

Access Natasha's living-poster from <https://www.actionresearch.net/writings/posters/dut22.pdf>

DUT ACADEMIC INDUCTION 2022 PROGRAMME.

At the end the participants were asked to prepare an 8 minute presentations in response to the question, 'How can I improve my practice?' These are Natassha's slides



Welcome

"Education is not the learning of facts,
but the training of the mind to think."

A. Einstein 1879-1955

Lecturer: Natassha V Miller-Koopman

DEPARTMENT OF VISUAL COMMUNICATION DESIGN | EMAIL: NatasshaM@dut.ac.za



**NATASSHA
KOOPMAN**

*Develop knowledge,
understanding & practice of
Living Educational Theory
Research & helping others
do so too.*

LECTURER IN VISUAL COMMUNICATION DESIGN

Hybrid approach to teaching and learning in context
I have a big curiosity about HOW creatives learn
I am currently looking for spaces to explore the out-of-place student

[Link to Living Theory Repository](#)

I am interested in Millennials' advanced knowledge and exposure to product experiences, and irrelevant placement of online advertising which has led to an increase of online advertising avoidance. However, effective online advertising design may assist in establishing more positive sentiments towards digital forms of marketing communication.

FULL PAPER HERE:

The African Journal of Information Systems:

<https://digitalcommons.kennesaw.edu/ajis/vol14/iss2/2/>

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LOCATION
Durban

The Inspired Studio



The
SQUARE-PEG-ROUND-HOLE

I am really interested to explore the way that creative and artistic students learn and the way we can design our modules to suit them.

Inspire confidence

Foster excitement

Show pride in work

Self branding

EDUCATION

M DEGREE: SUMMA CUM LAUDE
Master of Technology: Graphic Design

ENTREPRENEURSHIP
Course completed with UCT GSB on Entrepreneurial Effectiveness

PECHA KUCHA
Imbizo at DUT Conference:
Link needs to go here to this event and everything done there

ENVISION2030
VISIONARY TO 2030



Lecturer

Partners



Industry

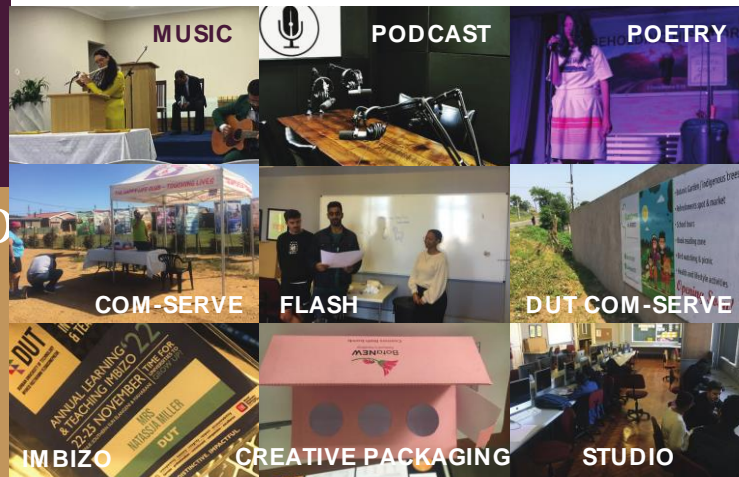
Entrepreneurial Thinking



Through this course, I would now like to explore how entrepreneurial tools can be added to curriculum and how we develop content in a way that also prepares students for the industry.

Assignment 1: Entrepreneurial Thinking	
Opened: Friday, 8 April 2022, 12:00 AM	
Done: View Done: View & Download	
Please post your Module assignments here	
Assignment 2: Systems Training	
Opened: Wednesday, 25 May 2022, 12:00 AM	
Please post your assignment here	
Assignment 3: Business plan & Management concepts	
Opened: Tuesday, 31 May 2022, 12:00 AM	
Assignment 4: Entrepreneurial Leadership	
Opened: Thursday, 7 July 2022, 12:00 AM	
Assignment 5: Strategy: Planning and Execution for Growth	
Opened: Thursday, 23 June 2022, 12:00 AM	
Assignment 6: Teaching Entrepreneurship	
Opened: Friday, 5 August 2022, 12:00 AM	
Assignment 7: Social Entrepreneurship	
Opened: Wednesday, 10 August 2022, 12:00 AM	

OTHER PROJECTS & ENGAGEMENTS



The "Colour Me Brave" Devotional is a one year journey exploring 12 colour themes that encourage women to realize and discover how they can be BRAVE in various facets of their lives. I have been editor for this series of books in a set of three in the "Colour Me Series" with titles such as: Colour Me Brave, "Colour Me Loved", "Colour Me Forgiven", and "Colour Me Brave". This will also become a pilot for the design of a short course in self-publishing at DUT





Pedagogical Practice: A REFLECTION

Lecturer: Natassha V Miller

The Teaching Process

DESIGN: VCDS₂₁₁ 29 STUDENTS | GENERAL EDUCATION: SRSC₁₀₁ 116 STUDENTS



Elective Module

One semester

Knowledge gathering,
testing and
implementation



Part of an industry

Practice & Theory

Students contribute
as a citizen through
tools they learn



Bigger Picture

You then world

Set the learning material
in a real-world context
for the students as they
learn.



