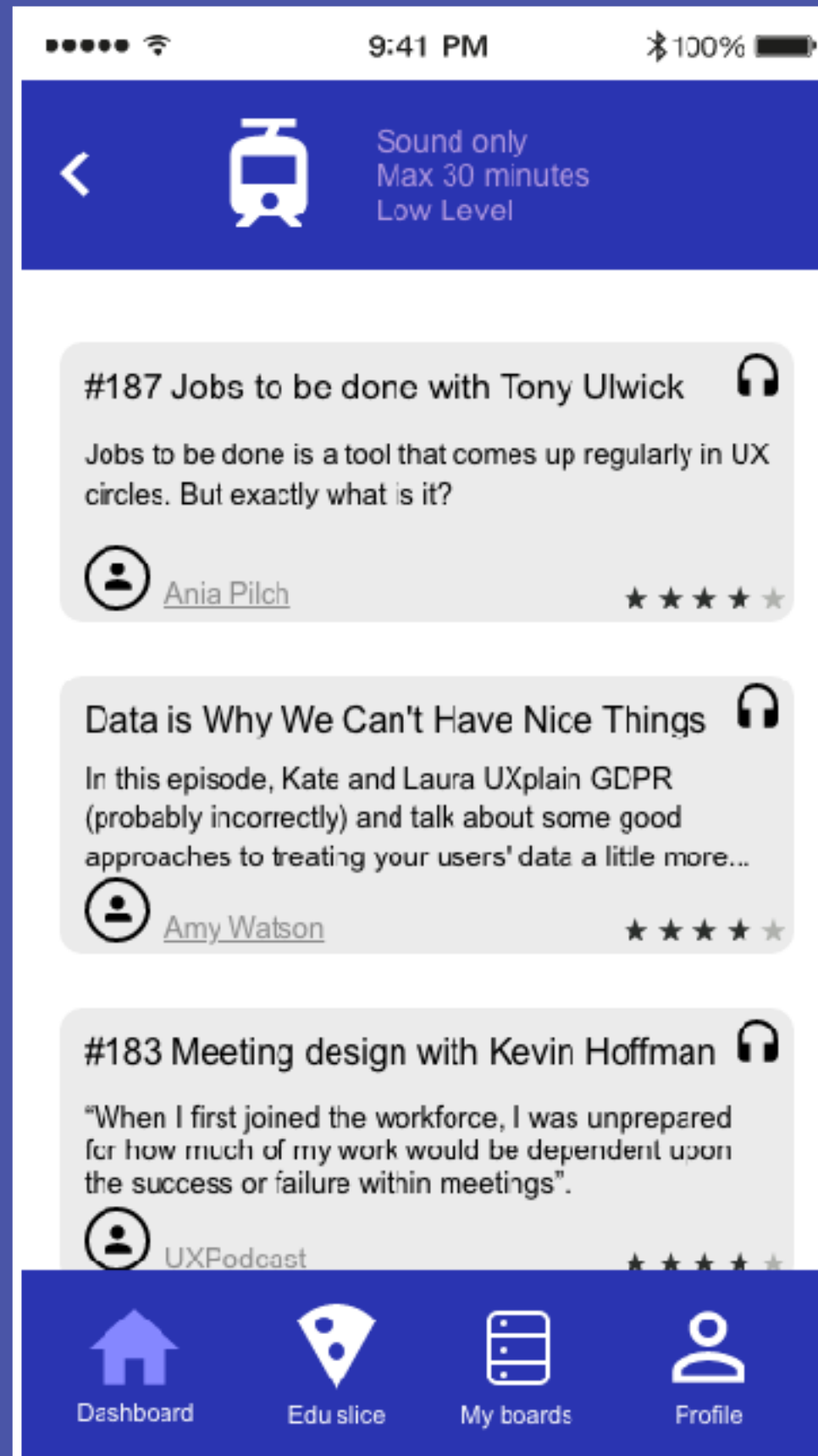
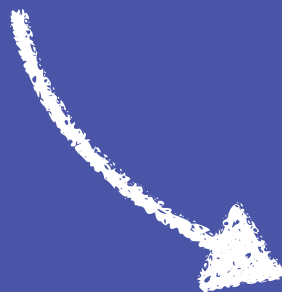
A screenshot of a form titled "Edu commuting" with a train icon. The form includes a "Length (min.)" slider set to "Max. 30 minutes", a "Form" section with icons for audio, document, image, and video, and a "Difficulty" section with buttons for "Low", "Mid", and "High". The "Topics" section lists "UX", "Information architecture", "Interaction design", and "New tech", each with a red X mark. Below the topics is an "Add more..." input field. At the bottom are "Cancel" and "Save" buttons.



