

Idea Incubator

Cards

Imagining possibilities
Incubating ideas
Transforming the future

Congratulations!

You are now the proud digital owner of the Idea Incubator card deck, a concepting tool we use here at EDesign Lab. Time to translate these files to the real world so you can start playing.

A few tips for printing and using:

- 1) Be sure that you are printing **double-sided**.
- 2) After printing, **cut along the dashed lines** to create the cards.
- 3) All done! Go forth with BIG ideas!

CARD SET

2014 Edition
<http://www.edesignlabs.org>

TECH TRENDS

emerging digital practices in our world

Open-source Data :: data that is freely available and accessible to everyone to discover, contribute to, use, curate, and republish as they wish.

Tagged Data :: data IDed with meta-information facilitating linked data, categorizing, and pattern finding

Quantified Self :: self knowledge through self-tracking of personal behavior

Alternative Reality Games (ARGs) :: played online and in real world spaces; typically clues/narratives/missions are cross-media, persistent, collaborative, and constructive

Internet of Things :: the networked interconnection of everyday objects; refers to extending the Internet to objects and locations in the real world through sensors

Social Networks :: online structure that gives users a mechanism to find and connect with one or more individuals, facilitating sharing and communication of content, news, information, and relationships.

Mobile Apps :: internet /software applications designed to be downloaded and run on smartphone and other portable devices

Texting/SMS :: short message sending typically on mobile device

Motion Sensing (Kinect, Computer Vision, etc) :: motion sensing input device; enabling embodied interfaces as controllers for games and other digital applications

3D Printing :: process of making three dimensional solid objects from a digital model

Wearables (Google Glass, Pebble Watch, etc) :: body-borne computers that augment to body with sensors, info, data processing, and communication

ED EN VOGUE

hot topics in teaching and learning

Challenge-based Learning :: working together to investigate compelling issues, propose solutions to real problems, and take action

Game-based Learning :: applying game principles and mechanics to the design of learning interactions and environments

Situated Learning :: learning that takes place in the same context in which it is applied; learning in context

Personalized Learning :: tailoring the pacing, pedagogy, curriculum, and environment to meet the needs and aspirations of individual learners.

Learning by Doing/DIY :: a type of experience-based learning; learning by making

Peer-to-Peer Learning :: students learning with and from each other

Communities of Practice :: a group of people who share a craft, interest in a particular domain and who through a process of exchange, learn from each other and have the opportunity to develop themselves personally and professionally

Apprenticeship :: system for working for/with an expert to learn a trade

Connected Learning :: bridging formal and informal learning spaces with a focus on student interest and peer networks

Embodied Learning :: using kinesthetic interaction to provide immediate feedback on learning

Blended Learning :: combining online or computer-based activities with face-to-face learning

Interest-based Learning :: using student self-directed interest, hobbies to guide personal learning

Design Thinking :: approach to problem-solving and critical thinking through the design process (brainstorm, prototype, test, iterate)

HACK!

why are people buzzing about it? dissect it! what are core elements of its user interaction? what about its special sauce can be hacked to create the next BIG thing for education?

Code Academy

7 Scenes

EVOKE

FoldIt!

Kickstarter

Kinectimals (popular Kinect game)

Foursquare

Ushahidi Crisis Mapping

Minecraft

Pinterest

Words with Friends

Tinder

Draw Something

Github

TedED/TEDtalks

Nike Fuel Band

Roominate

ACTION!

what [skills] a learner must DO or master

Problem-solving

Goal Setting

Role-playing

Synthesizing

Exploring

Compare, Contrast, Connect

Experimenting

Common Core

Iterating

Persuading

Analyzing

Collecting

Negotiating

Design Thinking

Intelligent resourcing

Connecting

Networking

Argument Building

Computational thinking

Systems thinking

Idea Incubator

Cards

Facilitator Guide

Anyone can pick up an Idea Incubation Card Deck and start playing on their own. If you're a Facilitator looking for some tips on approaches to using this card deck with a group, here are some quick starter notes:

A) This card deck is a concepting tool to highlight and ensure the integration of 3 important Values into learning experience solutions (**Pedagogical Approaches**, **Technology Interactions**, and **Learning Objectives**). Run through all the card types and check if there are any questions about terms as the group develops a common vocabulary.