Contact time

Take note!

- Lectures
- Consultation
- Self-study

Teaching Methods

That inspire the 20-something creatives of TODAY



QUESTION SOMETHING

Explore the problem or issue with the students.



SHOW AND TELL

Do the lecture. Unpack the problem.



BREAKDOWN & INSPIRE

Show resolutions and ask them Questions.



RESOURCES

Share the different avenues of fathering or getting resources.



POWER OF CHOICE

Brainstorm and create solutions with the students.



CONSULTATION

Opportunity to share and talk through the ideas – GUIDE.



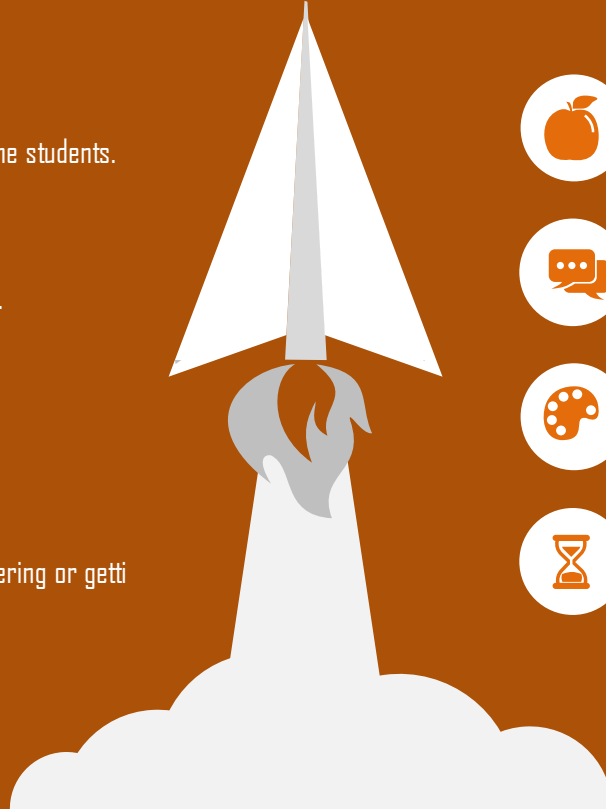
PROBLEM SOLVING

Producing the work. Sessions that are just for designing and creating.



CREATIVITY

Harness what they are producing.



