

# **Approach for** project-based

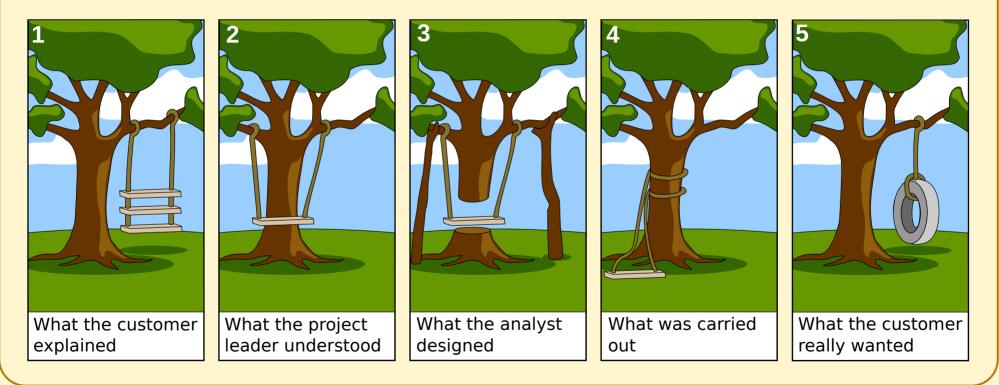
# teaching and learning

in the context of engineering sciences



# Introduction

#### Communication in projects – a typical workflow



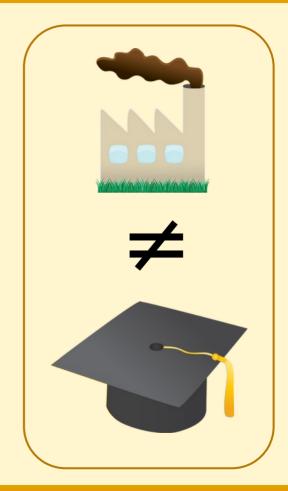
# **Background and context**

#### **Requirements in professional life**

- Project-based workflows
- Think networked
- Social competences

#### **Teaching at universities**

- Defined in curricula
- Partially implemented
- Can be used more intensively



# The approach - Idea

#### **Prepare students for work-life**

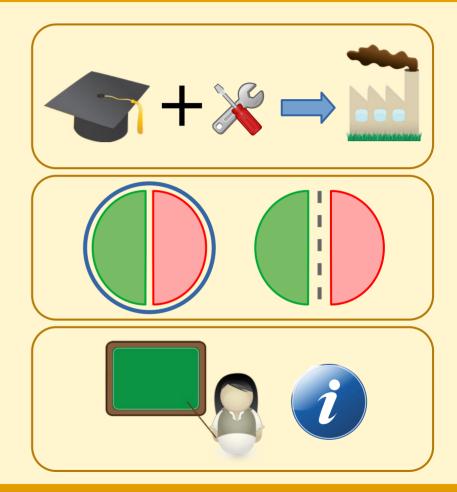
- Skills in project-based workflows
- Expand social competences
- Good start into professional career

#### **Combine and interface knowledge**

- Inter-disciplinary, trans-disciplinary
- Network and deepen existing knowledge

#### **Support for teachers**

- Project-based lecture design
- For teachers with less experience
- Easy to implement
- Scholarship of Teaching and Learning



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# The approach - Basis

#### Use existing project-based teaching method

• The "prepared project method" [1]

#### Use well known teaching methods

- Individual and group work
- Peer review
- Discussions
- Feedback

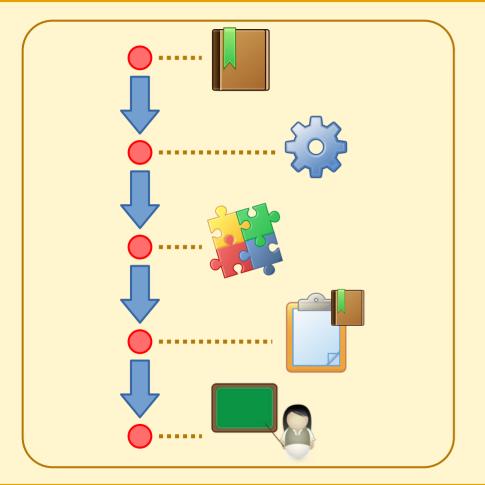
#### Use project management tools

• Project planning and organization [2]

