ENSPIRAL – ENhanced Solution for Project and Interactive Research-based Applied Learning

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Abstract

Like all other educational approaches, design teaching, is moving towards the usage of E-Learning, as to enhance the learning experience. Nevertheless, it is of significance to present this as part of a blended solution, combining learning materials, interaction with experts and fellow learners. Using technology and E-learning as part of a curriculum, in return will assist and help build the process of lifelong learning, as is indicated in the Lisbon goal.

ENSPIRAL has the prospective to stimulate learning arrangements, experimental environments and problem solving environments. Its approach is based on a set of fine educational methodologies that remains the base of the design of the complete learning process.   The correct educational approach is the major influential factor, when designing E-learning, for the learner's success, specifically for subject areas such as Interior and Graphic Design. The typical questions of hard- and software when designing E-learning, should change and rather focus on the most appropriate educational methodology to be implemented.

ENSPIRAL – takes E-learning to be more than just E-content, it involves presenting the concepts of design through different aspects of learning, such as project and research based learning. In return, this applied approach; focus on experimental learning, giving the opportunity for the student to progress through reflection on accomplishment, adventure learning and cooperative learning.

ENSPIRAL is aimed to assist the development of E-content as effective learning, by ensuring that the entire learning cycle is enclosed from an objective setting, research and examination, evaluation and reflection on the knowledge gained. This allows the student to acquire and apply analytical skills to assist in conceptualising the content. Through ENSPIRAL the student builds decision making and problem solving skills, in order to apply the new ideas gained throughout the learning process.