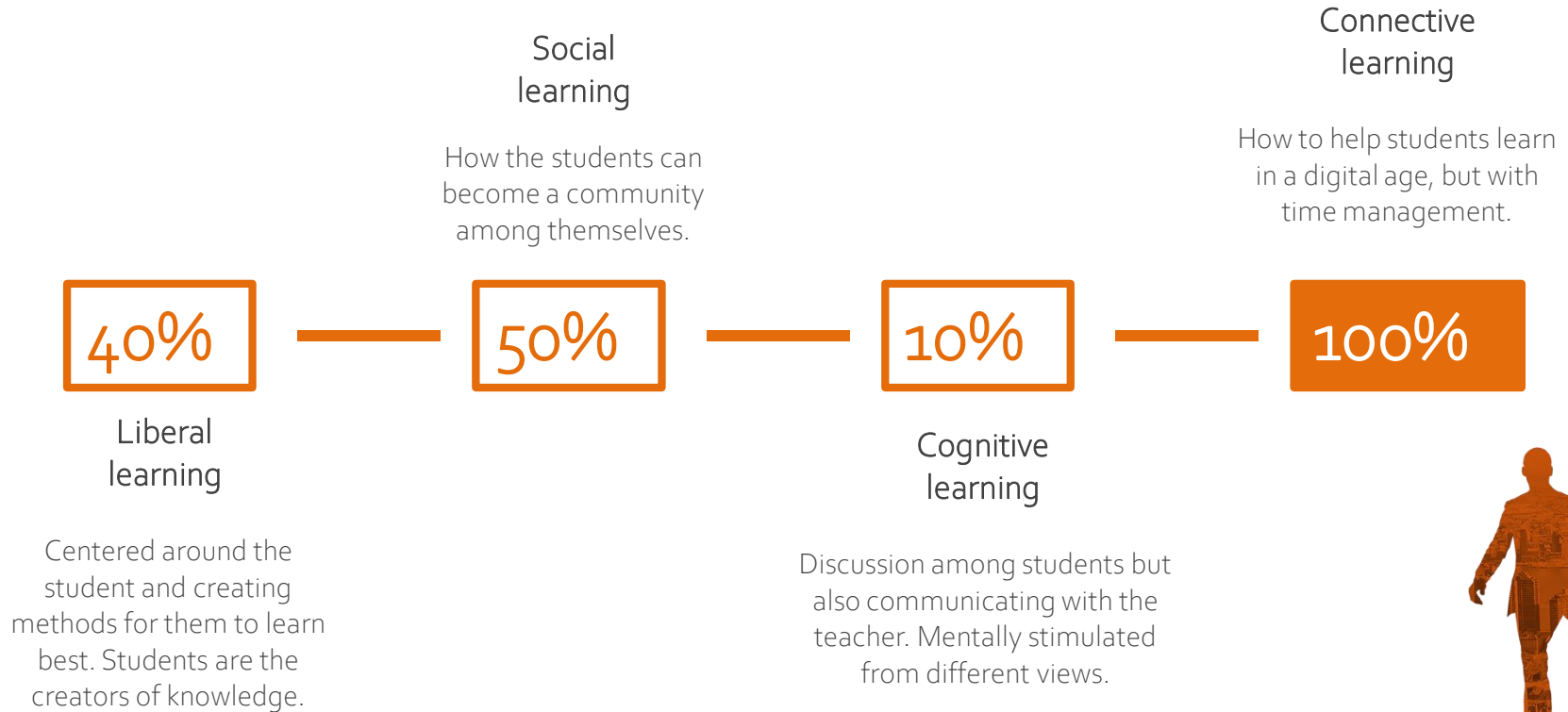


“The mind is not a vessel that needs filling,
but wood that needs igniting.”

Plutarch AD 46 to AD120

Teaching & Learning (Satchel, 2016)

4 Essential Learning Theories



Issue/Question

1. Co-creation



INSPIRE

That I can inspire and support my students. I want them to gain confidence in their creative solutions.



PROBLEM-SOLVE

The student's discovery process of a problem is important. They must read and assess with comprehension.



CONTEXT

Increase the ability to understand what they see, for what it is, despite their world view.



ENTREPRENEURS

For designers to realize that they are not just creatives but must also be business minded.

Issue/Question

2. Industry
Resources



EXPERT

Bring in a guest lecturer that can talk on a topic with expert experience.



IN-SERVICE

Encourage students to explore opportunities to do some in-service.



BRAND

Bring in a company or agency that can do live briefs with the students.



LIVE DAY

Use a day where there is an “industry” flash project”.

Issue/Question

3. Student Reflection
of learning



DRAWING

Being able to do
interactive drawing
workshops.



VISUAL DIARY

Introduce the VD as a
way for the student to
grow.



RESEARCH

Bring in some
expertise on
introduction to
research.

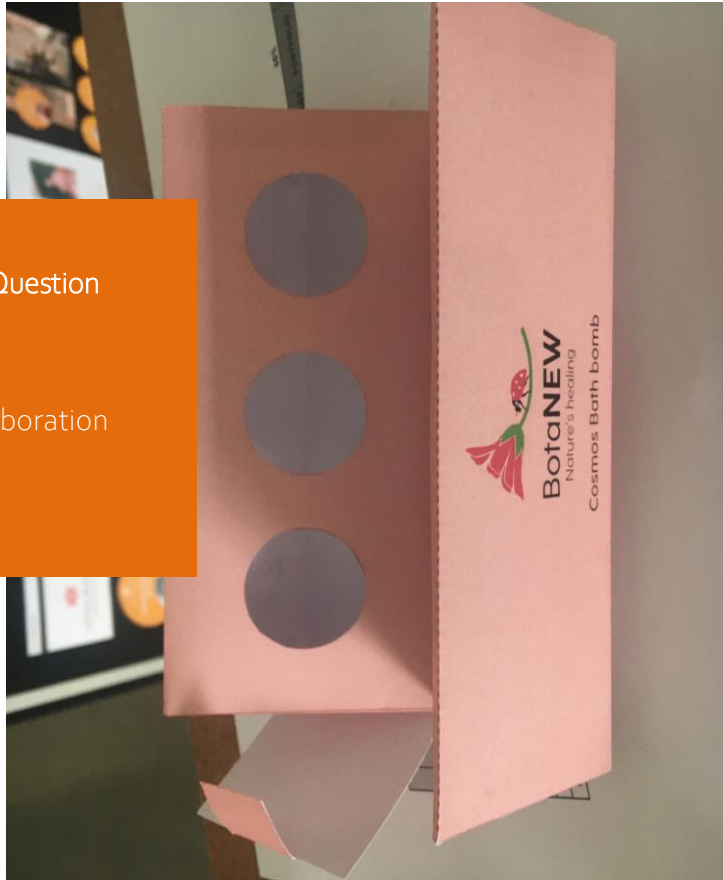


WRITING

Do some academic
reflective writing
projects.

Issue/Question

4. Collaboration



MEANING

Build meaning and context around the projects and how it would be viewed in the real world.



IMPROVE AND AFFECT

How it would improve/solve the problem through their innovation.



TRAINING

Encourage skills and fundamental training in various areas for students.



PROBE STUDENTS

Conduct polls or feedback sessions that give students an opportunity to raise their solutions.

An aerial photograph of a city skyline, likely New York City, with a large orange circle overlay in the center. The circle has a dashed border. The text is centered within the circle. The background is a warm orange color.

Thank you

"Design is the method of putting form and content together. Design, just as art, has multiple definitions, there is no single definition.

Design can be art. Design can be aesthetics.

Design is so simple,
that's why it is so complicated."

PAUL RAND

Lecturer: Natassha V Miller