#### Use your own experience and skills!



# The approach - Workflow



#### Gain skills in project management

• PM seminar [2] and literature [1]

#### **Identify application**

- Design new lecture
- Redesign existing lecture

#### **Find project partners**

- Other teachers and lectures  $\rightarrow$  "Internal" project
- Industry partner  $\rightarrow$  "Real" project

#### **Implement PM-tools in lecture design**

• Planning, organization, performance

#### **Use project-based workflow**

• Workshops, milestone meetings, work-packages

# **Project & Lecture**

#### Project

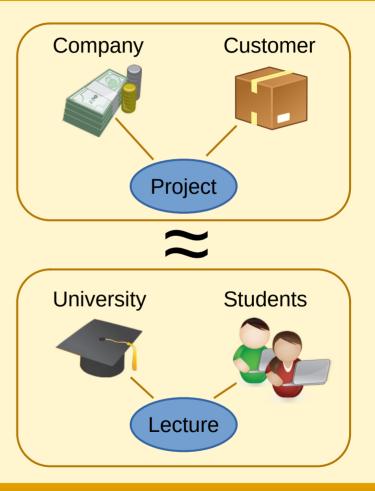
- Focus on objectives, results
- Company and customer are main stakeholders

#### Lecture

- Focus on creating competence
- University and students are main stakeholders

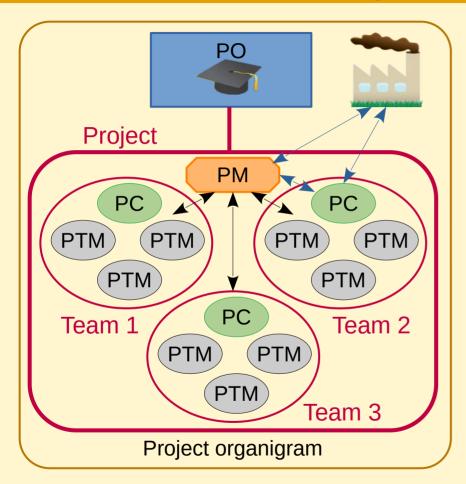
#### **Structure & Organization**

- Similar
- Designations are different



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# **Organization & Roles**



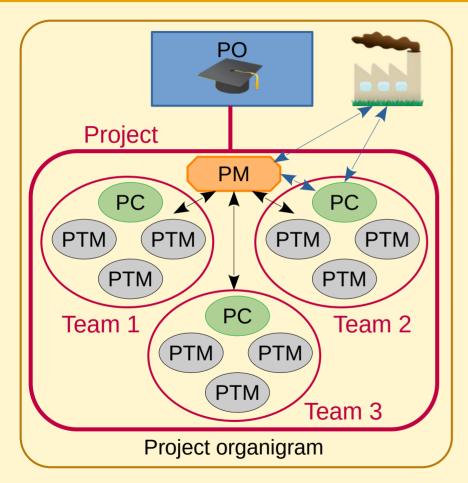
#### **Project – Lecture**

- Scope
- Time
- Resources
- Complexity

#### **Project team – Group**

- Project team members students
- Project contributor tutor, industry partner

# **Organization & Roles**



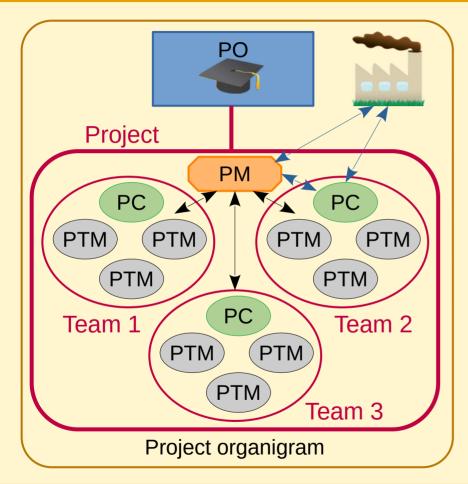
#### **Project owner (PO) – university**

- Provide resources (rooms, staff, materials, ...)
- Topics and content (curriculum, syllabus)
- Expect results (certification of learning outcomes)
- Main stakeholder!

#### **Project contributor (PC)**

- "Internal" project tutor or teacher
  - Support, cooperate with students
- "Real" project industry partner
  - Cooperate with students
  - Report to company and teacher
  - Is a stakeholder, conflict of interest possible!

