Reflection # 2-- Where is the learning, design and technology at my internship?

PBL is a research team that aims at developing technology for educational use. Research students at PBL are involving in developing and designing software that are driven by the needs of the A/E/C global teamwork (CEE122/222). As what Renate puts it “It is very important for the PBL research team to invent technology that is pedagogically sound and well integrated with the needs of AEC Global Teamwork Program.”

I can see that the conceptual framework of most of the designs is based on situative and constructive perspectives. The technology designed are used to support the learning activities in the A/E/C global teamwork course.

Basically, Renate is the key designer of the learning aspects and the research students are concentrating more on the technical aspects during the designing process. The design theories employed ranges from scenario-based design to rapid prototyping to reflective design.

The technology that are under development at PBL are all new invention, they are improved and revised by the following batch of research students. Some of them are:

**CoMem™ (Corporate Memory)**
A system that supports the finding of reusable designs and the understanding of these designs in context. The development of CoMem is guided by an iterative process of empirical observation and scenario-based interaction design. modules.

**ThinkTank™ (PBL labs Discussion Forums)**
A discussion forum for AEC teams to conduct discussion online and deposit their documents. The design method is rapid prototyping.

**RECALL™**
A learning and collaboration technology that facilitates transparent and cost effective capture, sharing, and reuse of knowledge in informal media. Design method is rapid prototyping.