B) Briefly Demo a Hack Card Play and an example of a 5 panel storyboard. Explain that a Storyboard will be our common communication format to articulate and make concrete our concepts for proposed learning solution. Like a comic, a storyboard has a beginning, middle, and end. The panels help illustrate the context and flow for how the student encounters the learning challenge, and activates the skills and competency s/he needs to master. Ideally, the storyboard should include people (stick figures), not just screens. Here's a downloadable template to pair with the cards:

http://edesignlabs.org/wp-content/uploads/2014/03/Storyboard_EDesignProtoBootcamp.pdf

C) Quickly Demo a 3 Card Play by drawing 3 cards and modeling the sentence it would create. E.g How would you create a learning experience using "**Tech Trend**" to have Student do "**Action Card**" by engaging in this "**Ed En Vogue**" type of learning.

D) Break the group into interdisciplinary teams of 4 people (2 teachers, 2 technologists) to play a few rounds. The outcome of each round is to generate a 5 panel storyboard. Start your stopwatch, and give milestones:

-- First 5 minutes, discuss the drawn card value. e.g. Why is the Hack card item so popular? What does the Action card mean?

-- 5 min, individually jot down brainstorm for a learning experience on post-it notes or post-it pad

-- 5 min, each person shares their brainstorm of concepts

-- 10 min, on a large post-it board continue to brainstorm while honing in on developing an experiential concept to deliver the specific learning objective(s)

-- 10 min, remind participants to fill in all 5 panels of the storyboard and get their sketches down as complete as possible.

-- 10 min, shareback with the whole group and vote on which Storyboard is most compelling.

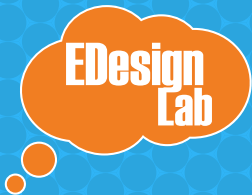
Storyboards can support the comparison of alternative concepts. Encourage teams to sketch out enough to make their concepts "chooseable."

E) You can also try "**Speed Date Concepting**." Teachers sit on one side of a long table, and technologists sit on the other side (facing one another 1:1). Play rapid rounds as pairs. After each round, slide down a chair to a new date. Time the rounds. In 6 minutes, each duet generates a storyboard using one or more of the teacher's self-identified student learning need (must be a skill or competency).

Play,
Then...

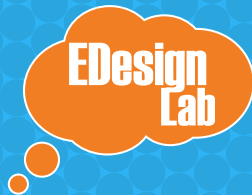
Scrap Our Rules
Mod Your Own Rules





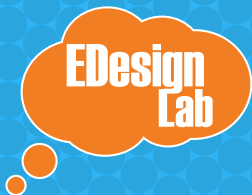
Idea Incubator Cards

RULES



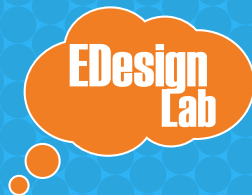
Idea Incubator Cards

RULES



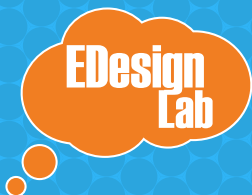
Idea Incubator Cards

RULES



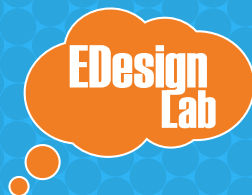
Idea Incubator Cards

RULES



Idea Incubator Cards

RULES



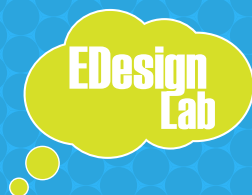
Idea Incubator Cards

RULES



Idea Incubator Cards

TECH TRENDS



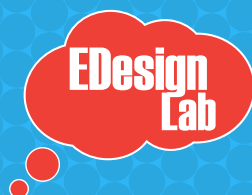
Idea Incubator Cards

ED EN VOUE



Idea Incubator Cards

HACK!



Idea Incubator Cards

ACTION!



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Incubating ideas
Transforming the future

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How to Play

Play these cards to help you imagine possibilities and incubate ideas.

