Visual Thinking Lab

DiCE

Developing Innovation and Creativity in Education

Co-funded by the Erasmus+ Programme of the European Union

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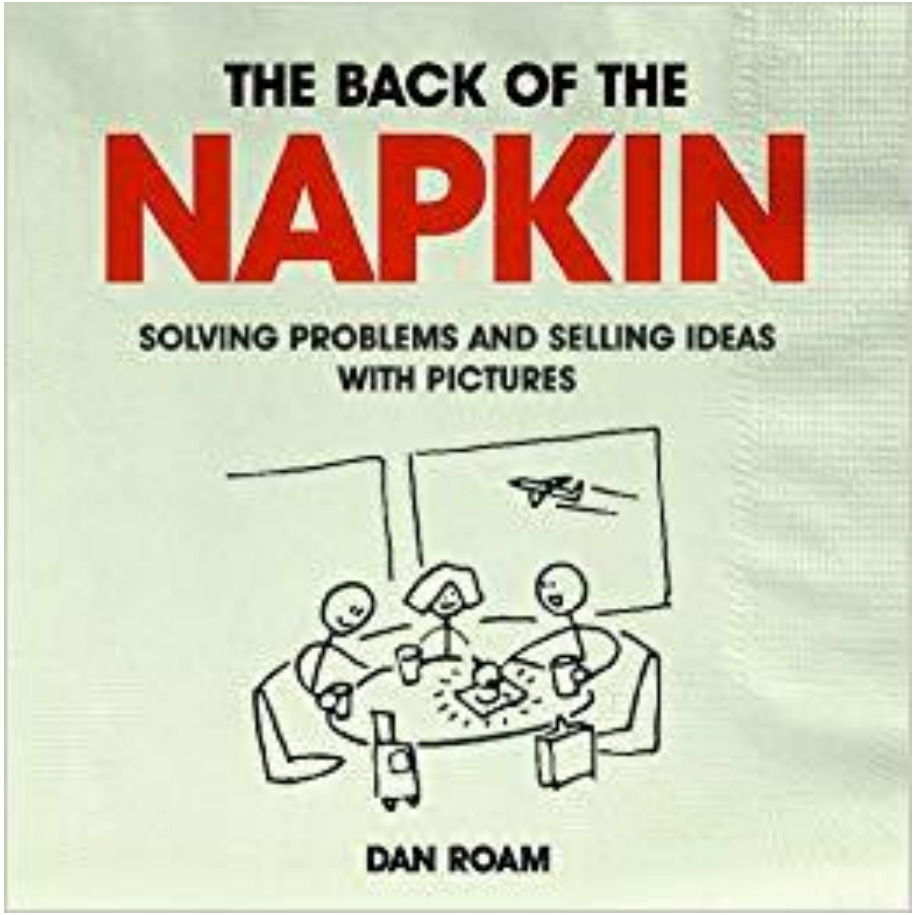
Introduction to Visual thinking

What is Visual Thinking and why is it important to use?

What is Visual Thinking?

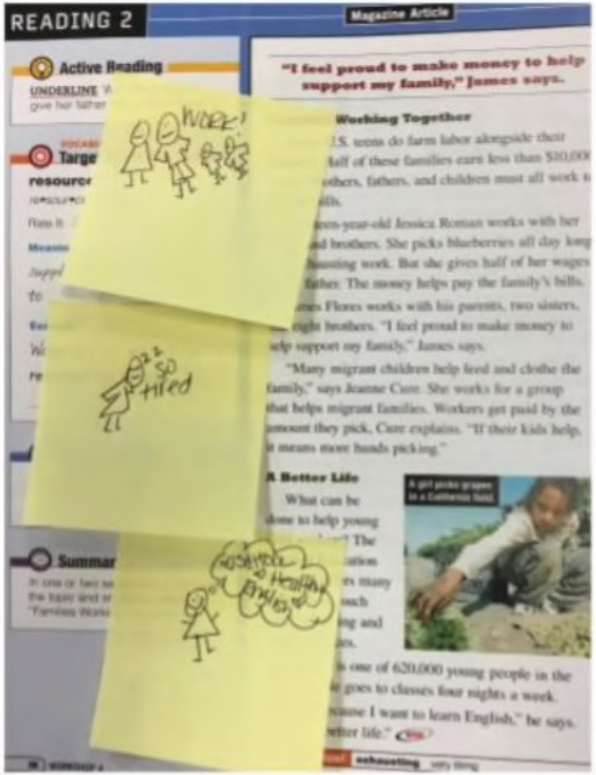
“Are you a visual thinker?”

