Understanding Design
Prof. Nani Sabnani
Prof. Mookesh Patel
Department of Industrial Design Centre School of Design
Department of Industrial Design Centre & Innovation
Indian Institute of Technology, Bombay

Module – 06
Start of Section 6
Lecture – 36
Feedback and assessment

That was nicely explained, but how do we apply this to design and collaboration. Are we supposed to tear each other idea apart?

Not tear, but gently take apart, but put it back together if it works well. In fat if it is sound, we will not be able to take it apart, right? Let us think of it as positive feedback. Early in the team process each member must learn to respond to other people's ideas with phrases like- I like the way this works,

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but I wonder if it was put another way what would happen or I suggest x or y. That is a non confrontational approach. It reminds everyone that they are all working together for the good of the project.

Yes, I see what you mean the criticism is not personal, its only meant to make the end results stronger.

And just like the five step method we saw in the video, there are other protocols and establish methods that teach focused communication using the language of critical thinking. One such method is that when the teams has the basics taken care of, mix and match. Break the teams into pairs to come up with ideas. Then pair share-have sub teams present their ideas to each other, then debrief.

We are learning many useful things about the principles of collaboration, how many more do you have for us?

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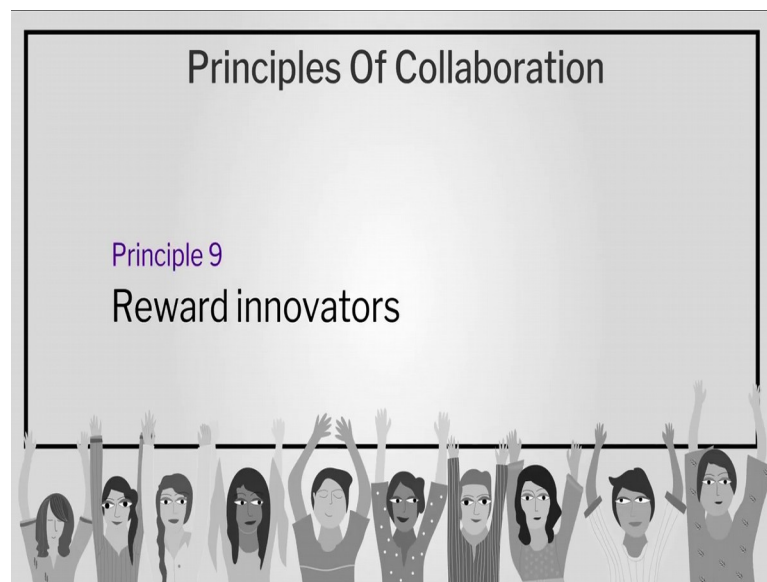
Just two more. The 9th principle is- Reward innovation. Innovation must be rewarded. Design teams are expected to produce top quality work and often they exceed expectations. Why? Because the team process is inherently creative and it might very well deliver great product that goes beyond the requirements of the brief. In a world of conventional approaches we really do need a way to recognise and acknowledge out of the box thinking. For this, we could use individual and team assessment rubric that contains a breakthrough column. This is a blank column the rewards innovation and invites inspiration.
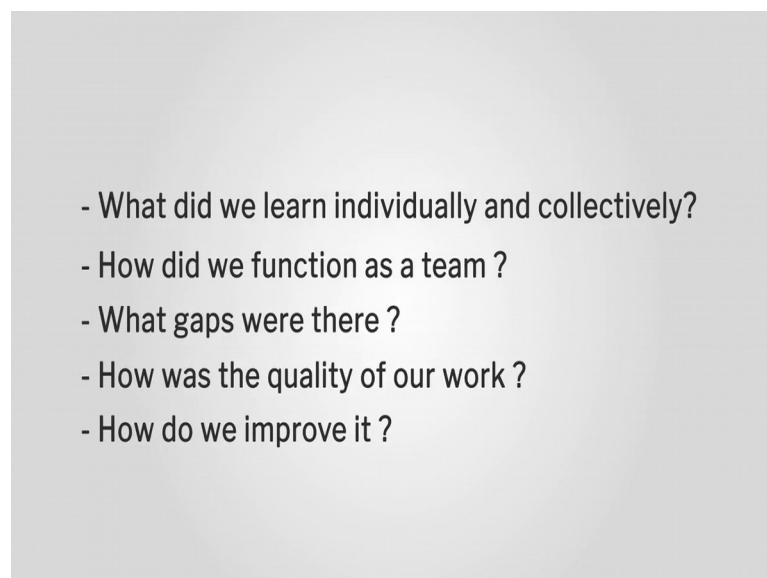
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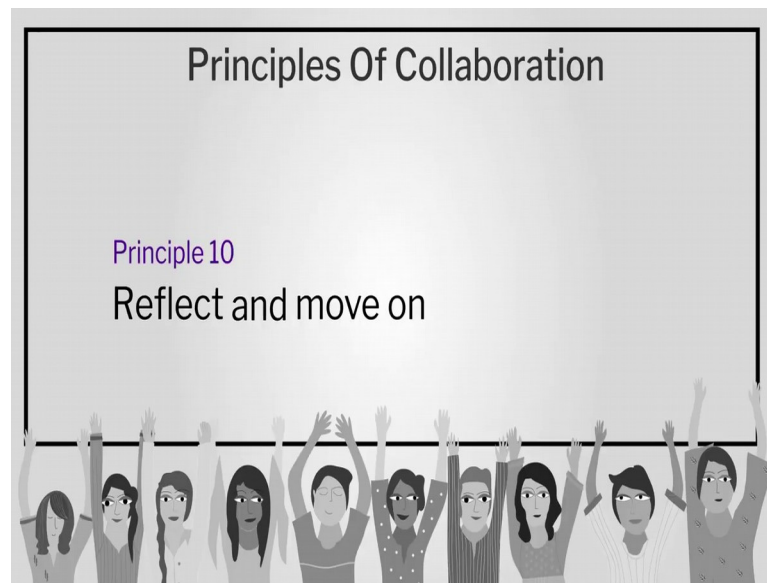
The 10th principle is- Reflect and move on. Before the team of collaborators disperses, it is good to close the circle of learning. This means allow team members to debrief and reflect on the experience.

I suppose team leaders must ensure that this is done in a formal way.

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Yes, they have to ask questions such as- what did we learn individually and collectively? How did we function as a team? What gaps were there? How was the quality of our work? And how do we improve it?

These become the takeaways for each individual member of the team.

Yes, and these are valuable for collaborative projects that they may be part of in the future.

Thank you Mookesh, for sharing the 10 principles for collaboration and design. Those principles make a lot of sense. Some of it may seem like common sense, but very often it is the obvious that we take for granted and forget to put into practice. Let us go visit the assignment tab for this fourthnight's assignment. It is so designed that you get work with these principles. If you have forgotten them already, no worries, it is all given there in the tab. Any final piece of advice Mookesh?

Well, I just want to say to this student doing this course, do not let criticism get you down. After all, everyone is a design critic, but not everyone is a designer. Follow your dream and as far is collaboration goes find your dream team every time.

Thank you once again Mookesh, make sure you look for your next assignment on the course platform. The assignment is due any time within the next 2 weeks and for now those of you who are registered for a credit on this course, I hope your projects are coming along well to the final stage. There is not much time left. See you next time for the final module of this course- Innovation by design, and do not forget a little design goes a long way.

Thank you.