# **Organization & Roles**



#### **Project manager (PM) – Teacher**

- Project planning prepare and organize lecture
- Project controlling conduct lecture
- Communication
- Most important role in project communication!

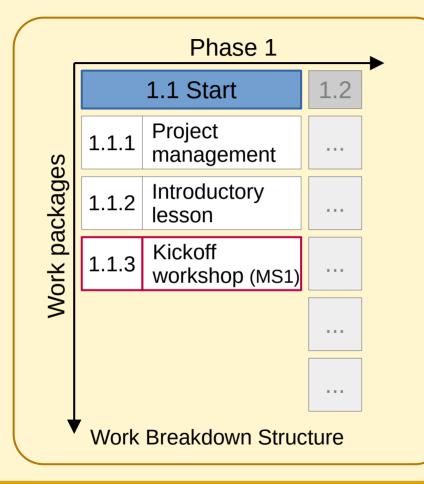
#### Project team members (PTM) – Students

- Organize and perform work
- Participate in meetings
- Report to teacher and/or tutor
- Expect results (certificate, competence)
- Main stakeholder!

			1 Pr		Phases			
	1.1 Start		1.2 Work 1		1.3 Work 2		1.4 Close-down	
1.1.3	Project management	1.2.1	Team organization	1.3.1	Team organization	1.4.1	Closing workshop (MS4)	
1.1.2	2 Introductory lesson	1.2.2	Team support meeting	1.3.2	Team support meeting	1.4.2	Assessment, Certification	
1.1.3	3 Kickoff workshop (MS1)	1.2.3	Work, topic 1	1.3.3	Work, topic 2			
		1.2.4	Milestone meeting (MS2)	1.3.4	Milestone meeting (MS3)			
		1.2.5	Exchange team results	1.3.5	Final report			
Mark Proakdown Structure								

Work Breakdown Structure

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#### **1.1.1 Project management**

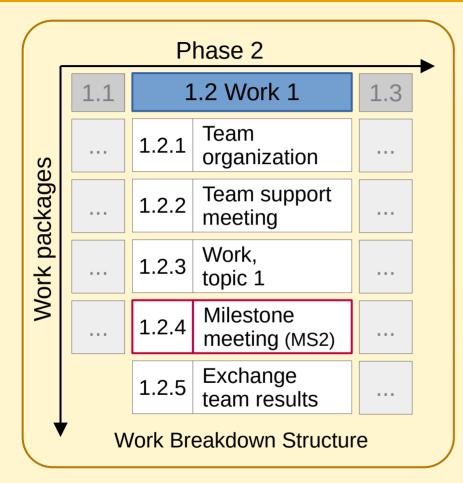
- plan and organize project (lecture)
- find project partners

#### **1.1.2 Introductory lesson**

- Introduce students to project management
- Inform about project (lecture) organization

#### **1.1.3 Project Kickoff Workshop (MS1)**

- Assign students to (sub)teams
- Assign tasks to teams
- Introduce students to team work (role game)
- Agree about project culture
- Outlook to next project phase



#### **1.2.1 Team organization**

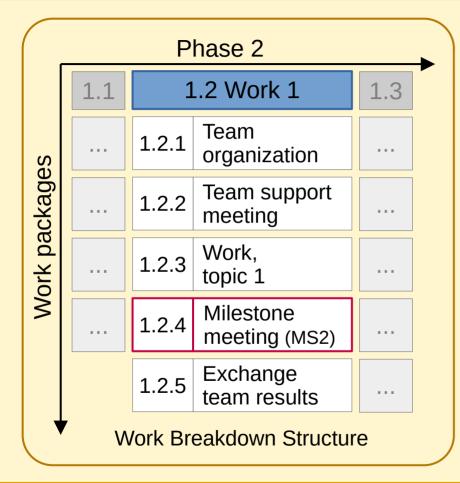
- Distribute workload and responsibilities
- Create time schedule
- Establish communication channels

#### **1.2.2 Team support meeting**

- Review of team organization by teacher or tutor
- Support and additional information
- Discuss problems, conflicts
- Outlook to work on topic 1

#### 1.2.3 Work, topic 1

- Students perform work, discuss problems and solutions
- Combine work, prepare presentation
- Supported by teacher or tutor



