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Design Thinking tools in teaching foreign language by visually impaired people

# Lens



# Topic \*

1. What is Design Thinking

2.Benefits of Design Thinking in language teaching by visually impaired people

3. Usefull tools









## Introduce

#### Intro

Welcome to Language Lens, a tested toolbox of Design Thinking tools designed to enhance training sessions for visually impaired individuals who will be teaching a new language to refugees. Language Lens has been meticulously crafted to provide a comprehensive and inclusive approach to language education, catering to the unique needs and abilities of both visually impaired individuals and refugees.





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## Introduce

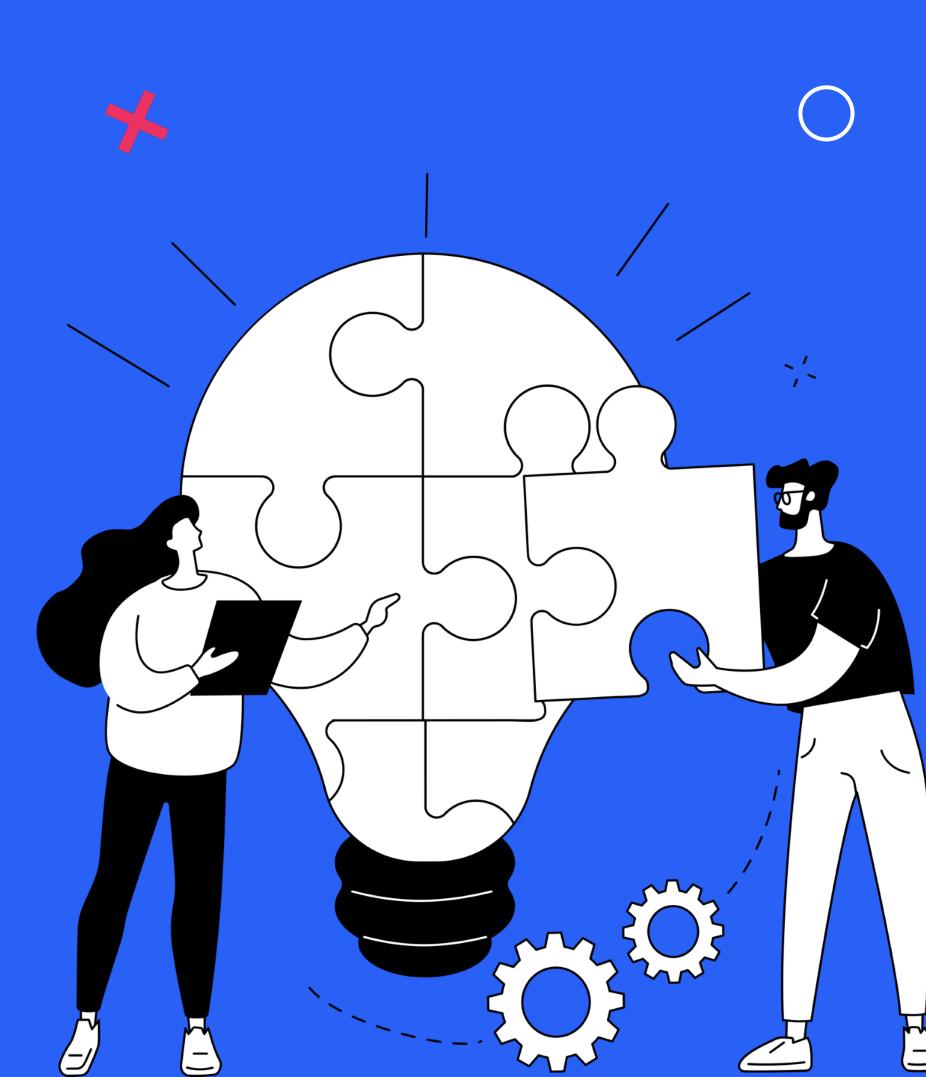
In this project we create a concept of a new profession which includes description, predisposition and competencies. Our hope is the appearance of a new profession for blind and visually impaired people on the European occupational map in the future.

