

Elements of a Design Brief

What problems/challenges are you are addressing

What activities do you want to support

What do you hope people will learn

Existing approaches

What's already out there

How existing approaches informed your work

How are they lacking

Design principles/rationale

What guides your design

Examples:

low floor, high ceiling

encourage collaboration

support multiple learning styles

engage users in thinking about particular ideas/concepts

foster creative expression

Design

Design constraints

Design process: how it evolved

Description of key features

How it highlights key concepts, supports creativity

Scenarios

Provide concrete example (or two) of how people will use your design
and discuss what they'll learn as they use it

Evaluation

How did you introduce technology/activities to users

How/what did they learn as they used it?

Future directions

Suggest next steps for your project

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