

# Design Thinking

for OWI-friendly Multimodal  
Composition Activities



Nicole Rothenay

**Why am I here?**

# Why am I here?

Online Writing Instruction

Multimodal Composition

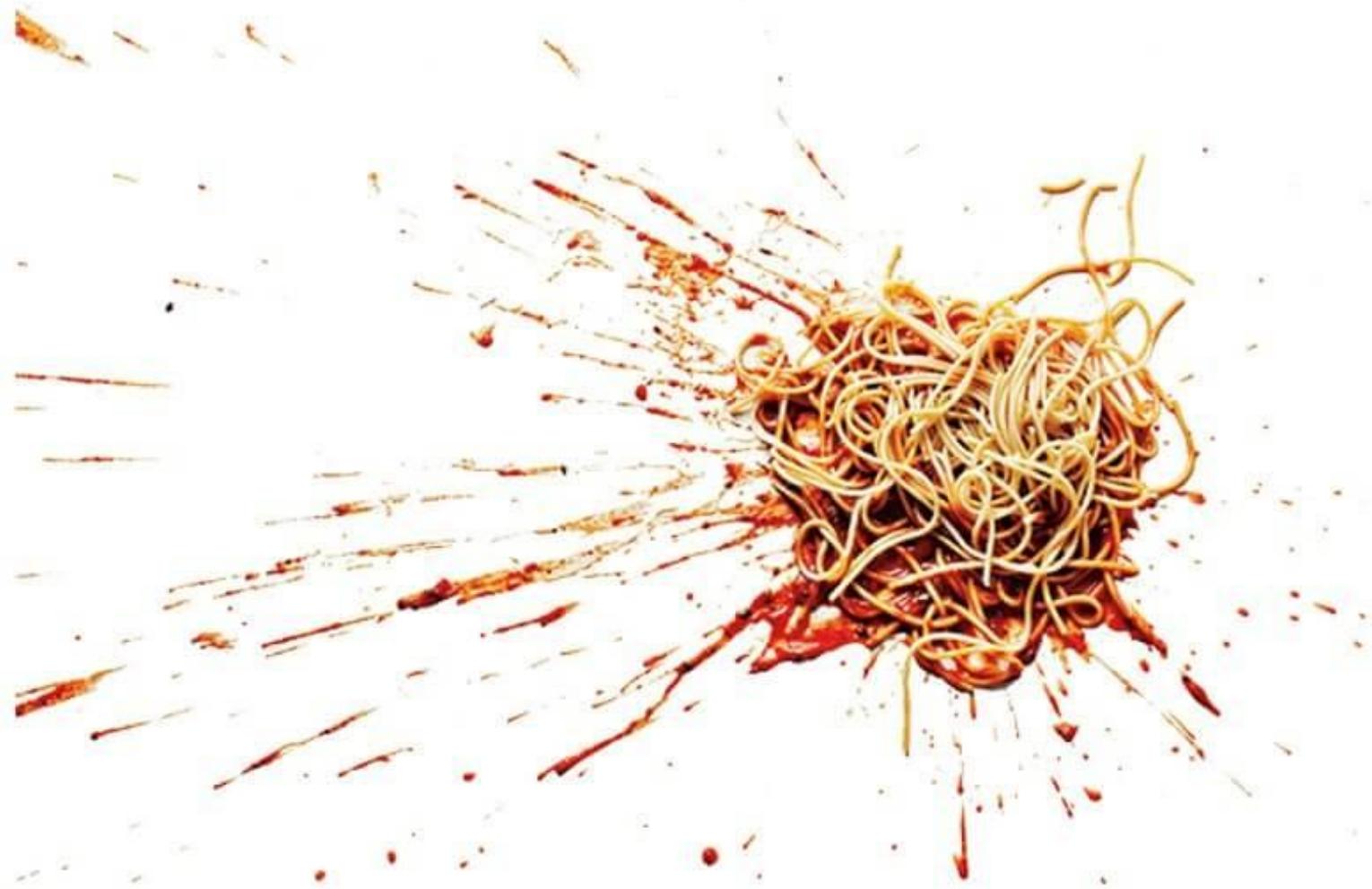
Design Thinking

Increasing Engagement in Asynchronous Courses

**Why are you here?**



**What are our goals?**

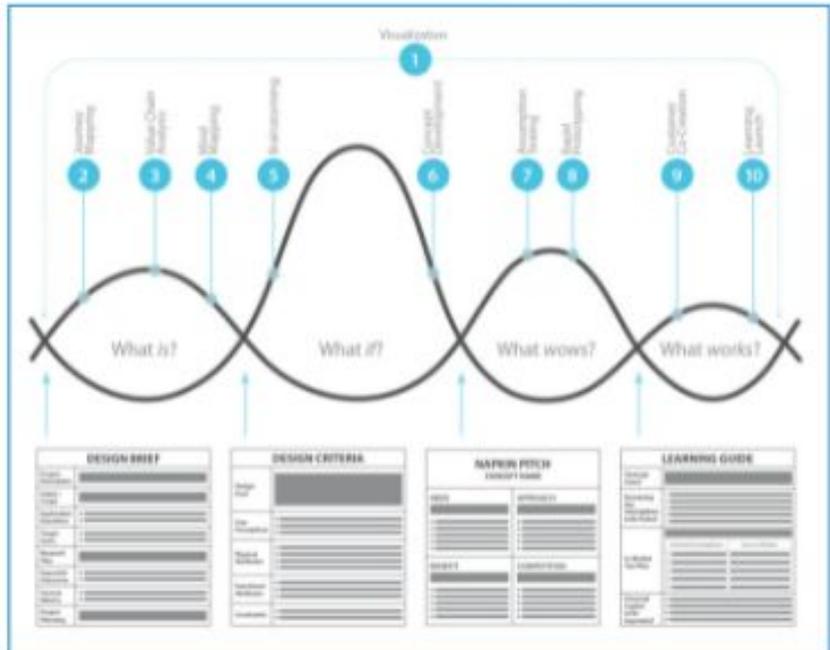