GUIDELINES

The color coded value cards represent key dimensions to integrate into the design of your new digital learning experiences. There are many ways to play. We suggest starting with the Hack! Card play or the Triple Card play. Once you've tried a few rounds, try modding the rules.

Have fun!



Card Values



ED EN VOGUE

hot topics in teaching and learning.



TECH TRENDS

emerging digital practices in our world.



ACTION!

what [skills and concepts] learners must DO and master.



HACK!

digital experiences people are buzzing about to hack in brainstorming the next BIG thing.

Single Card Play

>>1 player or
teams of 2-6 players

>> 20 minutes brain-
storming + mind
mapping

GUIDELINES

1. Shuffle the Ed(ucation) En Vogue cards.
2. Each player or group picks a card.
3. **Brainstorm:** What would my classroom look like if this educational style was truly valued and influenced all learning activities?
4. Jot down ideas that pop up and circle/draw lines connecting related components.



Triple Card Play

>>1 player or
teams of 2-4 players
>> 45 min brain-
storming + storyboarding

GUIDELINES

1. Shuffle the **Tech Trends**, **Ed(ucation) En Vogue**, and **Action!** cards.
2. Each player or group picks one card from each value pile.
3. **Brainstorm** a learning experience using the **Tech Trend** to engage in the type of **Ed En Vogue** where learners does the **Action!**. (e.g. Uses **Social Networks** for an **Apprenticeship** experience where the student is **Role-Playing**)
4. **Sketch out** what the learning experience would look like step by step through a 5 paneled storyboard of user actions (similar to a comic strip story about the learner).

Hack! Card Play

>>1 player or
teams of 2-4 players
>> 45 min brain-
storming+ storyboarding

GUIDELINES

1. Shuffle the **Hack!** cards and draw one.
2. **Analyze:** Dissect what are core elements of its user interaction and what is its special sauce?
3. **Brainstorm:** How would you hack its core elements to create a digital experience for education?
4. Sketch out what the learning experience would look like step by step through a 5 paneled storyboard of user actions (similar to a comic strip story about the learner).

Optional: Draw an **Action!** card to brainstorm how to hack towards a specific learning objective.



Wild Card

Pick a promising pedagogical practice you've noticed in the world.



ED EN VOGUE

Wild Card

Pick an emerging digital practice you've noticed in the world.



TECH TRENDS



Wild Card

Pick a skill or concept you think most needs new ways of teaching and learning.



ACTION!

Wild Card

Pick a digital app or digital experience you've noticed people buzzing about.



HACK!





Situated Learning

[LEARNING IN CONTEXT]