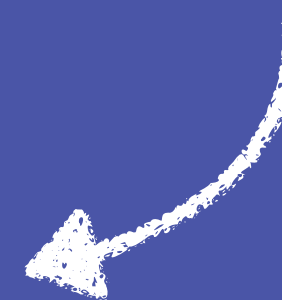
TRAM MODE



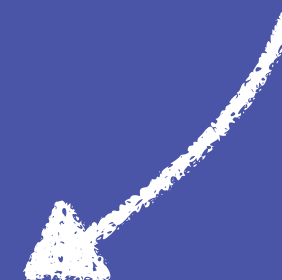
7 MATERIALS



SOUND



RATING





9:41 PM

Bluetooth 100%



Sound only
Max 30 minutes
Low Level

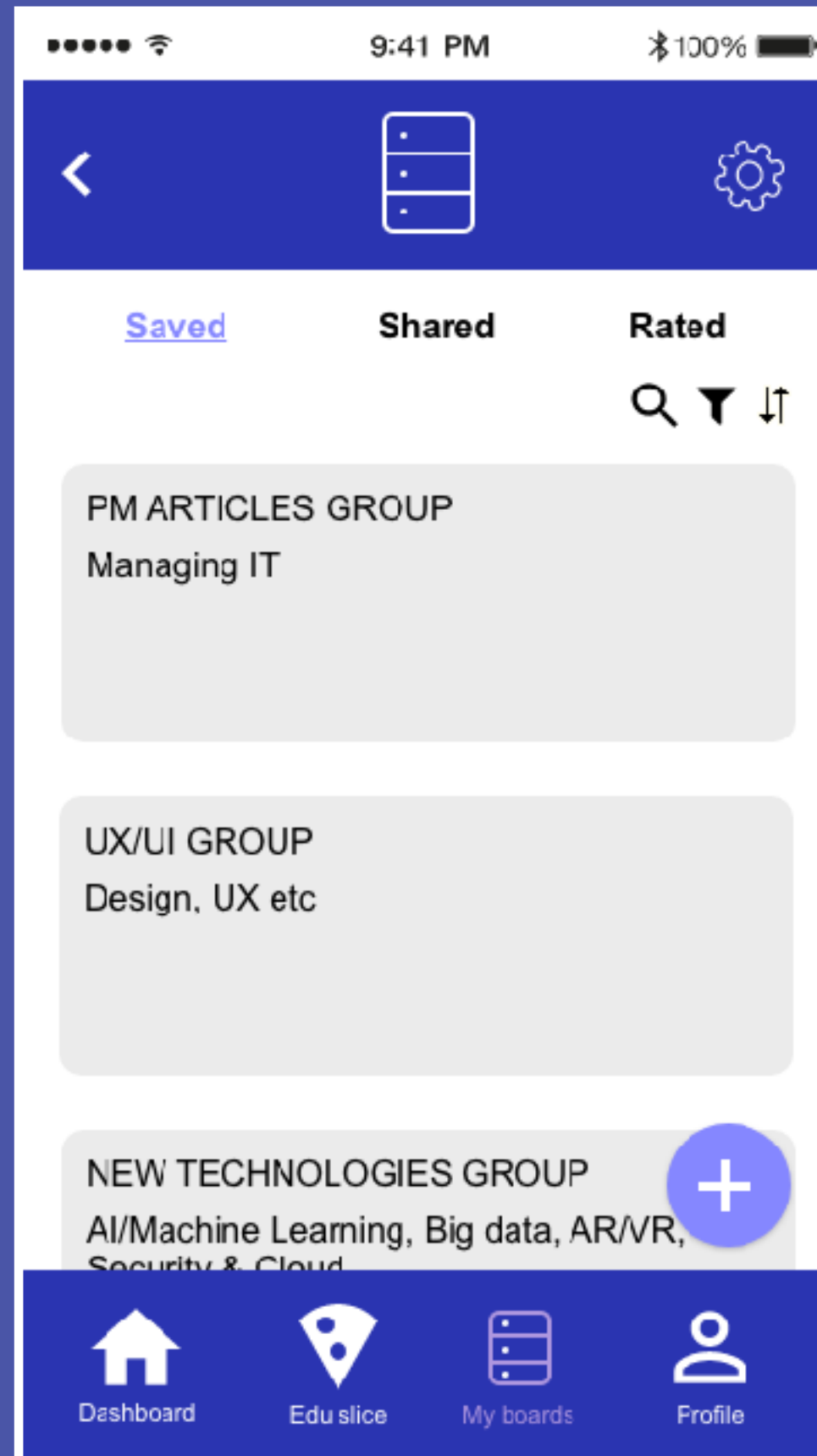
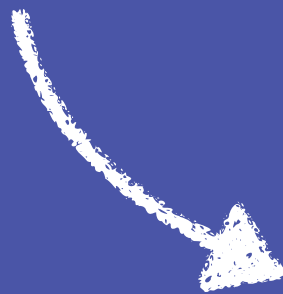


Podcast: Bloc Thinking
01: Honest, authentic, Aga.

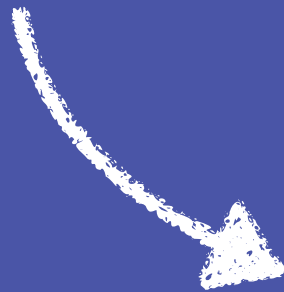
PREV

NEXT

**MATERIALS
FINALLY IN ORDER**



**RATE TO HELP
OTHER USERS**



This is the end.

Enjoying the material?