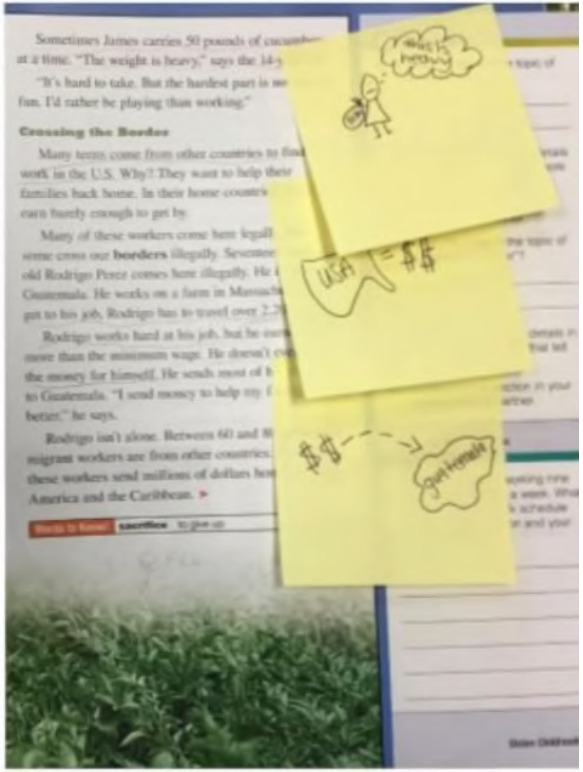

THE BACK OF THE
NAPKIN
SOLVING PROBLEMS AND SELLING IDEAS
WITH PICTURES
DAN ROAM

“Graham Shaw:
Why people believe
they can’t draw”

“Why we need visual thinking in teaching?”