ED EN VOGUE

Personalized Learning



ED EN VOGUE



Game-based Learning



ED EN VOGUE

Learning by Doing/DIY



ED EN VOGUE



Peer-to-Peer Learning



ED EN VOGUE

Communities of Practice



ED EN VOGUE



Apprenticeship



ED EN VOGUE

Connected Learning



ED EN VOGUE



Embodied Learning



ED EN VOGUE

Challenge-based Learning



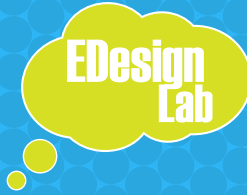
ED EN VOGUE





Idea Incubator Cards

ED EN VOGUE



Idea Incubator Cards

ED EN VOGUE



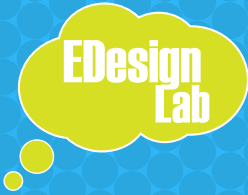
Idea Incubator Cards

ED EN VOGUE



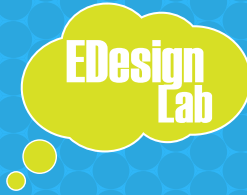
Idea Incubator Cards

ED EN VOGUE



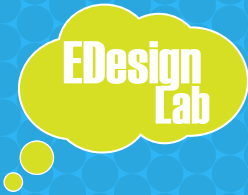
Idea Incubator Cards

ED EN VOGUE



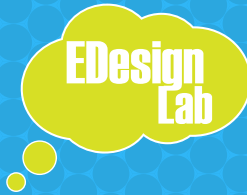
Idea Incubator Cards

ED EN VOGUE



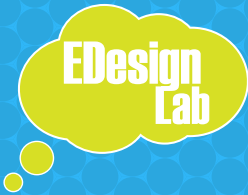
Idea Incubator Cards

ED EN VOGUE



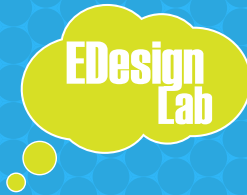
Idea Incubator Cards

ED EN VOGUE



Idea Incubator Cards

ED EN VOGUE



Idea Incubator Cards

ED EN VOGUE



Blended Learning



Interest-based Learning



Design Thinking



Wild Card



Wild Card



Wild Card



Wild Card



Wild Card

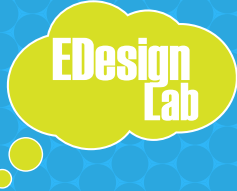


Wild Card



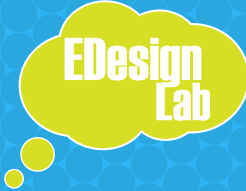
Wild Card





Idea Incubator Cards

ED EN VOEGUE



Idea Incubator Cards

ED EN VOEGUE



Pick a promising pedagogical practice you've noticed in the world.



Idea Incubator Cards

ED EN VOEGUE



Pick a skill or concept you think most needs new ways of teaching and learning.

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Pick an emerging digital practice you've noticed in the world.

Pick an emerging digital practice you've noticed in the world.



Pick a promising pedagogical practice you've noticed in the world.

Pick a digital app or digital experience you've noticed people buzzing about.





**Open-source
Data**



**Alternate Reality
Games**



**Tagged
Data**



**Internet of
Things**



**Quantified
Self**



**Social
Networks**



**Mobile
Apps**



Texting/SMS



Motion Sensing
Kinect, Computer
Vision, etc



3D Printing





Idea Incubator Cards

TECH TRENDS



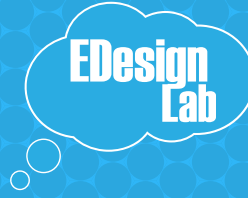
Idea Incubator Cards

TECH TRENDS



Idea Incubator Cards

TECH TRENDS



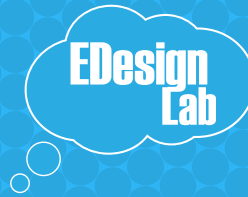
Idea Incubator Cards

TECH TRENDS



Idea Incubator Cards

TECH TRENDS



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TECH TRENDS



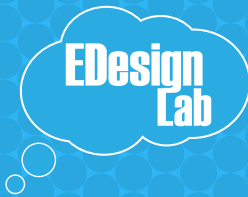
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TECH TRENDS



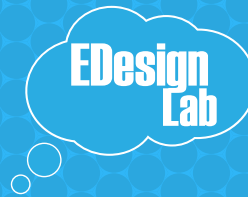
Idea Incubator Cards

TECH TRENDS



Idea Incubator Cards

TECH TRENDS



Idea Incubator Cards

TECH TRENDS





Problem-solving



Experimenting



Role-playing



Iterating



Exploring



Analyzing



Negotiating



Intelligent Resourcing



Networking



Computational Thinking





Idea Incubator Cards

ACTION!



Idea Incubator Cards

ACTION!



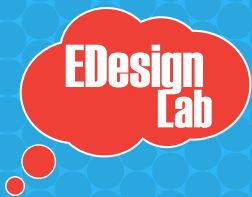
Idea Incubator Cards

ACTION!



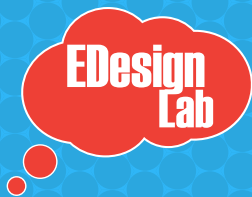
Idea Incubator Cards

ACTION!



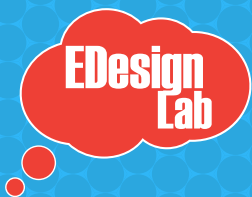
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ACTION!



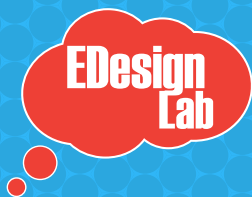
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ACTION!



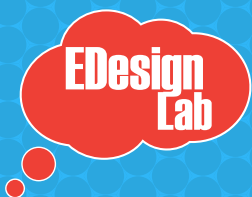
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ACTION!



