Teaching and Evaluating Design Competencies in the 21st Century

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ME 250, "Human-Centered Design Methods", uses human-centered design methods to provide students hands-on realworld experience in developing innovative and customer-driven solutions.

The course aimed to support students in building competencies in various dimensions of "design" and used the Design Exchange, a web portal of over 300 design methods aiming to provide design education tools for both academia and industry, as a framework for structuring the course in five design categories:



Research Methods and Data

52 of 58 enrolled ME 250 (Primarily Graduate) students completed all of the surveys and exercises. Seventeen students are female and 35 are male. Research Analyze Ideate Build Communicate Timepoint Semester Question 2. How did the students' How did the students' **self-perception** of How did the students valuation of design their competencies change during the think their competencies changed during competencies changed during the course? course? the course? **Survey** to evaluate Two "competency sorting" exercises of 32 how competencies in each design **Surveys** to evaluate competencies in each 00 basic design skills (a notion introduced in dimension changed during the course of design dimension. our previous work [1]) the semester. Likert-type scale asking 2x2 diagram. "Skills I don't have" **Likert scale** to rank confidence in design

Scale

vs. "Skills I do have" and "Skills I

1 = "not confident at all",5 = "very confident"

competencies.

compared to the beginning of the course. -2 ="much less", +2 ="much more".

how competencies at the end of the course

Research Findings

Questions: "How confident are you in your _____ skills and abilities?" with each of the rows in Table 1 below filling in the blank. The responses to these questions are in columns 2 and 3. We also asked "How does your confidence level in your _____ skills and abilities now compare to your confidence level in your _____ skills and abilities now compare to your confidence level in your _____ skills and abilities now compare to your confidence level in your _____ skills and abilities now compare to your confidence level in your _____ skills and abilities now compare to your confidence level in your _____ skills and abilities now compare to your confidence level in your _____ skills and abilities now compare to your confidence level in your _____ skills and abilities now compare to your confidence level in your _____ skills and abilities now compare to your confidence level in your _____ skills and abilities now compare to your confidence level in your ______ skills and abilities now compare to your confidence level in your ______ skills and abilities now compare to your confidence skills level at the beginning of the class?"

Figure 1: Sample response of Question 1

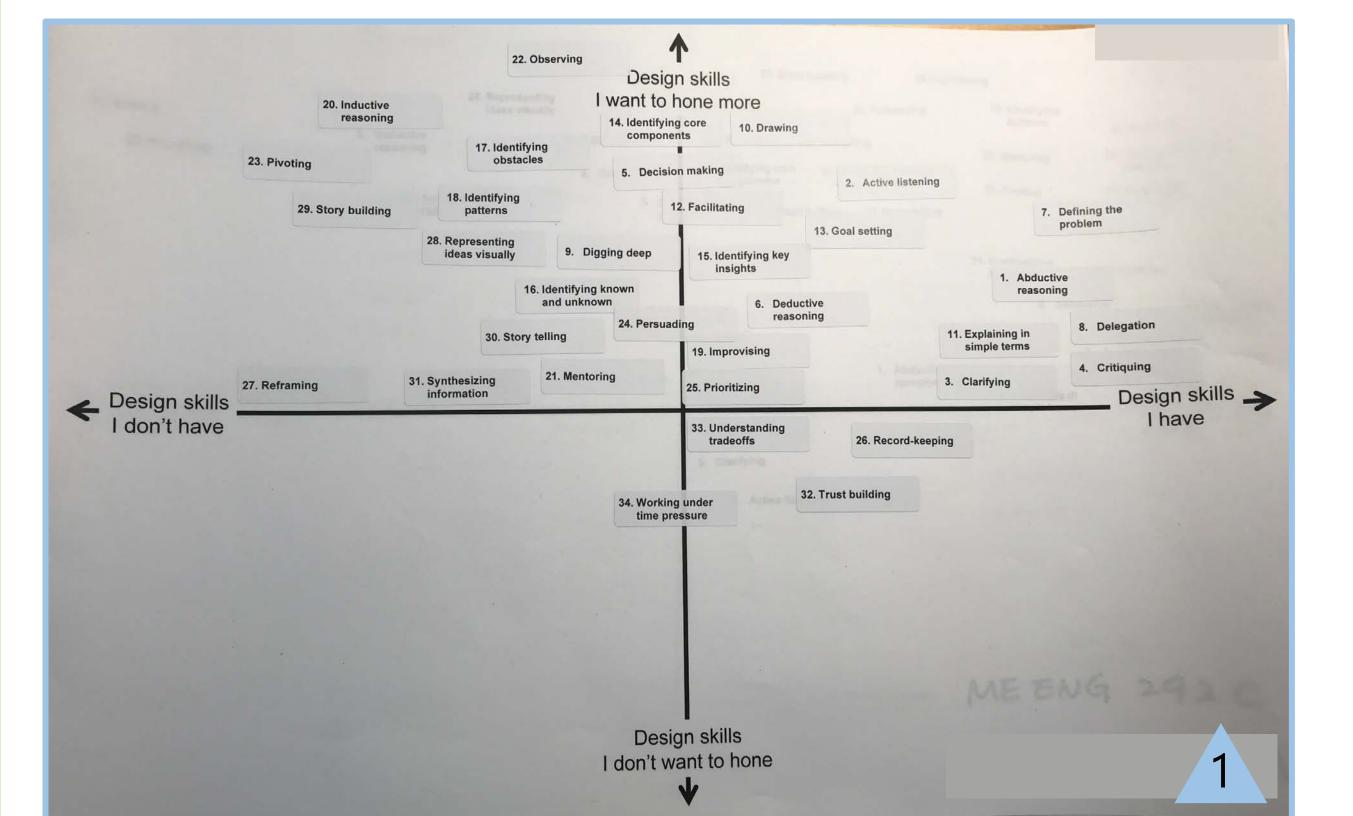
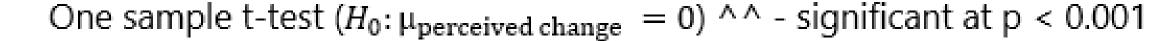


