

School of Engineering and Mathematical Sciences

Orchestrating problem based learning: a case study of conceptual ship design for non specialists

Uma Patel, John Carlton, Michael Tscholl

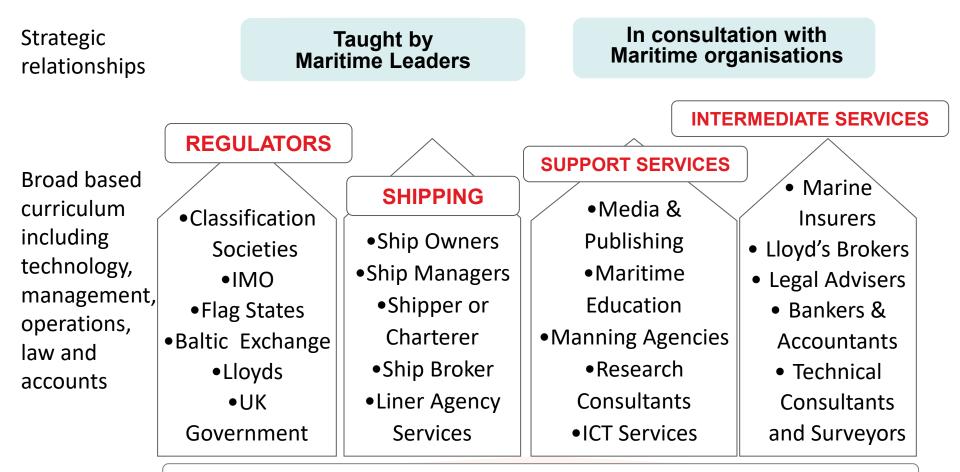




Content

- Setting: MSc in Maritime Operations and Management (MOaM)
- **Research:** Technology enhanced learning (Ensemble)
- **Module:** Conceptual ship design module
- **Fieldwork:** Ethnography in the classroom
- **Orchestration:** Resources and interventions
- Conclusions: Summary and future

Education for Future Maritime Managers and Leaders



INDUSTRY ASSOCIATIONS national / international

London UK Base /

MSc in Maritime Operations and Management (MOaM) First cohort 2003



Vision

To give students the necessary skills to become effective leaders and managers in the marine industry and to be technically literate.



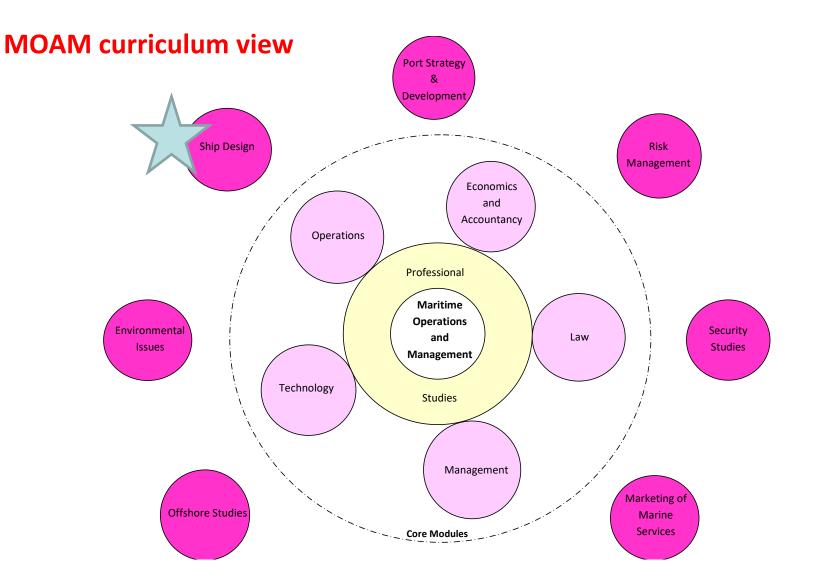


Programme Structure

•	Professional Studies and Research Methods						
	<u>Core Modules :</u>	Elective CHOOSE 3					
	<u>ALL</u>						
٠	Maritime Technology	 Ship Design 					
•	Maritime Management	 Security Studies 					
٠	Maritime Operations	 Environmental Issues 					
٠	Maritime Law and Insurance	 Marketing and Maritime Services 					
٠	Maritime Economics and	 Port Strategy and Development 					
	Accounting	 Offshore Engineering and Operations 					