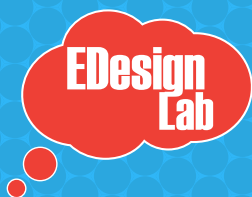
Idea Incubator Cards

ACTION!



Idea Incubator Cards

ACTION!



Idea Incubator Cards

ACTION!



**Systems
Thinking**



**Goal
Setting**



**Compare,
Contrast,
Connect**



Synthesizing



**A Common Core
Standard**



Persuading



Collecting



**Design
Thinking**



Connecting



**Argument
Building**





Idea Incubator Cards

ACTION!



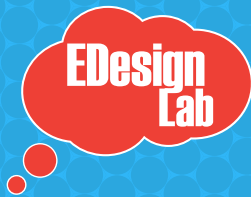
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ACTION!



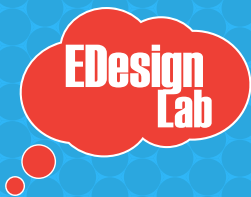
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ACTION!



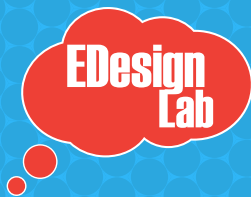
Idea Incubator Cards

ACTION!



Idea Incubator Cards

ACTION!



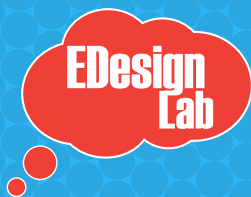
Idea Incubator Cards

ACTION!



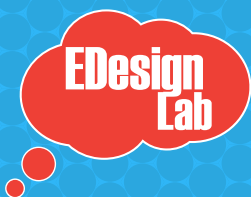
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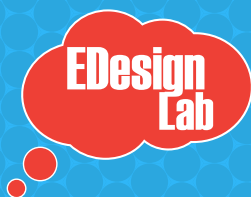
Idea Incubator Cards

ACTION!



Idea Incubator Cards

ACTION!



Idea Incubator Cards

ACTION!



Code Academy

[<http://www.codeacademy.com>]



EVOKE

[<http://www.urgentevoke.com>]



TEDtalks/ TedED

[<http://www.ted.com>]



Kickstarter

[<http://www.kickstarter.com>]



Words with Friends

[<http://www.wordswithfriends.com>]



Foursquare

[<http://www.foursquare.com>]



Draw Something

[<http://www.omgpop.com/drawsomething.com>]



Roominate

[<http://www.roominatetoy.com>]



Colbert Show

[<http://www.colbertsuperpac.com>]



7 Scenes

[<http://www.7scenes.com>]





Idea Incubator Cards

HACKI



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Idea Incubator Cards

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Dance Central

[<http://www.xbox.com/dancecentral>]



HACK!

FoldIt

[<http://www.fold.it>]



HACK!



Ushahidi Crisis Mapping

[<http://ushahidi.com>]



HACK!

Minecraft

[<http://www.minecraft.net>]



HACK!



Nike Fuel Band

[<http://nikeplus.nike.com/plus/products/fuelband>]



HACK!

Pinterest

[<http://www.pinterest.com>]



HACK!



Github

[<http://github.com>]



HACK!

Tinder

[<http://www.gotinder.com/>]



HACK!



Weareables

Google Glass, Pebble Watch, Jawbone, etc



Wild Card



HACK!





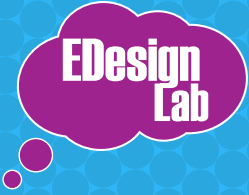
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Idea Incubator Cards

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Idea Incubator Cards

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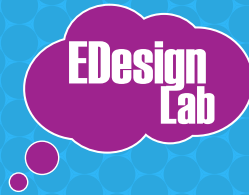
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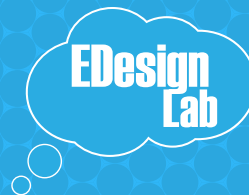
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Idea Incubator Cards

HACKI

Pick a digital app or digital experience you've noticed people buzzing about.



Idea Incubator Cards

TECH TRENDS