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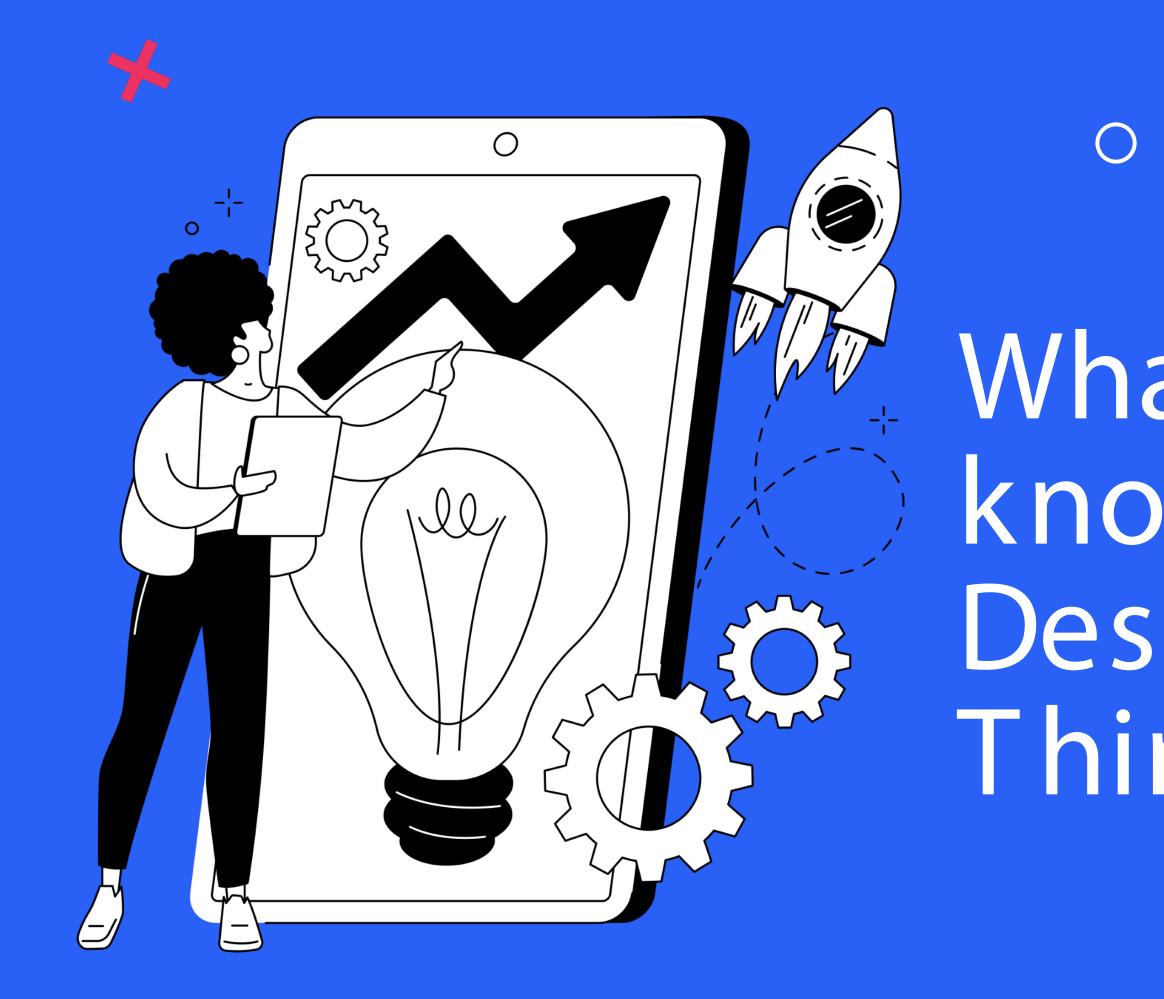


With Language Lens, we embark on a collaborative exploration, leveraging the principles of Design Thinking to co-create an enriching educational experience. Through thoughtful a daptation and iteration, we strive to ensure that every individual, regardless of visual impairment or refugee status, has the opportunity to thrive and excel in their language learning journey.