👍 👎

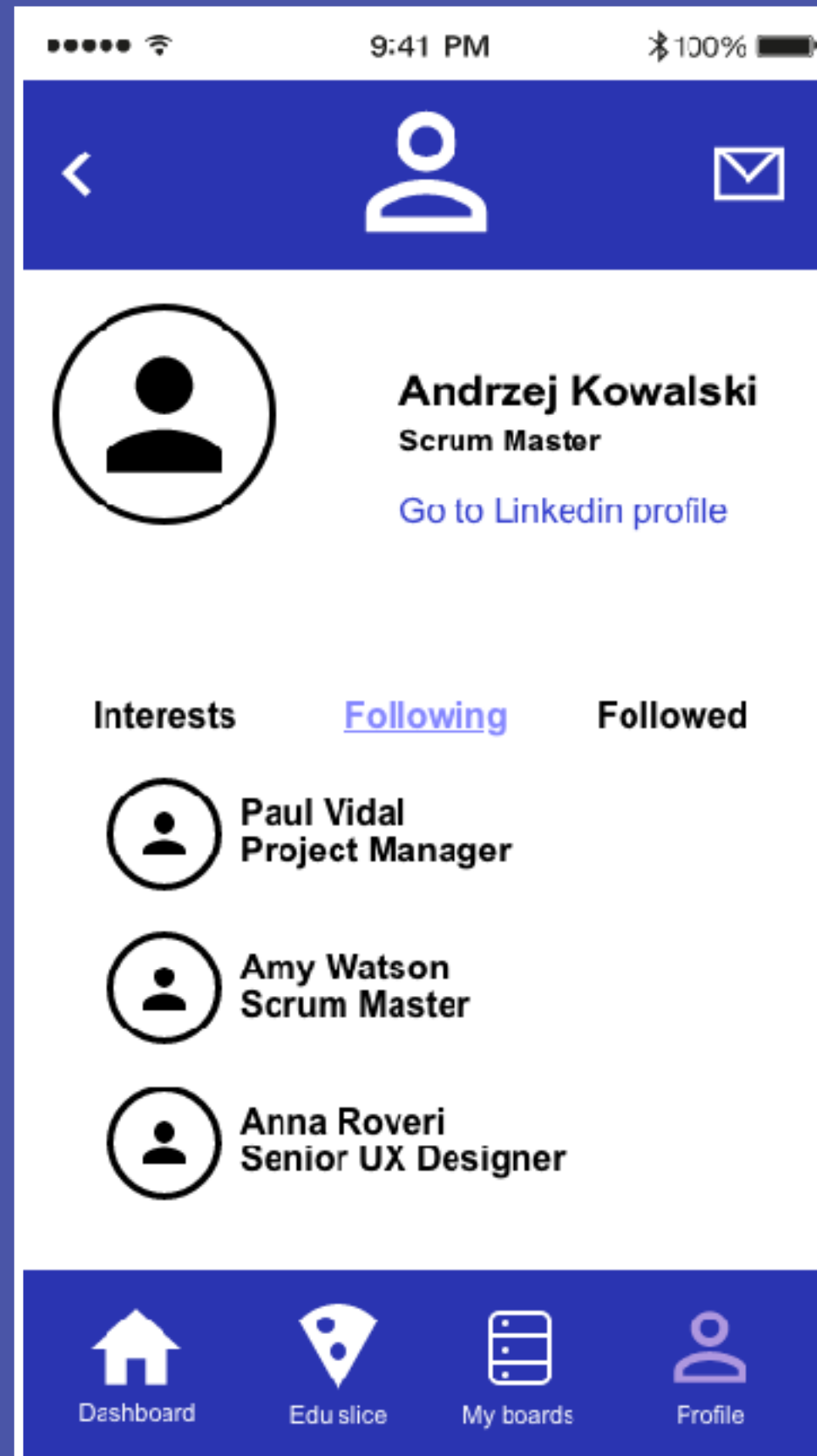
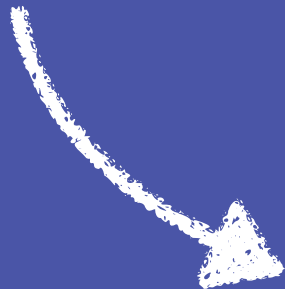
How do you rate level of difficulty?

Low Mid High

Thank you for your vote.

