

Mini-Project Guidelines
SDL 110: Effective Thinking

Project Weight: 20%

Term: Spring 2020

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Introduction

Project Title:

Planning & Development

Description/Rationale: The project is based on real life experiences of how effective thinking skills can be used to encourage planning and development in Kuwait. The theoretical background of the project explores areas of planning and development in Kuwait using effective thinking skills. To be more specific, the whole work is related to De Bono's Effective Thinking skills in his book "The Six Thinking Hats."

Each student will be expected to plan the steps to follow in their data collection process. They will have to present a clear image or idea of what, how and where they would like to apply the acquired knowledge. Students will have to create an infographic.

Learning Outcomes

By the end of this project, students will:

1. Understand how to use each thinking hat on its own and in sequence with the other hats to generate, evaluate and select new ideas and solutions.
2. Understand the need to focus on a way forward, setting aside counter-productive arguments.
3. Generate creative ideas in order to come up with effective solutions.

Project Summary (SCENARIO)

In this project, students will need to think a way to plan and develop Kuwait, based on good examples from around the world. Students will need to apply De Bono's Effective Thinking Skills to analyse planning and development in Kuwait. They will also need to make decisions and use six thinking hats on how to implement idea to planning and development in Kuwait. Students also have to evaluate the effectiveness of their decisions. After evaluating their decisions they will have to identify the areas requiring improvement and make recommendations for how effective thinking can help policy makers in Kuwait.

Deliverables and Project Management

PROJECT DELIVERABLE – TURNITIN SUBMISSION: 20%

Deliverable is about creating an infographic by using the information you have gathered, learned and applied by using six thinking hats. Your group members will select a topic from the list provided by their respective instructors in order to create an infographic for an online submission. The Virtual infographic can be designed using any free online platforms such as (<https://venngage.com/> or <https://piktochart.com/>).

It's actually quite simple: According to "Learning Pyramid" developed by "National Training Laboratory" you remember 10% of what you only read, 20% of what you only hear and see, and more than 70% of what you practice and do. So, if you like to keep information unforgettable; put it into memorable infographics by reading, seeing, hearing, and doing all together.

5 Steps to create a memorable Infographic:

- **Focus on a single, big message**

It's ideal to focus on a single, coherent, big message that the whole infographic aims at conveying through metaphors, visuals etc.

- **Blending visuals and colors with text**

Using eye-catching colors and visuals without losing the richness of reading materials. Try to choose some primary colors and visuals to enrich the texture and design.

- **Think of a strategy for using the space**

Aligning your elements properly depends on the usage of space; you should decide on which information to use that matches to best background of your choice. The reader should be guided throughout the steps until they get to the final destination point you want them to reach at.

- **Selecting the right fonts**

Since you are not going to use too much text; you may come up with three main fonts for title/header, main body and a third to enrich the texture in general.

- **Design an eye-catching sketch**

You need to think of a storyline that flows from one point to another by attracting the reader with an-eye catching layout.

Submission Specifications

The Virtual Infographic will be submitted on Turnitin on the day and time as stated on Moodle.

Plagiarism

Upon suspicion and doubt of the authenticity of the work submitted, the Instructor has the right to ask the student to verify her/his work. This can be done through, but not limited to, repeating the work, oral examination or discussion, alternative or similar on spot class assignment, pop quiz, or any other action deemed necessary. If the student fails to prove the authenticity of the work, then the Instructor will apply the academic misconduct rules, as mentioned in the AUM Student Handbook, which may include awarding the work a zero grade. Students are expected and encouraged to be honest and to maintain the highest standards of academic integrity in their

academic work and assignments at the University. For a detailed description of academic misconduct, please refer to the undergraduate AUM Student Handbook.

It is the responsibility of the student to make sure that the submitted work is original, authentic, and error-free (both text and images).

Marking Scheme

GRADING RUBRICS

SECTION: _____ TOPIC: _____						
Criteria	Unsatisfactory	Poor	Satisfactory	Average	Good	Very Good
Overall Impression	0	1	2	3	4	5
Focus on a single, big message	0	1	2	3	4	5
Blending visuals and colours with text	0	2	4	6	8	10
Think of a strategy for using the space	0	2	4	6	8	10
Design an eye-catching sketch	0	2	4	6	8	10
Using blue hat for introduction of using hats	0	1	2	3	4	5
Using the white hat to give as much information about selected topic	0	2	4	6	8	10
Using red hat to suggest anger, rage and emotions about the topic.	0	2	4	6	8	10
Using the green hat to create new suggestions & proposals for implementing idea related to the topic	0	2	4	6	8	10
Using the black hat to criticise the proposals at least two aspects	0	2	4	6	8	10
Using the yellow hat to express the positive points in the proposal	0	2	4	6	8	10
Using blue hat for conclusion for the way to apply 6 thinking hats in decision making	0	1	2	3	4	5
TOTAL POINTS _____ %						
NOTES						