Dissertation













www.ensemble.ac.uk

The Ensemble Project

- Part of National TEL UK £12m <u>ESRC/EPSRC</u> funded
- Ensemble one of 8 projects
- Ensemble research settings UG and PG courses at Cambridge and City
- Collaborators UK Universities (Cambridge, City, UEA, Stirling, LJMU),
 - Economic and Social Data Service UK,
 - 2 international partners (MIT and UT Sydney)
- Team includes education researchers, cognitive scientists, computer scientists and disciplinary specialists









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Ensemble research

Nature, scope and role of learning with cases and their relationship to learning outcomes and expertise?

Pedagogical affordances of using semantic web technologies to support learning where outcomes are complex?

Theoretical framings for researching the dynamics of learning in practice, and the design of learning technology to enhance this?

Ensemble project settings

- Maritime Operations and Management
- Journalism
- Archaeology and Anthropology
- Plan sciences
- Contemporary Dance
- Field work and outdoor education

Commonalities

- Complexity from many variable
- Multiple, heterogeneous information sources
- Information incomplete or missing
- Judgement / decisions around trade-offs
- Collaboration in international teams
- Time pressures, presentations, reporting











Engineering and Physical Sciences Research Council



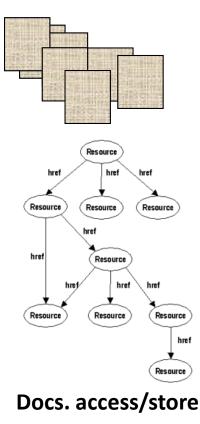


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Web 1.0

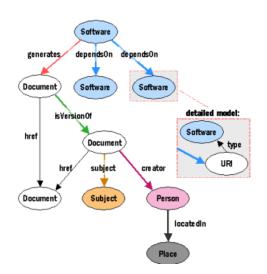
Web 2.0

Web 3.0 semantic web



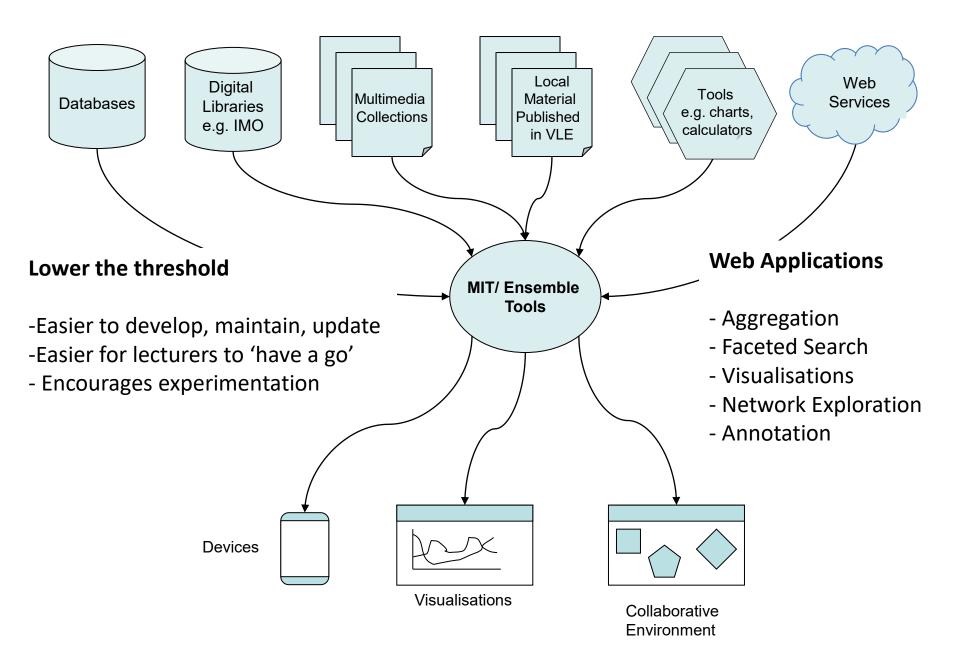
Power of social Networks Collaborative Authoring Friends Colleagues Family Face book Wikipedia Flicker Twitter

