The Importance of ePortfolios: Teaching Graphic Design through an ePortfolio environment both in and out of the classroom environment

Project Outline
Graphic design continues to be a growing area within education and mainstream industry, especially in emerging economies of third world countries. The trends within these third world countries, both at education and industry levels, are somewhat lacking from a creative ‘thinking and doing’ prospective, but do prosper from the use of new technology investment from an industry and government level. Whilst here in New Zealand we have the creative teaching ability and excellent industry knowledge, but we suffer from the investment in technologies that other countries have to offer to their students. Working with CfLAT at AUT (Centre for Learning and Teaching, Auckland University of Technology) and the investment made, I see this as a fantastic opportunity for our department to engage in these technologies and offer our findings back into the curriculum thus making the department much more knowledgeable in this area and making our students more prepared in their future careers.

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Teaching Graphic Design through an ePortfolio environment

The Importance of ePortfolios: ePIC Greenwich, 2014

Within the project evaluation group the design practice and the graphic design teaching is initiated with new technologies being developed and introduced to the students. These technologies allow students to become more experienced with digitising monitors and other hardware and software to better prepare them for the industry. These technologies mean that students can now work on their projects outside the class room but that will add to their flexibility and understanding of the subject. The universities in New Zealand have good opportunities to engage students in the use of new technologies such as digitising monitors, tablets and software. This would allow for the opportunity to work with and understand the new technologies and apply them to their future careers.

As a result of the project, the graphic design students have used the digitiser monitors and other hardware and software to better prepare themselves for the industry. These technologies will also enable students to work outside the class room and apply the new technologies to their future careers.

The use of the Wacom Cintiq tablets has meant that we can research and evaluate the changing trends of graphic design and therefore develop new ways to teach graphic design students by implementing them in the future. We have introduced new curriculum initiatives within it. The students were engaged in the usage of these new technologies.

The images shown below have been produced by students using the Wacom Cintiq Digital Drawing Tablets.

Mini Lecture Series
There are many learning resources available today that can be accessed through online sources such as YouTube, Google, LinkedIn, etc. but how do we know that our students are accessing the right area and getting the right information. As part of the graphic design curriculum, presenting a series of live lectures to the students that enable particular content that is relevant to their field of study.

• Tailor making the videos to the exact content so they can be personalised without fear of confusion or incorrect content
• The presenter of the lectures has a familiarity with the students in the class so they can relate the presenter to the student.
• By uploading to the ePortfolio/Blog website and offering the videos on a secure network the students are able to view them at the leisure on a repeated level.

Scanning QR code to view the sample video on the Interactive Tutorial.