3-2018

Sketchnoting A Methodology: Fostering Team Based Learning Conversations

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**Recommended Citation**

Paepcke-Hjeltness, Verena; Johnson, Janet; Lefebvre, Luke; McCubbins, OP; Bender, Holly; Wolff, Maren; Pritchard, Samantha; and Mills, Foy JR, "Sketchnoting A Methodology: Fostering Team Based Learning Conversations" (2018). *Team-Based Learning Presentations and Posters*. 4.  
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Sketchnoting A Methodology: Fostering Team Based Learning Conversations

Abstract
Sketchnoting is a methodology that uses simple shapes, frames, and connectors to visualize complex information, concepts, and physical objects, thus it has a low barrier entry for skilled and non-skilled drawers, as well as for designers or non-designers alike. It is situated at the lower end of the visualization fidelity spectrum, which ranges from napkin style sketches to photo-realistic renderings or high fidelity info-graphics.

Disciplines
Audio Arts and Acoustics | Developmental Psychology | Industrial and Product Design | Interactive Arts

Comments
This poster was presented at the Team-Base Learning Conference in San Diego March 2, 2018. Posted with permission.

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WHAT IS THE CHALLENGE?

Turning a panel proposal for a conference with five panelists into a poster presentation through Sketchnoting.

WHAT IS SKETCHNOTING?

Sketchnoting is a methodology that uses simple shapes, frames, and connectors to visualize complex information, concepts, and physical objects, thus it has a low barrier entry for skilled and non-skilled drawers, as well as for designers or non-designers alike. It is situated at the lower end of the visualization fidelity spectrum, which ranges from nepkin style sketches to photo-realistic renderings or high fidelity infographics.

WHAT IS TEAM BASED LEARNING?

Team-based learning (TBL) is a pedagogical strategy that engages student knowledge through individual thinking and group collaboration. Following individual answers, students join teams and work through problems, appealing when they are incumber. This process motivates students by holding them accountable to themselves and one another, while introducing them to a variety of thought processes developed to a single problem. To increase motivation and introduce a fun gaming environment, instructors often group their students into teams and have them compete on various classroom learning tasks.

1. FACILITATING STORY TELLING

We will use the framework of storytelling to identify the core message of the exercise to identify what is the core message of the event. This will probably not happen as the event we might cluster (affinitize) these.

2. VISUALIZING CONNECTIONS

3. COMMUNICATING THE ‘POSTER PANEL DISCUSSION’

4. PROCESS FEEDBACK

Luke Leakey, PhD
Assistant Professor, Communication Studies
Director, Communication Training Center
Teaching at ISU.

"Your ability to take our short comments and craft them into such an engaging visual presentation is amazing, and outstanding. "The words run out when we are all filled with excitement. When we take the time to work together and share our abilities, we can produce so much more collaboratively than anyone of us could individually.

Foy Mills, JR, PhD
Professor and Program Leader, Agribusiness Management
Assessment of Agricultural Science, Iowa State University

"I felt like I could take each visitor on a journey from the bottom of the display to the top, as well as have an engaging and entertaining conversation with them."

300 member ISU TBL faculty learning community and 45 multi-level mentoring at the lower end of the visualization fidelity spectrum, which ranges from nepkin style sketches to photo-realistic renderings or high fidelity infographics.

FACILITATION & DESIGN

Team-based learning projects

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WHAT IS THE CHALLENGE?

The challenge is to transform a panel proposal for a conference into a poster presentation through Sketchnoting.