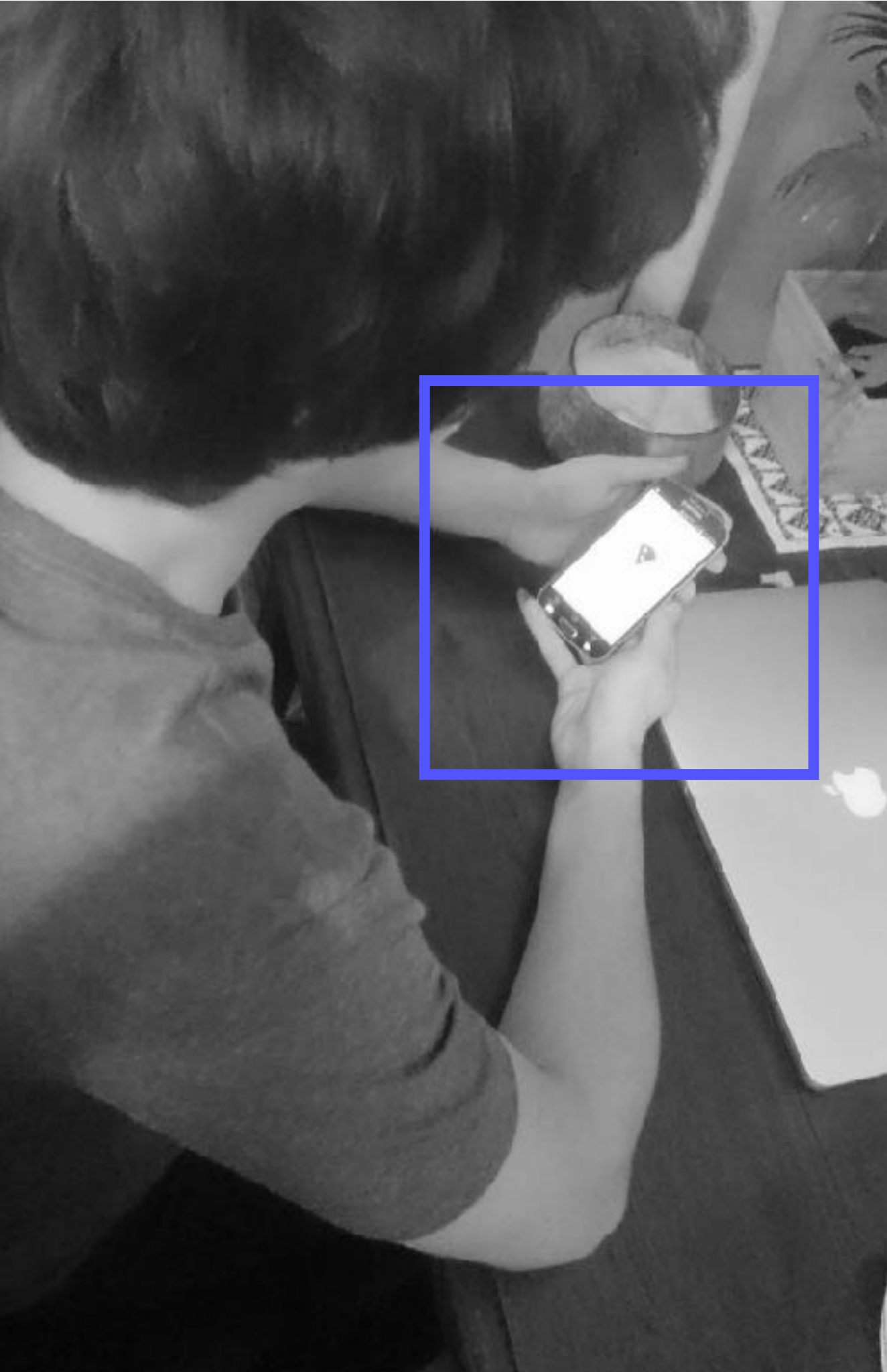
Skip

THOSE USERS SHARE
GOOD MATERIALS



S T A G E 3

MEASURE



The aim

To verify usability of **EduSlice**

To check if the app solves the problems

Device

Phone

Place

At the subject's home
(with help of their imagination)

Budget:



Recruitment

Snowball sampling

Participants

6 people professionally
related to IT and product design

Methodology

Exercises in UXPin

Stream of consciousness

OBSERVATIONS

- The modules are not easy to use for first-time users, even though it might be good to have such a quick access to preferences for long-time users
- The sign up page should be shorter or we should add Skip option
- They generally liked the idea and thought the app is innovative
- But with innovation more explanation should come

Jak to zamknąć?!

BARTEK, GRAPHIC DESIGNER

“

Ooo aplikacja do słuchania muzyki podczas joggingu!

BARTEK, GRAPHIC DESIGNER

”



Nie podoba mi się, że te moduły są tak sugerowane.

Może trudno w to uwierzyć, ale są ludzie, którzy nie biegają,
nie piją kawy i nie jeżdżą tramwajem do pracy.

Na przykład ja.

MARCEL, SOFTWARE DEVELOPER



“

O tu fajnie, wiem, że film, fajnie, fajnie.

JAN, CTO

”



Powiem szczerze, że ja po prostu
z takim rozwiązaniem się jeszcze nie spotkałem.

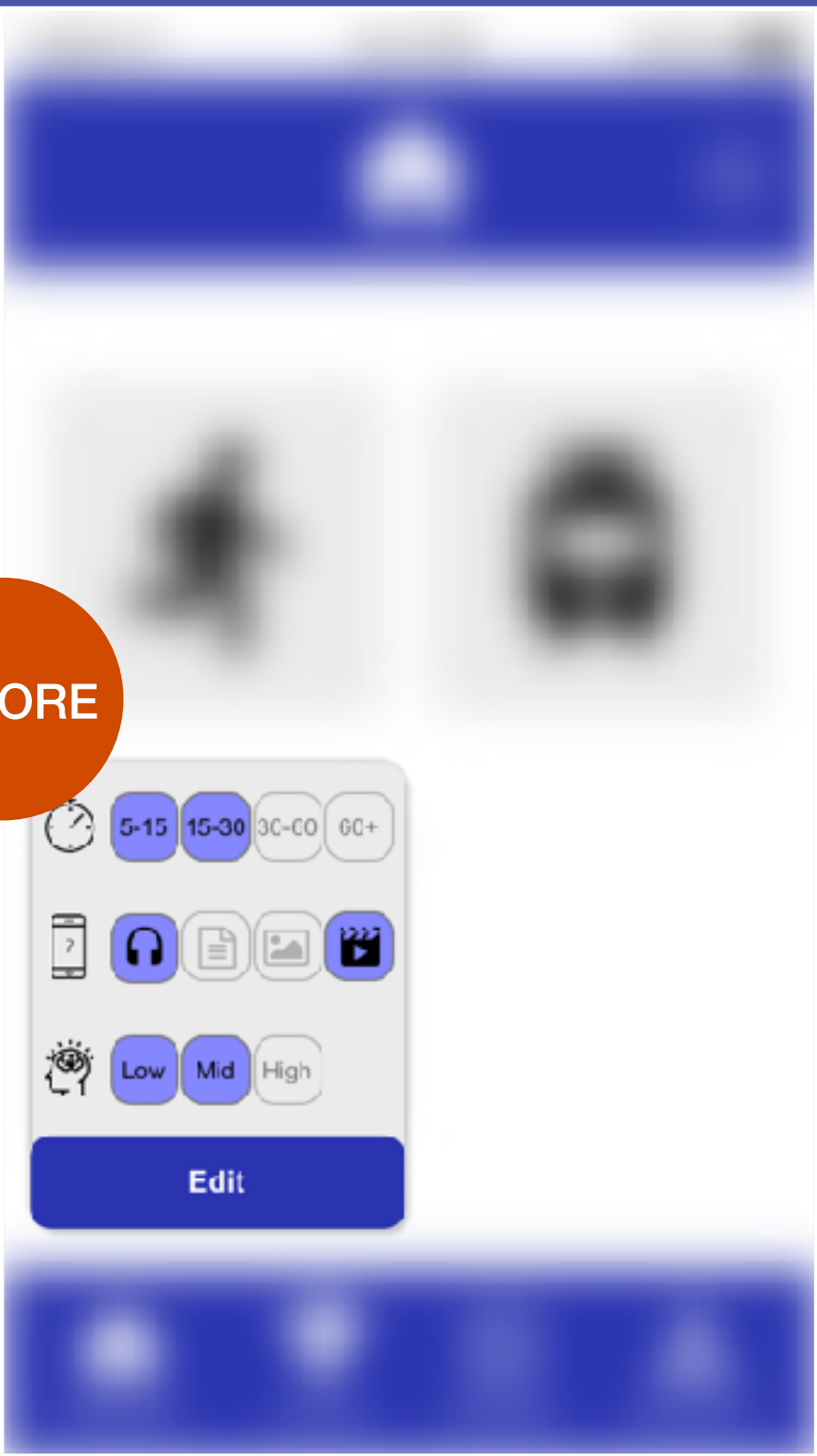
A jak jest rozwiązanie nowe, to wymaga trochę
przeprowadzenia za rączkę.