## What do you know about Design Thinking?







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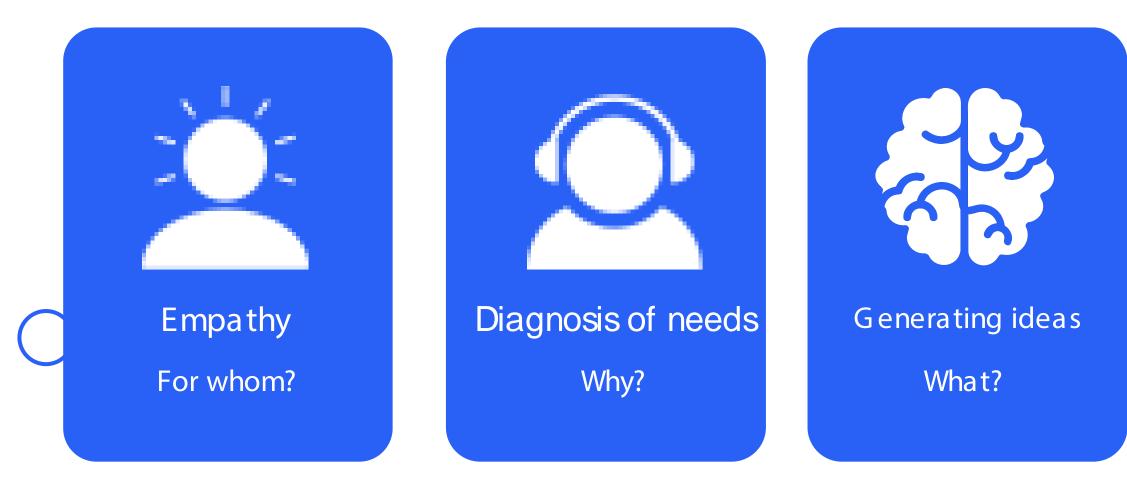


# Stages of Design Thinking





## Stages of Design Thinking









How?