The collective



Databases/ structured data aggregation reasoning

Ensemble semantic technologies



Conceptual Ship Design - The Case

- A suitable case **The Scillonian III** Hypothetical replacement
- Passenger ferry, day excursions, cargo
- Commercial case
- Reliability case
- Safety case
- Passenger experience
- Competitor analysis
- Technical design decisions e.g. Hull form and type, propulsion/resistance, shafting, engine type, docking considerations, sea keeping, safety, environmental friendliness.







Conceptual Ship Design Module

- 1 day of lectures compliment previous lectures in ship technology and operations
- Students allocated to group
- Mixture of experience
- International mix
- Group elect chief designer
- Other roles are allocated
- Resources made available
- Lecturer provides help and guidance
- Student present in teams
- Assessed on individual presentation and report

Extract from the brief

- "Board of directors invite conceptual design options to be presented to them on the possible replacement of the ship within the next few years."
- -The basic ship type, form and layout.
- -The machinery and propulsion type, auxiliaries and layout.
- -The outline of the electrical system and communications.
- -The personnel safety arrangements.
- -An environmental plan for the ship's operation.
- -A supporting economic case, including operational costs, marketing and analysis of the competing transport options



Findings from ethnographical observations

- Fieldwork nonparticipant observations, rich descriptions, photos, informal conversations, notes, follow up interviews
- Two types of dynamics:

Interventions?

A - productive

B - confused

- Task is structured and planned
- Justification directed discussion
- Directed search and browsing
- Argumentation is task focused
- Example based reasoning
- Sharing of artefacts for grounded talk

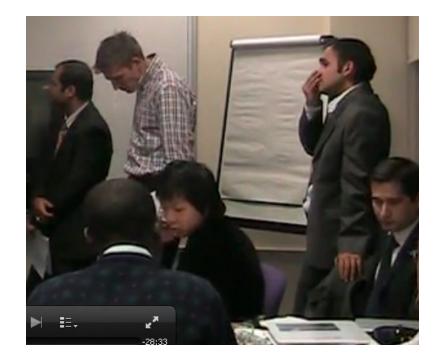
- Being overwhelmed
- Don't know what to do next
- Aimless browsing

"At its most extreme this sense of being lost is when students don't know where they are, where they have been and where they are going"



Interventions

- What events/factors turn B to A
- What reduced periods of B type activity
 - Teacher's interventions
 - Early group discussion of problem and stages
 - Understanding design as iterative
 - Right questions at the right time
 - Right resources at the right time
- Can technology help?





Orchestrating Interventions

- How can technology help?
- Knowledge engineering techniques
- Visual representation of the design process
- Questions at each phase of design
- Appropriate resources linked to each phase
- Still allow groups to learn from mistakes



Orchestrating Interventions with learning technology

Ship Design Maritime Operations and Management

A resource using semantic web approaches developed by the Ensemble Project. [EPM793] [v1.2 04-04-2012]

Introduction Preparation Ship Design Exercise

Conceptual Ship Design Online

Welcome to this experimental web resource. Knowledge of the current trends in application of research to ship design, marine equipment and systems is desirable for managers and leaders in the sector. Think of this web resource as an App to help you to negotiate the complex process and resources associated with learning about ship design. You will work as a team on this module and will rely on each other's skills and knowledge. This module will draw on work covered in the core modules especially Maritime Technology, Operations, Business and Economics.