MARCEL, SOFTWARE DEVELOPER

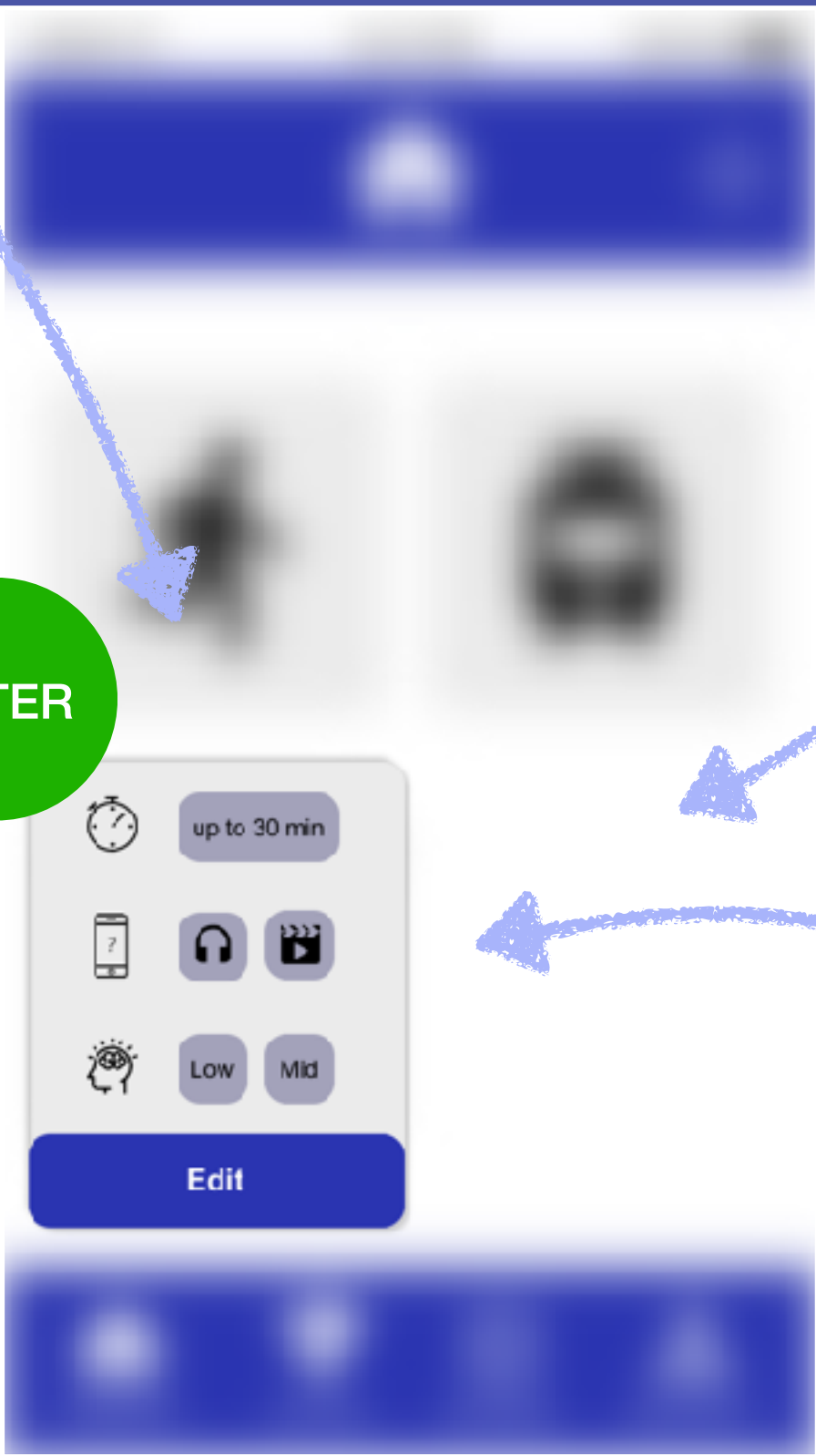


INFO ABOUT
MODULE
SETTINGS

BEFORE



AFTER



PREVIEW
ONLY

NO
BUTTONS

THUMBS UP

BEFORE

This is the end.

Enjoying the material?

★ ★ ★ ★ ★

How do you rate level of difficulty?

Low Mid High

Thank you for your vote!

AFTER

This is the end.

Enjoying the material?

👍 👎

How do you rate level of difficulty?

Low Mid High

Thank you for your vote.

Skip

SIMPLER
RATING



EASY
TO CLOSE



OPTIONAL



BEFORE

 Edu commuting

 Length (min.) ☒ 5-15 ☒ 15-30 ☐ 30-60 ☐ 60+

 Form ☒  ☐  ☐  ☒ 

 Concentration ☒ Low ☒ Mid ☐ High

Topics

☒ UX ☒ Information architecture ☒ Interaction design ☒ New tech

SLIDER



AFTER

 Edu commuting

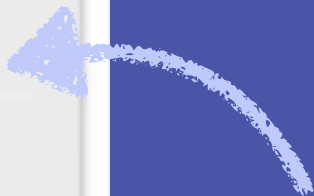
 Length (min.)

