Action Research Cycle
(based on McNiff and Whitehead 2009)

What are your responsibilities here, and who to?

Informing students and staff about the conclusions

Step 1: Identify

How to increase student engagement for sessions learning a Digital Programme such as Adobe Illustrator

Step 5: Reflect

Review the data with students and lecturers and amend my sessions accordingly

What social justice issue(s) is/are at stake?

Inclusivity, for students who can't afford computers. Student Experience

Step 5
Review and reflect upon the changes. Repeat cycle if necessary

Step 1
Define the problem and frame research questions

The action research cycle

Step 4
Monitor and evaluate the changes made

Step 2
Collect data and decide how teaching could be changed

Step 3
Implement the selected changes to teaching

Step 2: Plan

Analogue Drawing at the beginning of a Digital Programme session helps contextualise Digital learning in the Creative workflow

What are your responsibilities here, and who to?

providing information, consent/right to withdraw, data management, balancing teacher/student dynamic

Step 4: Observe
Make notes, ask students to discuss and critique the theory and method and suggest changes, ask the students to do a survey / collect data / make a page for a zine

What are your responsibilities here, and who to?

privacy

Step 3: Act

Run timetabled sessions with and without Analogue Drawing at the beginning, involving students in structure, timing etc

What are your responsibilities here, and who to?

asking students to be objective, not trying to say yes, privacy, anonymity