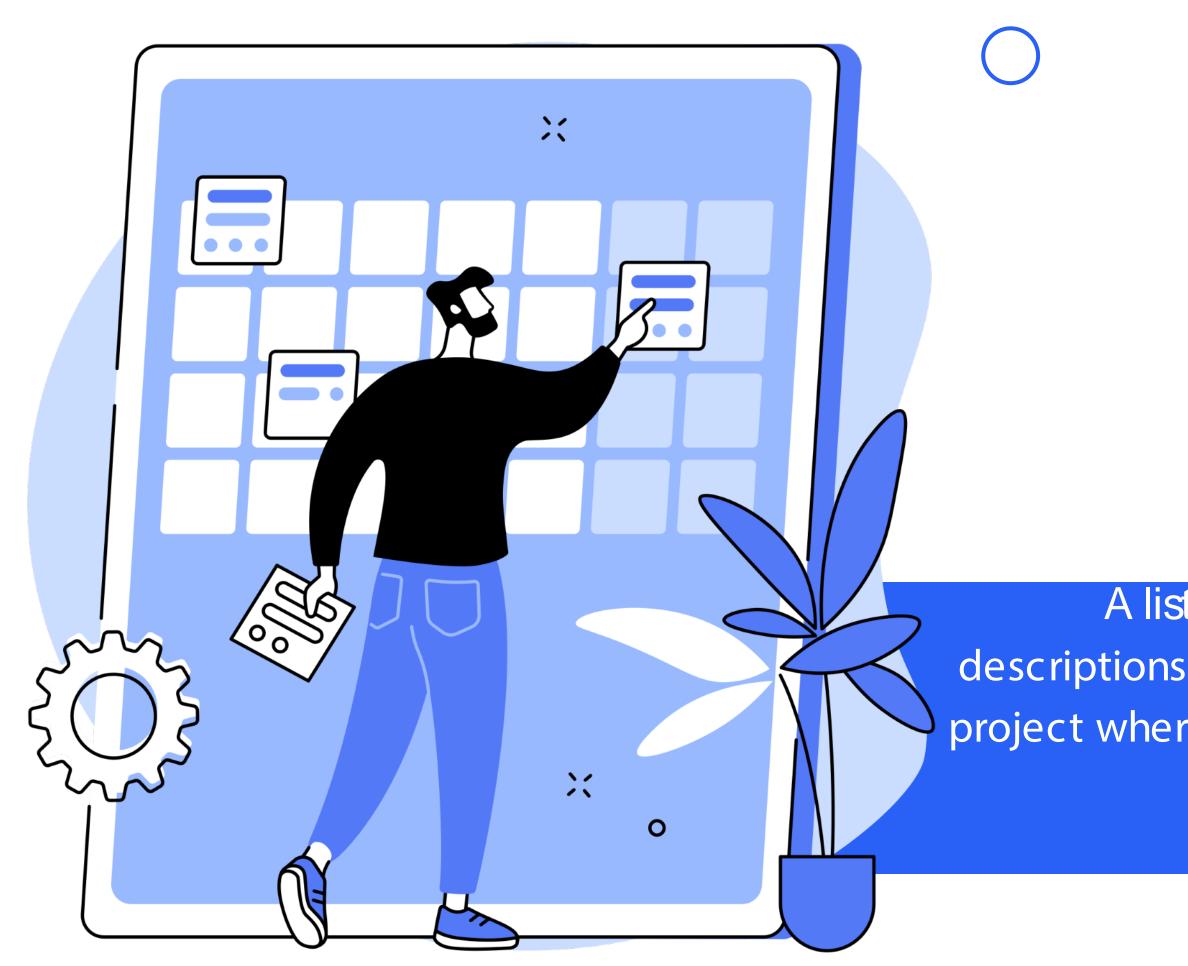


Benefits of Design Thinking in language teaching

In the diverse landscape of language teaching, it is essential to recognize the importance of accessibility, empathy, and innovation. Language Lens serves as a guiding light, offering a range of versatile tools to empower educators and learners alike on their journey towards linguistic proficiency and cultural understanding.









# Usefull Tools

A list of Design Thinking tools along with descriptions that can be used in an educational project where blind individuals teach refugees a new language and culture

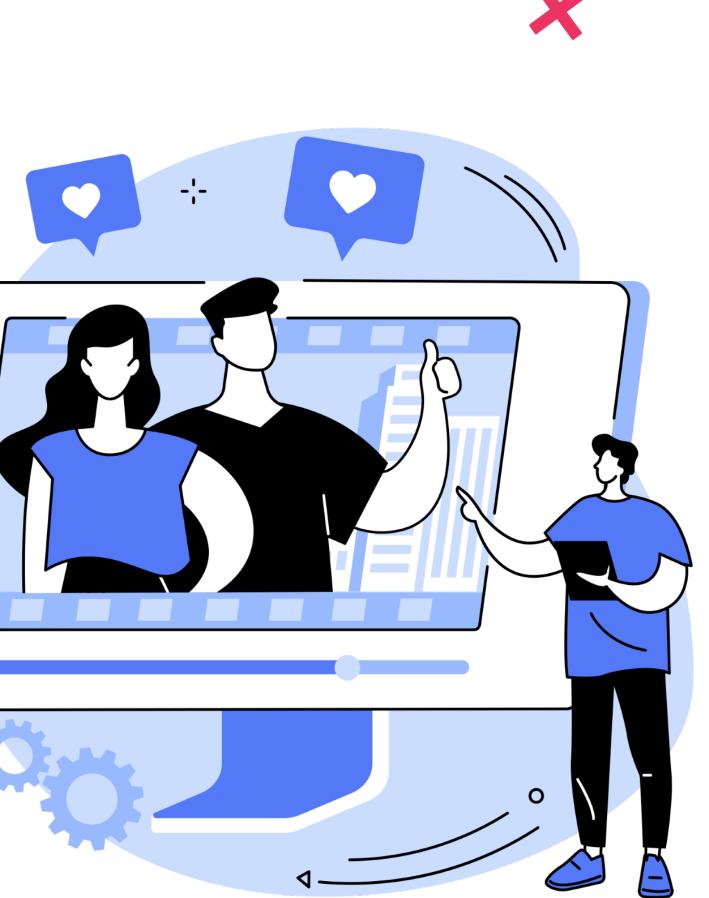


#### Persona

• Fictional profiles representing different types of learners among refugees and blind individuals. This helps in understanding their needs, goals, and challenges in learning and teaching.

Useful IT Tool







### Empathy Mapping

 Visualization of the thoughts, feelings, and experiences of both refugees and blind individuals during the learning process. This aids in identifying areas where empathy and understanding can be enhanced.