 Form ☒  ☐  ☐  ☒ 

 Difficulty ☒ Low ☒ Mid ☐ High

Topics

☒ UX ☒ Information architecture ☒ Interaction design ☒ New tech



MORE
PRECISE

UNDERSTANDABLE
TEXTS

MUST REMEMBER CONTEXT OF EACH FIELD

BEFORE

A mobile app screenshot of a 'Create Account' form. The status bar at the top shows signal strength, time (9:41 PM), and battery (100%). The app bar has a back arrow and the title 'Create Account'. Below the app bar is a blue pizza slice icon with two white toppings. The main heading is 'Create Your Account'. There are three input fields: 'Name', 'Email', and 'Password'. At the bottom is a blue button labeled 'Create an account' and a link 'Alread have an account?'.

BEFORE

A mobile app screenshot of the same 'Create Account' form, but with input. The 'Name' field contains 'John', the 'Email' field contains 'Smith', and the 'Password' field contains 'pass'. The rest of the UI elements are identical to the first screenshot.

NOT EMAIL

NOT SO CLEAR

USERS DON'T
READ



AFTER

9:41 PM 100%

< Create Account



Create Your Account

Name
Enter name

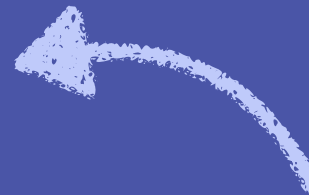
Email
Enter your email

Password
Enter password

Create an account

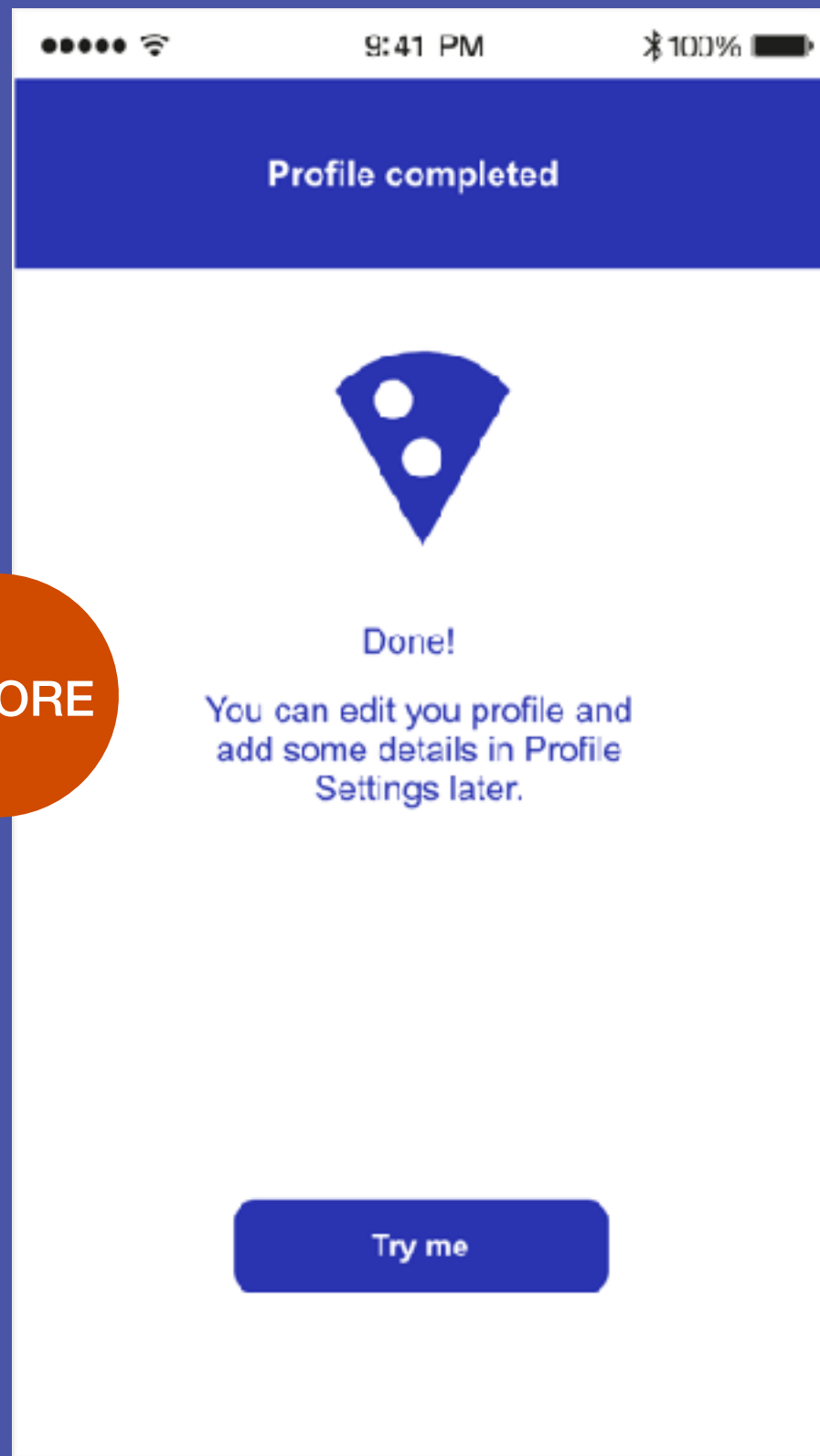
Already have an account?

