

STEMARTS@PASEO YOUTH PROGRAM

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**FEEDBACK LOOPS:  
CONNECTIONS FEEDBACK GUIDE**

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The PASEO Festival 2019

Detail of *CLOUDNET* by Andy Wagener, 2019

## FEDDBACK LOOPS: Connections Feedback Guide

The Connections Feedback Guide was designed to help you reflect on the STEMArts design process. In self assessment and program evaluation feedback can generate productive and open conversations around challenges and creative problem solving. The feedback guide offers valuable tips that can be given to students to discuss in class or to integrate into your lesson plan. Feedback frameworks and guidelines build trust, and the capacity to learn and employ personal critique processes that students can apply to their own work or exploration into STEAM fields. A constructive feedback processes keeps the learning process moving forward productively while developing skills for working together and while tackling complex challenges.

### FEEDBACK LOOP 1: Framing the reflection and iteration process

#### **Setting goals and creating frameworks for feedback**

Are you ready to design, collaborate and present ideas to wider audience? The feedback process happens on multiple levels throughout the creative process. Feedback is an effective strategy to employ when you have completed the first iterations of your design and are evaluating what works and does not work. This is the time for reflection, advice, and tips on ways to tweak, change, or improve the design to meet your expectations and goals. Feedback is an important and often overlooked phase of the design process.

Be clear about your vision when developing your goals for the design. Review what you want to get out of this design and what you would like the audience to get out of the experience. Use this as a return point for keeping the conversation focused and constructive. Your goals and objectives work as a framework for the evaluation within the process. This can happen daily in the design process to solve problems, resolve conflict and test ideas. As an evaluation tool at the end of a process it is a powerful strategy for detailed analysis, assessment and reflection.

Setting goals and objectives in the creative design process can help identify the specific challenges you will need help with and identify opportunities to move ideas/solutions forward. Some questions you can ask yourself to help develop goals are:

*What are we trying to do or say? What is our intention?*  
*What do we need to do?*  
*How are we going to do it?*



## FEEDBACK LOOP 2: Inputs and outputs

### **Giving and gaining feedback**

Looking back at your process and journey will help you see where things changed and why. Think back to when you began your design process. It might help to review some of your early brainstorming, look at your journals, or think about some of the conversations you had with people early on. Maybe you were excited or interested in new ideas. Maybe in your research new information influenced your outcome. Maybe some things weren't working in the design. The process of communicating challenges internally and externally can generate novel ideas and creative new solutions. If you are disappointed, list the specific things that did not work and what you would like to change. This list will help you analyze the process and select expert helpers who have the specific knowledge needed to get advice on how to improve the design outcome.

Ask for feedback from people outside of your process, they can offer a fresh perspective to your design. For example, if you are having a technical challenge, find a techie as opposed to asking your best friend. If you want to know how the average person will respond emotionally to your piece, choose random people from different backgrounds i.e. non-artists, scientists, builders, bakers etc.

Create a **feedback plan** for your design project. This will help you organize your feedback in the classroom while designing and after showing your design to interpret audience feedback. Your Feedback Plan will be the communication framework for internal design workings, troubleshooting and presentation to your audience.

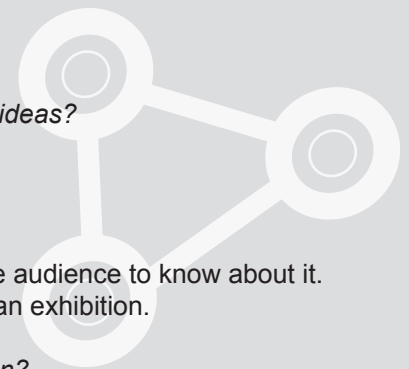
Create regular communication opportunities with students to assess how the process is going. This may be a group sharing circle where each student checks in on where/how they are, or a bulletin board that organizes challenges and solutions. Get creative, but keep a framework to reference goals and objectives when ideas get overwhelming, off topic or out of scope and everyone is talking at once.

**Round 1:** Create participatory communication rules. As a class make some rules about how we should communicate with each other.

- *How do we want to communicate between ourselves to be constructive?*
- *What rules can we make to be respectful, impactful and creative while sharing ideas?*
- *How do we have positive feedback? How do we share critical feedback?*
- *How do we document our process?*
- *What strategies do we use to troubleshoot problems?*

**Round 2 :**Write a short summary that describes your design and what you want the audience to know about it. As a class create some guidelines for presenting ideas as sketches, proposals, or an exhibition.

- *Who is the audience for your work? Where and how might you show your design?*
- *Do you want your audience to explore your design?*
- *Is it important for your audience to know the ideas behind your design or can they engage with it in their own way?*
- *What do you hope the audience will take away from your design? What impression do you hope it will leave on them? Try to think of 2 - 3 things you hope they will take away.*



## FEEDBACK LOOP 3: Reflection Questions

### **Making deeper connections**

*Do you think it is useful to get feedback as early as possible? Why?*

*Can you think of key stages in your process that might benefit from feedback?*

*Who would be useful for you to gain feedback from?*

*Write down the questions that you would like to ask to get the feedback you want.*

*Do you need to implement all the feedback you get?*

*What are 3 things that excited you and/or inspired your design? What did you originally hope to achieve with your project?*

*Can you identify the steps that led you to your approach for your design? What was your design process?*

*Is there a significant difference between your initial ideas and how your design has developed?*

*Have your goals changed from the start to end of process? Did you achieve your design goals?*

*What strategies did you use to trouble shoot?*

*Is there something you are particularly struggling with in your design process? Do you need input to progress your ideas?*

*Did you convey your idea? How do you know?*

*Are you pleased with your final design? Explain.*

*What worked? What did not?*

*How can we make the process better next time? How can feedback improve the design process?*

*Think of 5 ways to share your design so that you can get the most useful feedback. How might the presentation of my ideas influence how my message is received? Are there other ways to present my work?*