Table 1: Confidence ratings among six dimensions of design competencies

	Average Initial Confidence Rating	Average Final Confidence Rating	Absolute Change in Confidence Rating	Perceived Change in Confidence Rating
General Design	3.60	4.27	0.67 **	1.29 ^ ^
Design Research	3.35	4.17	0.83 **	1.21 ^ ^
Analysis and Synthesis	3.79	3.98	0.19	0.96 ^ ^
Concept Generation	3.40	4.15	0.75 **	1.10 ^ ^
Prototyping and Building	3.67	4.08	0.40 **	0.83 ^ ^
Visualization and Communication	3.77	3.90	0.13	0.94 ^ ^
Two-sample paired t-test (H_0 : $\mu_{\text{final}} - \mu_{\text{initial}} = 0$) ** - significant at p < 0.001				



1. Abductive reasoning (47)

2. Critiquing (45)

1. Observing (42)

(42)

3. Persuading (45)

Skills perceived to have

3. Decision making (41)

2. Working under time pressure

2

Beginning of Semester

Skills wanting to hone

1. Identifying key insights (45 students) 2-3. Decision making, Digging deep, Pivoting, and Representing ideas visually (44).

Skills perceived to have

- 1. Observing (39 students)
- 2. Defining the problem (38)
- 3. Identifying obstacles (38)

Skills *not* wanting to hone

- 1. Working under time pressure (29)
- 2. Record-keeping (26)
- 3. Delegation (25)

Skills perceived to *not* have

- 1. *Pivoting* (34)
- 2. Critiquing (30)
- 3. Story building (29)

Skills wanting to hone more

- Skills *not* wanting to hone more
- 1. Mentoring (25)

End of Semester

- 2. Identifying known and unknown (24)
- 3. Record-keeping (23)

Skills perceived to *not* have

- 1. Drawing (28)
- 2. Mentoring (25)
- 3. Pivoting (25)



Implications for Engineering Education

The Engineer of 2020 attributes are inherently transdisciplinary and notably not specific to engineering. Similarly, design transcends disciplinary bounds, and brings together engineering, business, social sciences, and creative practices. ME 250, as a hands-on project-oriented design class, supported students in gaining more confidence in their design abilities. They became more confident in each of the design phases we identified. Students gained competency in skills identified in the Engineer of 2020 report [2][3], relevant both inside and outside the design context.

[1] Kramer, J., Agogino, A. M., & Roschuni, C. (2016). Characterizing Competencies for Human-Centered Design. In ASME 2016 IDETC-CIE. [2] National Academy of Engineering. (2004). The Engineer of 2020: Visions of Engineering in the New Century (Phase I). National Academies Press. [3] National Academy of Engineering. (2005). Educating the Engineer of 2020: Adapting Engineering Education to the New Century (Phase II). National Academies Press.