Skip it now

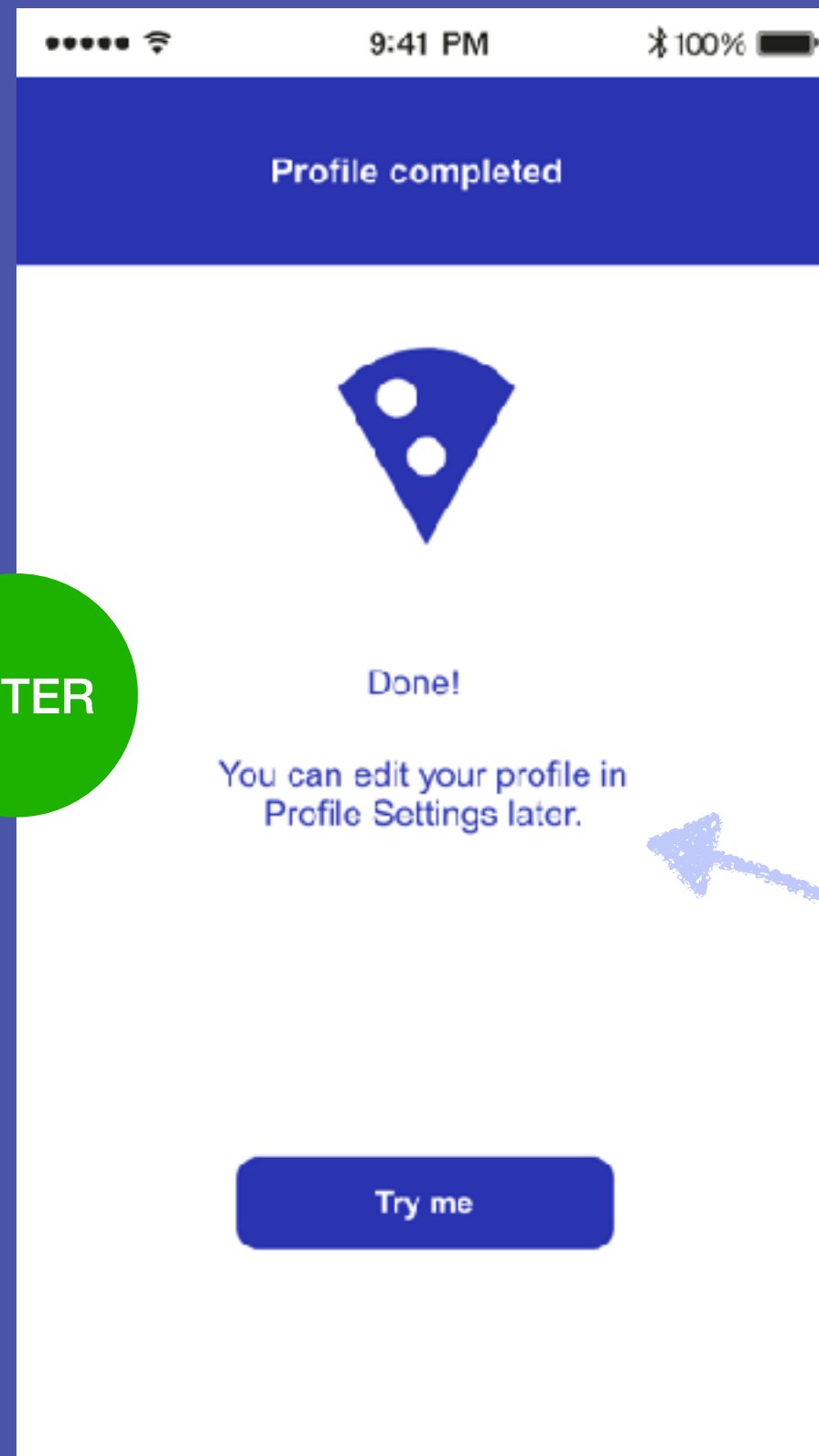


USER FRIENDLY
LABELS

BEFORE



AFTER



EASIER TO
READ

LESS IS MORE



Myślę, że gdybym używał tych trybów na codzień,
to by było naprawdę fajne i im dłużej bym je miał, tym fajniejsze.

Początki zawsze są trudne, ale teraz kiedy rozumiem o co tu chodzi,
to uważam, że to jest naprawdę coś fajnego.