#### 1.2.4 Milestone meeting (MS2) Teacher(s)

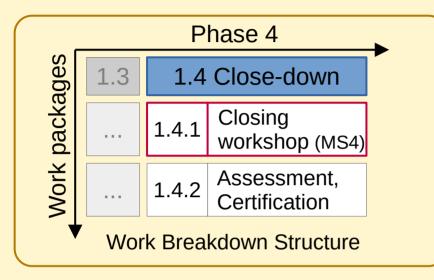
- Host meeting, provide structure
- Lead discussion (problems, solutions, lessons learned)
- Acquire feedback, give support
- Assign next tasks to teams, outlook to next phase

#### Students

- Present team results
- Participate in discussion, give feedback

#### **1.2.5 Exchange team results**

- Incorporate outcomes of milestone meeting
- Hand over results to other team
- Establish communication channel to other team
- Review work of other team, Q&A session



#### **1.4.1 Project closing workshop**

- Similar to milestone meeting
- Final presentation of results
- Wrap-up entire project
  - What worked well?
  - What worked not so good?
  - Problem solving strategies
  - Lessons learned

# **Project culture**

#### Rules

- Agree about rules (Kickoff workshop)
- Attendance in meetings, be on time, responsibility, social interaction, ...

#### Communication

- Define responsibilities
- Communication channels
- Reporting, conflict situations, feedback, ...

#### **Project identity**

- Project name, logo
- Social events (milestone meetings)
- Students identification with team and project
- Sentimental value, link content to emotions





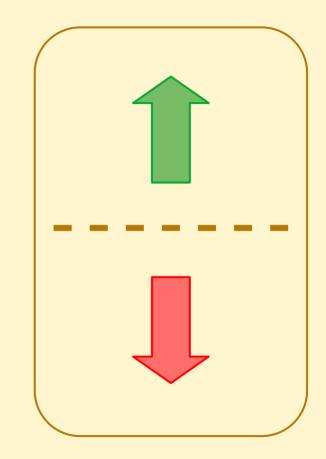
# **Up- and Downsides**

#### Upsides

- Training on project-based workflows
- Network and deepen existing knowledge
- Expand social skills
- Foster new learning strategies
- Activation of students

#### Downsides

- Communication indispensable
- Less "new" discipline specific content possible
- Not applicable on "all" topics or lecture formats
- Teacher needs PM- and leadership skills
- Lecture preparation different to classic lectures
- Additional risks in "real" projects (expectations)



# **Applications**

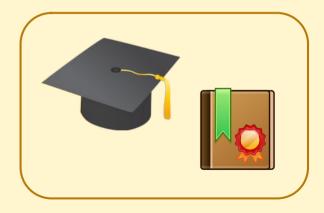
#### **Lecture formats**

- All kind of tutorials
- Combined lecture formats (lecture + tutorial)
- Whenever topic fits to project workflow
- "Internal" or "Real" project

#### **Placement in curriculum**

- Engineering sciences (requirement from industry)
- Master studies (network and deepen existing knowledge)





# Scholarship of Teaching and Learning

#### Assumption, teaching hypothesis

Preparation, organization, methods, ...
"will lead to expected learning outcomes"

#### **Triggers for SoTL**

- Assessments (presentations, reports)
- Feedback from students (meetings and talks)
- Feedback from colleagues (audit)

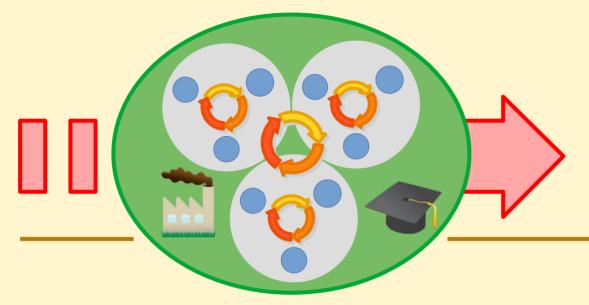
#### Adaptations

- PM skills, leadership skills, social skills
- Materials, methods
- Information- and communication management

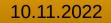


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# Thank you for your attention!





# Appendix

#### Acknowledgments

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#### References

[1] Holzbaur, Ulrich, Monika Bühr, Daniela Dorrer, Ariane Kropp, Evamaria Walter-Barthle, and Talea Wenzel. "Die Projektmethode." In Die Projekt-Methode, 53–92.

[2] Roland Gareis Consult, 2021. Seminar "Management of (Research) Projects", organized by TU Graz (SSIW).

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