Card Description 1

1. Observational Experience

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| no | Topic | Description |
| A-1 | Field Observation | Enter and explore the actual field, for example: observing the shopping behavior of the elderly in a marketplace. |
| A-2 | Interview | Conduct actual conversations with the target group, for example: vendors selling vegetables in a market. |
| A-3 | Oral History | Collect historical data about the target subjects using the method of oral history. |
| A-4 | Focus Group | Engage in discussions on specific topics with a group of target users. |
| A-5 | Audiovisual Recording | Collect data with multimedia recording tools under the premise of privacy protection, for example: recording the behavior of visitors in a park. |
| A-6 | Literature Review | Read and analyz literature and related materials. |
| A-7 | Simulated Experience | Simulate and experience the physical and mental capabilities of a specific group, for example: simulating the experience of aging. |
| A-8 | Film Appreciation | Appreciate and share films related to specific group issues. |
| A-9 | Service-learning | Provide services at specific institutions and environments. |
| A-10 | Questionnaire Survey | Design and conduct surveys with questionnaires for specific groups and issues. |
| A-11 | Research Ethics | Teach students the importance and methods of research ethics concerning data collection and privacy protection. |
| A-12 | Skills Training | Train in specific data collection methods. |

1. Lecture-Based Instruction

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| no | Topic | Description |
| B-1 | Fundamental Theory | The basic knowledge of the teacher's specialized teaching area, for example: psychology of the elderly. |
| B-2 | Technical Expertise | The specialized techniques of the teacher's professional teaching area, for example: techniques for turning bedridden patients. |
| B-3 | Case Study | Analysis of cases related to the field. |
| B-4 | Teacher-Student Q&A | Interactive Q&A with students on specific topics. |

Card Description 2

1. Student Discussion

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| no | Topic | Description |
| C-1 | Group Discussion | Discuss specific topics in small groups. |
| C-2 | Brainstorming | Brainstorm and ideate on specific topics. |
| C-3 | Voting for Decision Making | Conduct group voting to decide on issues with difficult or multiple choices. |
| C-4 | Presentation | Share reports on the group's decisions. |

1. Learning by Doing

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| no | Topic | Description |
| D-1 | Concept Sketching | Simple sketching of ideas and concepts. |
| D-2 | Simulated Performance | Performing simulations of specific issues with role-playing. |
| D-3 | Software Learning | Teaching and learning software for specific needs. |
| D-4 | Mock-up Creation | Creating simple mock-ups. |
| D-5 | Model Making | Making functional models (CFP). |
| D-6 | Video Filming | Filming scenario videos. |
| D-7 | Testing & Evaluation | Testing and evaluating simple mock-ups or functional models. |
| D-8 | Presentation Making | Creating presentations for results. |
| D-9 | Outcome Reporting | Reporting and presenting group workshop outcomes. |