## Journey Maps

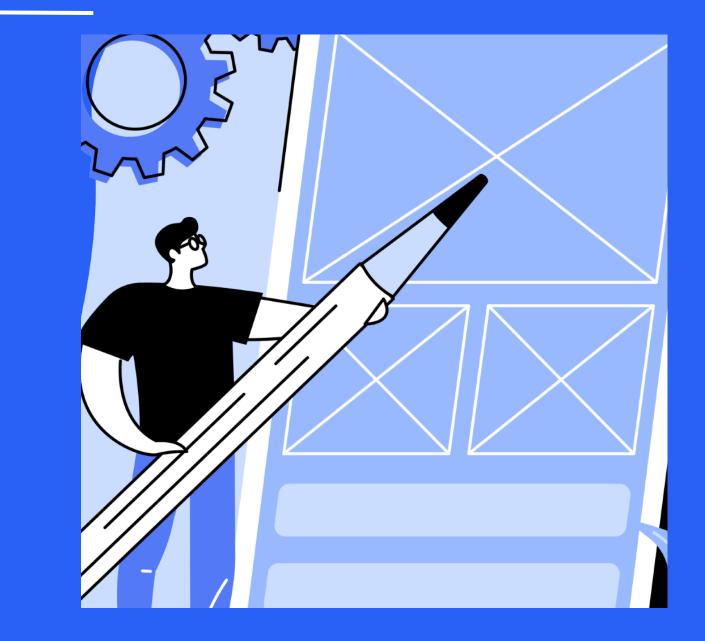
• Charting the entire learning journey from the perspective of both learners and teachers.

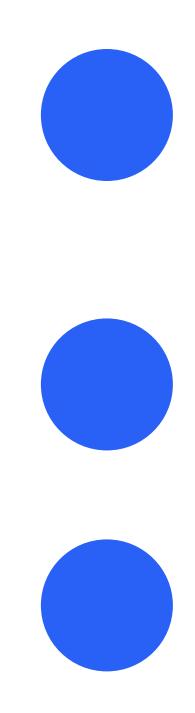
This highlights key touchpoints, challenges, and opportunities for improvement throughout the educational process.













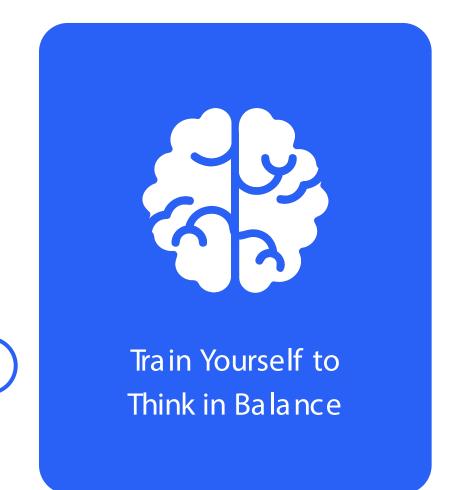
Creating low-fidelity • prototypes of educational materials and teaching methods tailored to the needs of blind individuals and refugees. This allows for rapid iteration and refinement based on feedback.

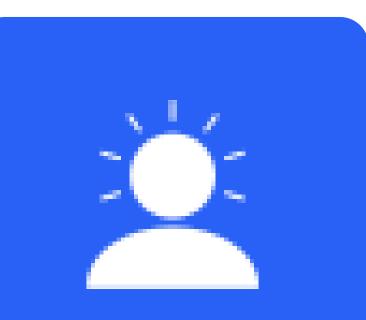




#### Storyboarding

• Developing visual narratives outlining the sequence of learning activities and interactions between blind individuals and refugees. This provides a structured framework for designing engaging and effective educational experiences.