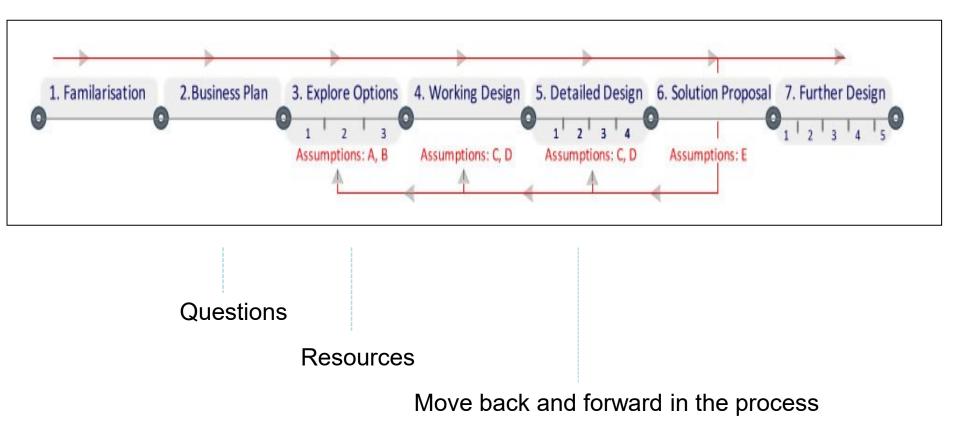


About this Web Resource

This resource uses a new kind of web architecture (the 'Semantic Web') which enables you to explore information and display the results in different ways you'll find lists of guidance questions, picture galleries, articles and spreadsheet programs linked in ways that model the ship design process. It will also link to other relevant sources of information - like IMO website, Google Books and the City library. But it does this 'live' - it might not find anything when it gets there. If it hits a dead end - it's making the best use of what it can find.



Orchestrating Interventions with learning technology



Orchestrating Interventions with learning technology

Design Phases 1					
1	1. Familiarisation Ship Design Case and Exercise				
1	2. Business Plan for Ship Design Case				
3	3. Exploring Ship Design Assumptions and Constraints	\checkmark			
1	Working Assumptions Decisions and Revised Business Plan				
4	5. Detailed Ship Design				
1	6. Ship Design Solution Proposal				
5	7. Further Detailed Design				

Ship type options

pdf

This phase is about undertaking research and working as a team to understand the preliminary decisions that will restrict and shape the design possibilities.

What improvement to the ship deisgn is envisaged at this stage.												
What would be the advantage, if any, for a different ship types: monohull, catamaran , trimaran , other												
What are the sea conditions likely to be encountered?												
Is ship to be cargo only, passenger only, or cargo and passenger?												
What are the priorities in terms of considering the competition from helicopter and aeroplane services?												
Consider current passenger and crew comfort and whether and how to improve it?												
Consider the reliability of hull structures for service conditions?												
DOC	DOC	JPG	JPG	FLV	ELV	FLV	pdf	pdf				
Paper on multi-hull comparison	Paper on mono-hull behaviour: Van	Admiralty charts of Hugh Town	MARSDEN SQUARE calculator	Video advantages of catamaran 1	Video advantages of catamaran 2	Video on Trimaran	Seakeeping analysis	Human Comfort Data				



Conclusions

- General heuristics for 'how to do design learning' useful but lack specifics
- Ethnographical observations suggest new findings
- Students find it difficult to manage time and structure the process
- Students can become overloaded
- Expert lecturer intervention is key
- This is difficult to deliver consistently and with large cohorts
- Capturing expert pedagogy and knowledge is an alternative
- Affordances of semantic technology can help
- Lowering the threshold for development of TEL is important
- Our application is promising
- More studies and developments are planned