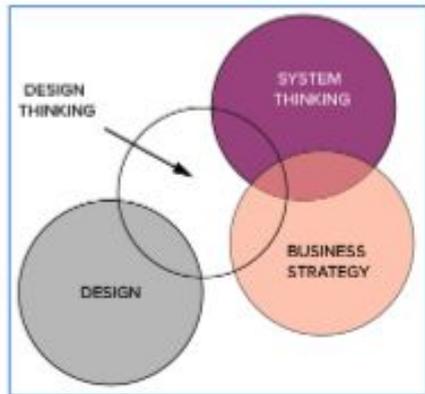
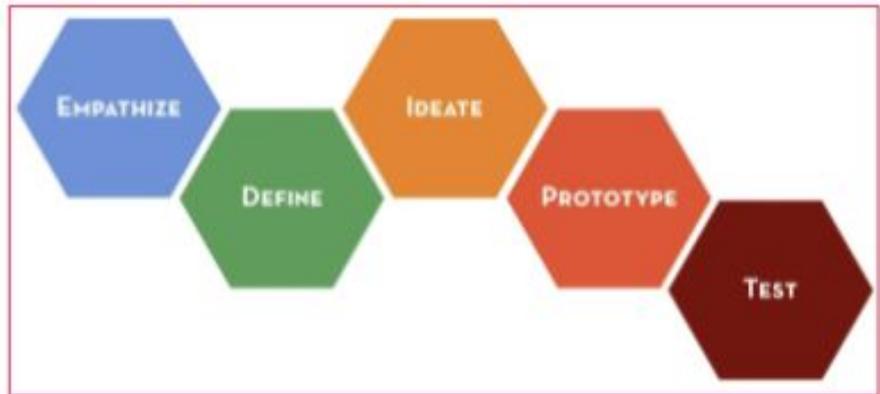
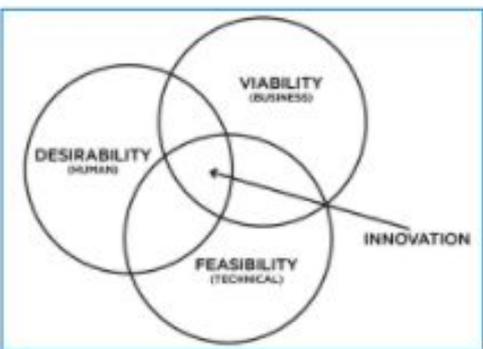


Q: How do I get out of the “ideas” and “goals” trap?

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trap?

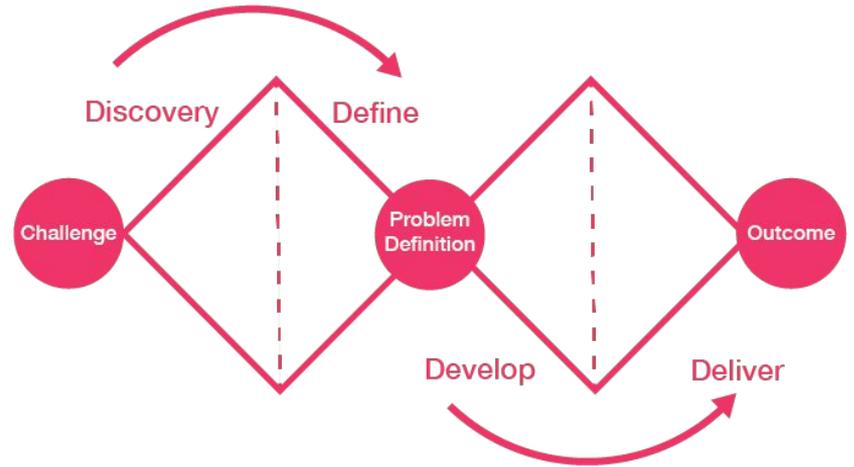
A: Design Thinking

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# Design Thinking:

1. Discover
2. Define
3. Develop
4. Deliver



# Two Delivery Frameworks

**Crawl, Walk, Run**

**The Three T's**

# Two Delivery Frameworks

## Crawl, Walk, Run

- **Crawl:** Introduce me to the idea

## The Three T's

- **Tell me** what you're going to tell me

# Two Delivery Frameworks

## Crawl, Walk, Run

- **Crawl:** Introduce me to the idea
- **Walk:** Explain the idea step by step

## The Three T's

- **Tell me** what you're going to tell me
- **Tell me** with some details and examples

# Two Delivery Frameworks

## Crawl, Walk, Run

- **Crawl:** Introduce me to the idea
- **Walk:** Explain the idea step by step
- **Run:** Show the process in real time

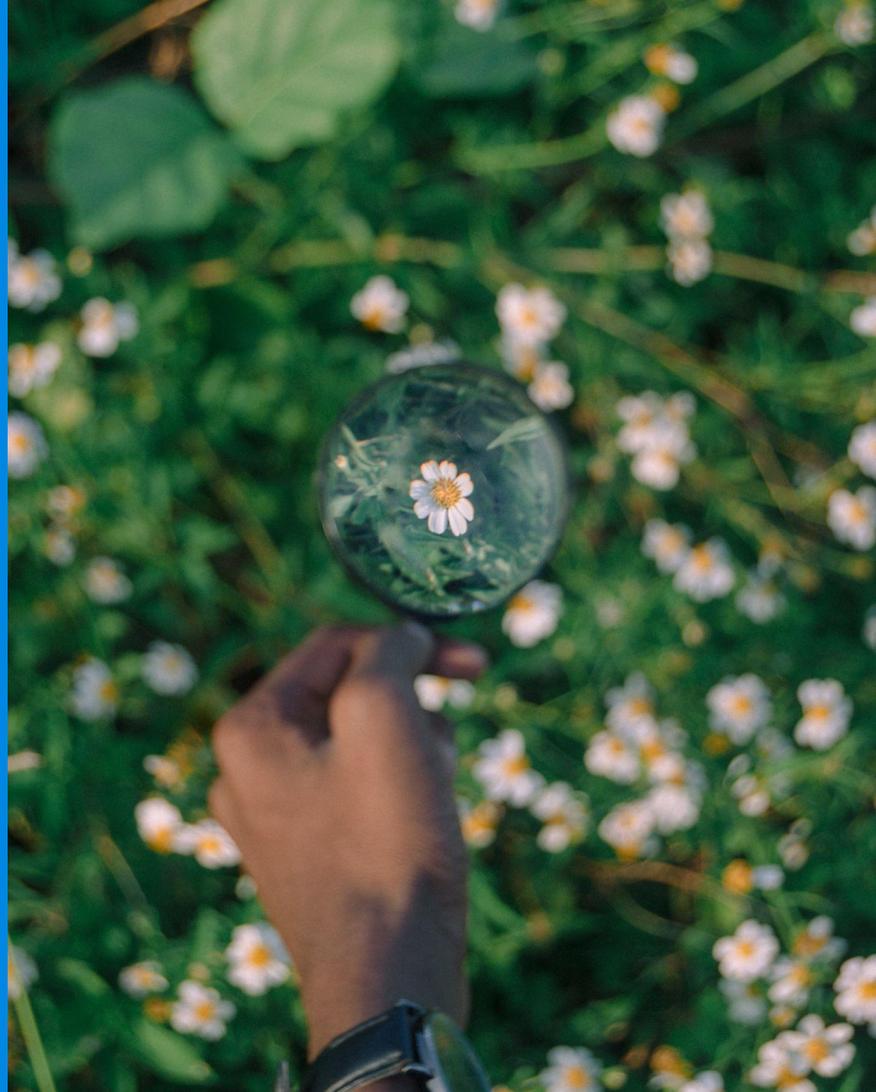
## The Three T's

- **Tell me** what you're going to tell me
- **Tell me** with some details and examples
- **Tell me** what you just told me

# Let's develop an activity!



# 2. Define



# 3. Develop



# 4. Deliver



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