

Erasmus+ STARS GAME | Further Information

DESIGN THINKING WORKSHOP FOR YOUNG RESEARCHERS

How do I convey knowledge creatively and
in a way that is appropriate for the target group?

Dear scientists of Helmholtz Munich,

Helmholtz Munich is offering a design thinking workshop as part of the "STARS GAME" project. Aim of the workshop: Young researchers are to develop creative ways of communicating research findings to school students. The focus is on a target group-oriented presentation of the content with the help of short explanatory videos, infographics or animations that serve as game clues in a digital Escape Room.

Background to the project

"STARS GAME" is an EU-funded project of Helmholtz Munich and three other research institutes from Italy (AIRC), Spain (IDIBELL) and Slovenia (Eda 6), with the aim to inspire young people for natural sciences. In a digital Escape Room, students playfully acquire specialist knowledge from various scientific disciplines and thus further develop their attitude towards science. The project follows a research- and game-based approach.

The Escape Room has four rooms on different scientific disciplines. Here you can try out one of them on the topic of microbiology: <https://view.genial.ly/616689969e1be30d70199c3d>

Course of the workshop

The workshop is based on the Design Thinking process and includes 5 sessions:

- 1) Empathy
 - a. Identify similarities and differences between Design Thinking and the scientific method
 - b. Identification of needs of the target group (students)
 - c. Definition of interview questions for empathy
 - d. Following the session: conducting the interview with the target group
- 2) Problem definition
 - a. Evaluating the interviews
 - b. Define criteria and design guidelines for game clues

- 3) Generate ideas
 - a. Create a list of ideas for prototyping
 - b. Select ideas based on previously defined criteria (see Session 2)
- 4) Develop prototype
 - a. Creating detailed drafts of prototypes for game clues
 - b. Following the session: testing the prototypes with the target group
- 5) Test prototype
 - a. Evaluate feedback from target audience
 - b. Revise prototypes to submit final draft to (video) production company

Each session will consist of a short theoretical input from the project team and elements where the participants will be active themselves.

Schedule

The workshop consists of five 2-hour sessions. The sessions will be spread over three workshop dates in July 2022 and will take place online.

- 1st date: July 13th, 2022, 5-7 p.m., first session.
- 2nd date: probably July 19/20 2022, time (tbd.), second through fourth sessions
- 3rd date: probably July 26/27 2022, time (tbd.), fifth session

Day and time of the 2nd and 3rd session will be determined together with the participants in the first session.

There are no prerequisites for participation. The workshop is open for researchers from all disciplines at Helmholtz Munich.

Participation in the event will be credited with 10 working hours.

If you would like to participate in the event, please register as soon as possible by sending a message to katharina.koboeck@helmholtz-muenchen.de.

For further information, we will contact interested parties personally in due course.

For inquiries about the event:

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