JAN, CTO



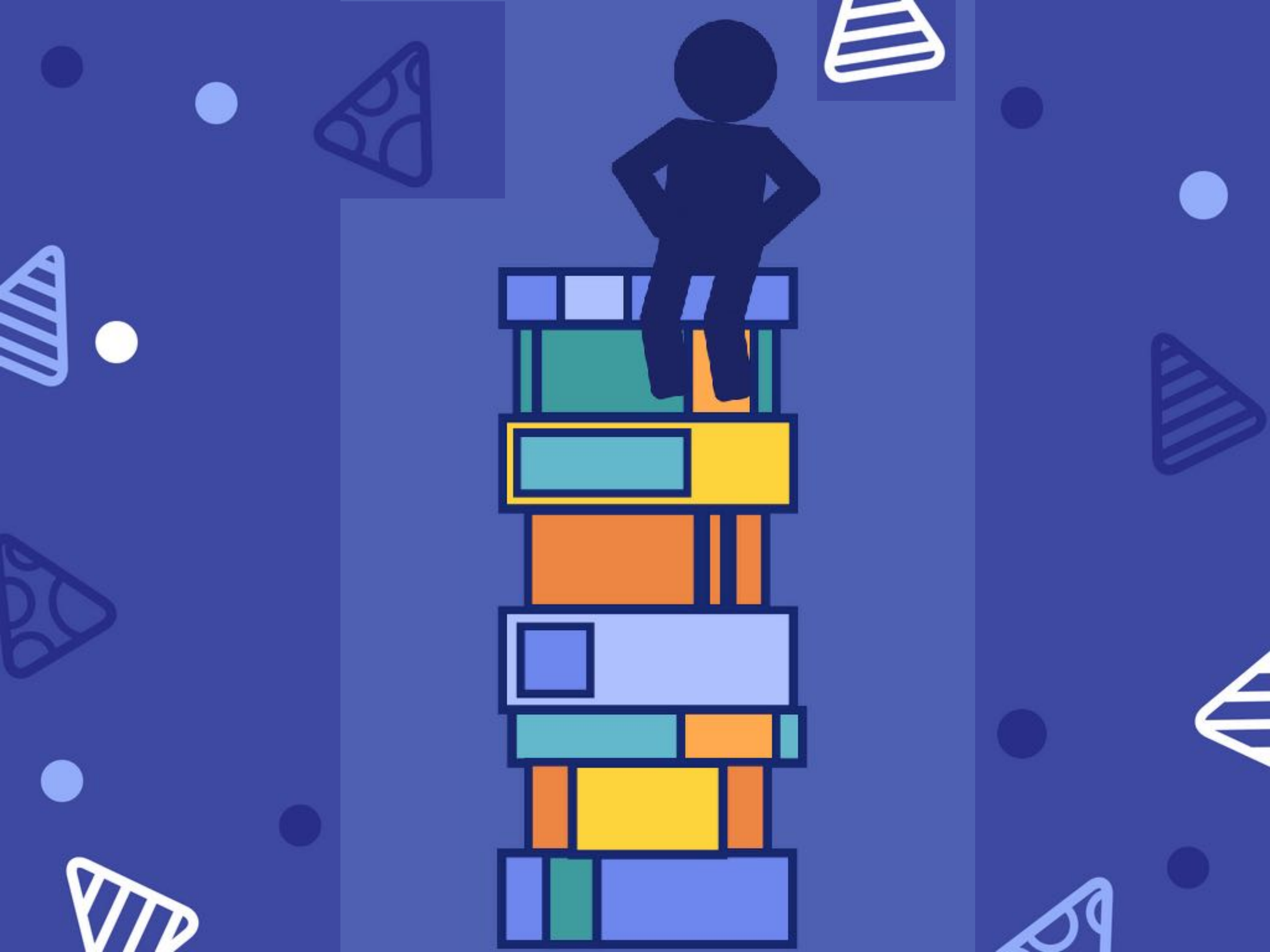


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to uważam, że to jest naprawdę coś fajnego.

JAN, CTO





TAKE A SLICE

OF OUR PROTOTYPE



[on this link](#)

JAK ZWIĘKSZYĆ SKUTECZNOŚĆ UCZENIA SIĘ OSÓB DOROSŁYCH Z WYKORZYSTANIEM NOWYCH TECHNOLOGII

T

ZADANIE 1
Plan dnia
→ zrealizuj 3 scenariusze dla danej osoby: Mikolaj, Zosia, Tymoteusz
→ spróbuj grupę = wirtualna nauka
→ nie planuj dnia
→ nie planuj dnia

zobacz metody uczenia z zadaniem

ZADANIE 2
Długa praca
1. Ode programy do 10 min nauki
2. Ode historia do 10 min nauki
3. Ode historia do 10 min nauki
4. Ode historia do 10 min nauki
5. Ode historia do 10 min nauki

Próbuj grupę, aby wygrać w grze i metodami

ZADANIE 3
→ Dajemy 3 metody:
1. Word - prom
2. Python
3. Illustrator

ZADANIE IV
Dla uczestników
nie ma planu na planie (chociaż w planie)

Zadanie V
problemu i danej kategorii dla grupy

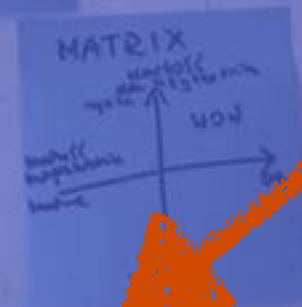
zobacz metody co się nowego pojawiło

Próbuj, aby wygrać w grze i metodami

zobacz metody
→ kategorię metod
Pety

ZEBRANIE
METOD UCZENIA
ZAPROPONOWANYCH W ZADANIACH

DYSKUSJA
dla uczestników (pomyślnie)



KONIEC

CELE
POZNANIE METOD UCZENIA UCZESTNIKÓW
WYPRACOWANIE PONYSTÓW

PLUSY

MINUSY

REZULTAT

POKRYTY NA BARDZIEJ EFEKTYWNE METODY UCZENIA

WIEDZA O TYM, CO NIE DZIAŁA W OBECNYCH NARZĘDZIACH
↓

POKRYTY USPRAWNIEŃ

UCZESTNICY

10 - 15 OS
↓
POTENCJALNI WYKONAWCY
↓
HIGH POTENTIALS (anglisty i IT i produktami)

START-UPy Pracownicy /pracownicy/ CEO
KORPORACJE FREELANCER

AGENDA
MODELE NA UCZESTNIKÓW GRUPY

CELE
Grupa powinna być zrealizowana, aby była dobra, aby była dobra, aby była dobra, aby była dobra, aby była dobra

USTALENIE ZASAD

→ ZADANIE UCZESTNIKA
Grupa powinna być zrealizowana, aby była dobra, aby była dobra, aby była dobra, aby była dobra, aby była dobra

ENERGIZER

ZADANIE 2
PRZERWA 15 min

ZADANIE 3
ZBIERANIE METOD
LUNCH energizer

ZADANIE 4
ZADANIE 5

PRZERWA
DYSKUSJA MATRIX

PODSUMOWANIE