

Card Description 1

A. Observational Experience

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 analyze 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.

B. Lecture-Based Instruction

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

C. Student Discussion

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.

D. Learning by Doing

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.