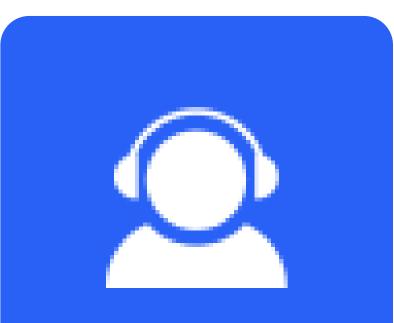


Situational Awareness



Develop Thinking Effectively & Efficiently





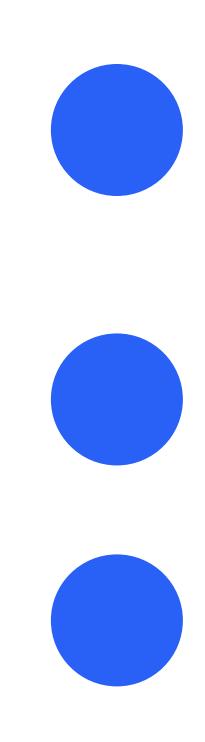
Active Listening





#### Co-Creation Workshops







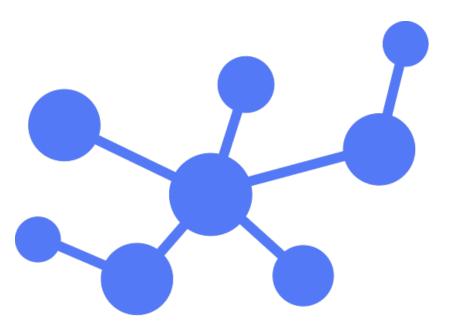
#### • Facilitation of collaborative sessions where blind individuals and refugees actively participate in designing educational content and activities. This fosters a sense of ownership and ensures that the materials are inclusive and culturally relevant.



## Mind Mapping

- Visualizing the interconnected concepts and topics covered in the educational curriculum.
- This aids in organizing content and facilitating comprehension for both blind individuals and refugees.



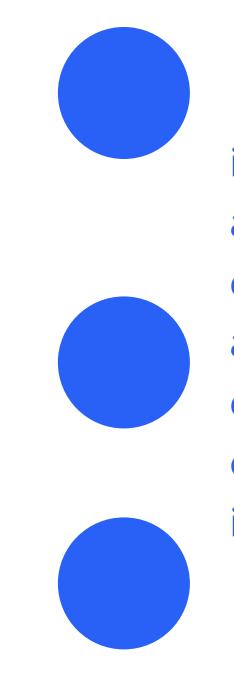


#### **Mind map**











Generating of innovative ideas and solutions for addressing challenges encountered in the teaching and learning process. This encourages creativity and collaboration among blind individuals and refugees.

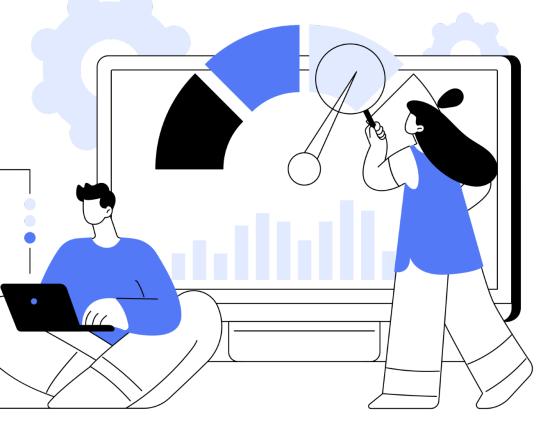


### User Testing

- Gathering feedback from blind individuals and refugees by testing educational prototypes and materials in real-world settings.
- This helps in identifying usability issues and refining the learning experience to better meet their needs.



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## Reflection Sessions





## Benefits Of Design Thinking 🖌





2. Knowing Self Abilities



3. Be more Open Minded



4. Able to Communicate Well





5. Increased Creativity

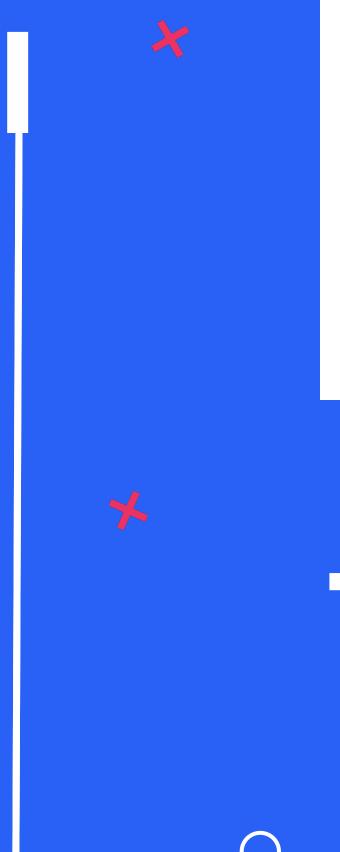


# Question Time











## Thank You



