
Thoughts on Authentic Assessments

Mat Duerden

*Experience Design and Management
Brigham Young University*

Helping students succeed in group projects – Insights from Project Aristotle





Establishing Team Culture

- Breaking Bread Assignment
- Simple Guiding Principles

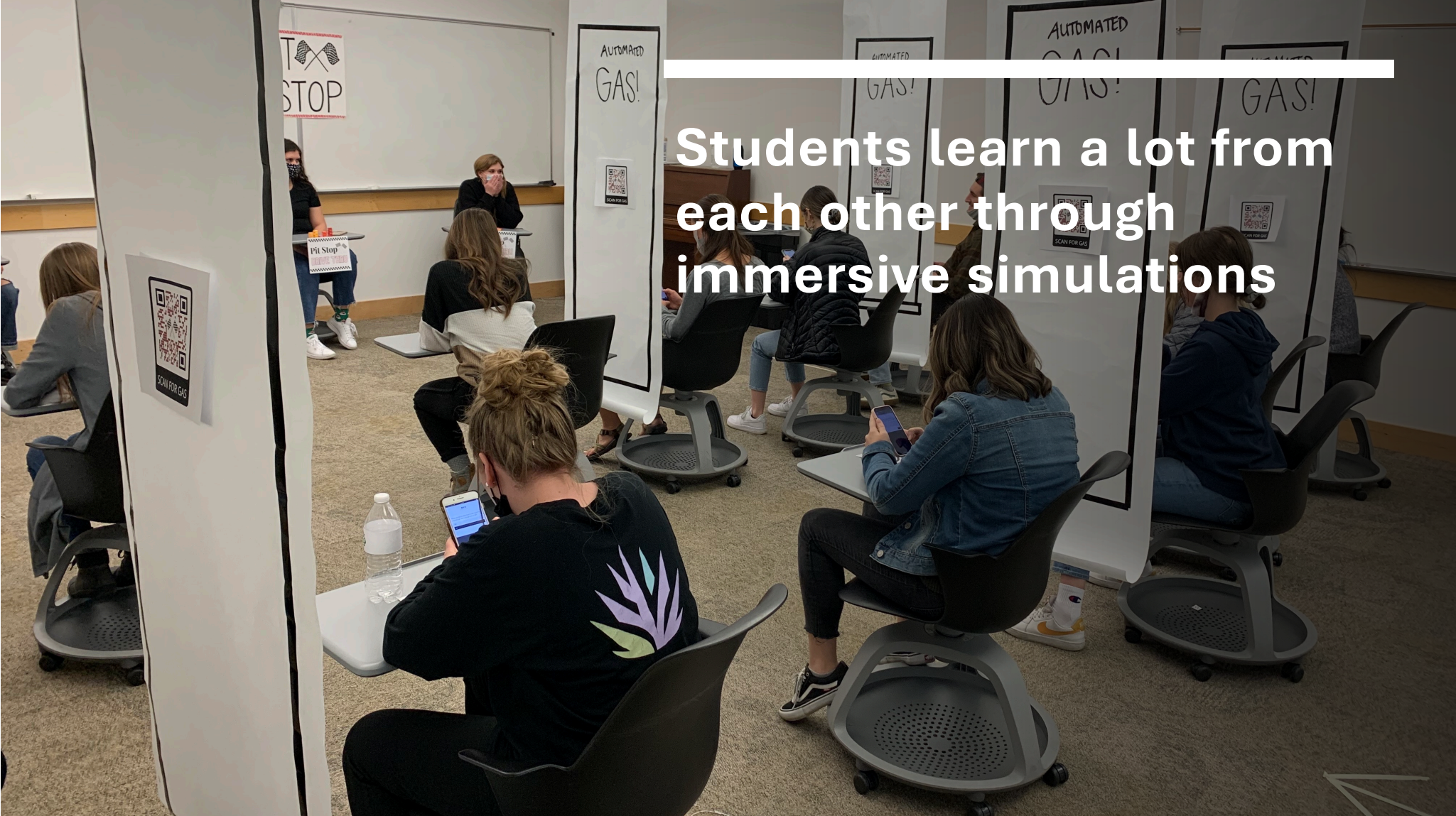
Simulation Assignments – Experience Design + Design Thinking



Student groups redesign an existing project and test their prototypes on each other

Example Projects

- Classroom learning experiences
- Zoom meetings
- Gas Stations
- Bathrooms
- Ostomy bag emptying
- Grocery stores
- Employee onboarding
- Laundry routines with children

A classroom setting where students are engaged in an immersive simulation. They are seated in a circle, each with a small whiteboard on a stand. The whiteboards have handwritten text like "AUTOMATED GAS!" and "STOP" along with QR codes. One student in the foreground is wearing a black shirt with a colorful graphic. Another student is holding a smartphone. A water bottle is on a table in the foreground. The room has a carpeted floor and a whiteboard in the background.

Students learn a lot from each other through immersive simulations