Storyboards

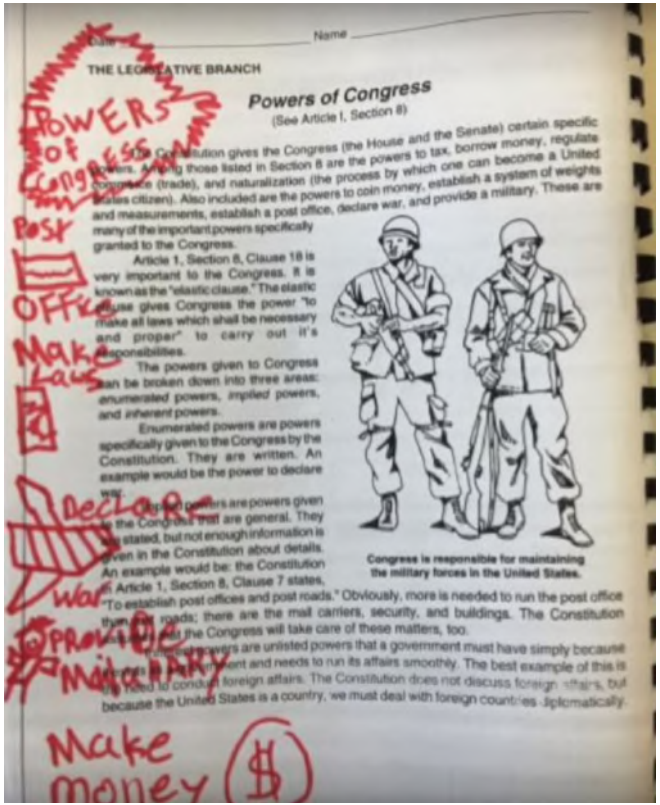


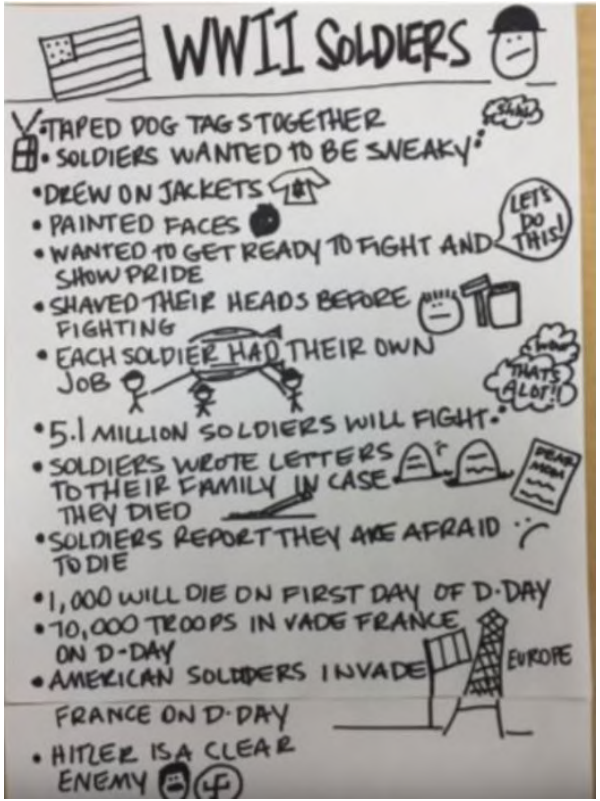


Source:

Carrie Baughcum

Visual notetaking





Source:

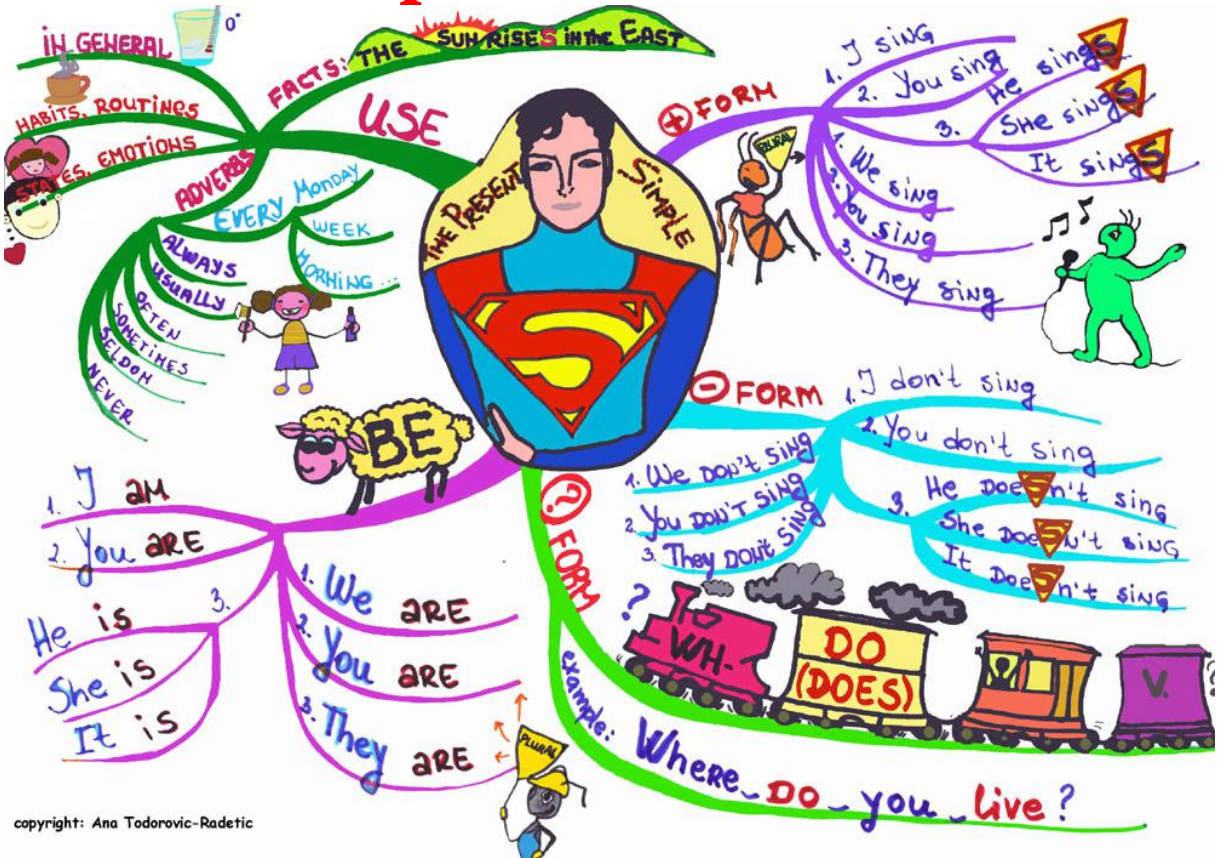
Carrie Baughcum

Visual notetaking

Source:

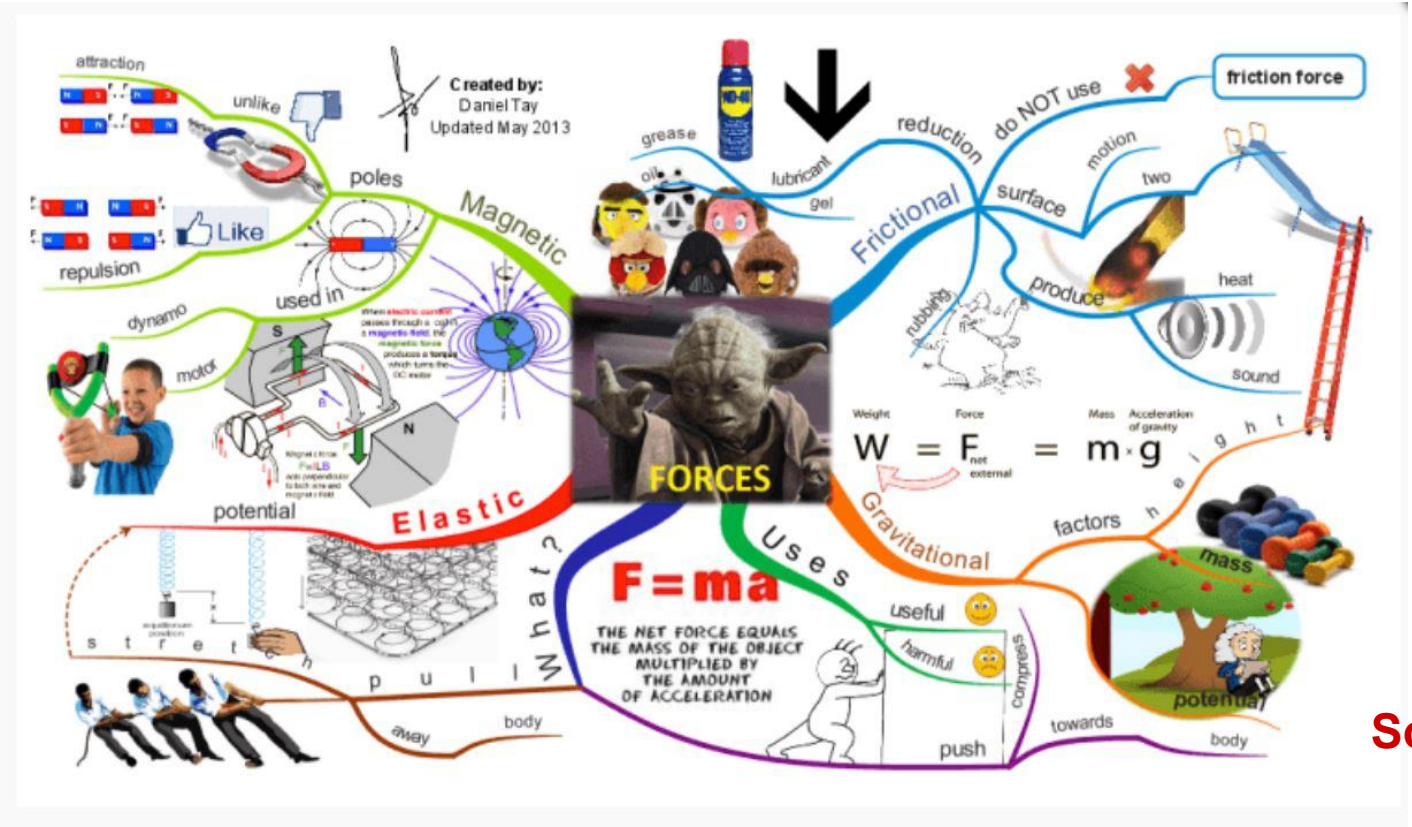
Carrie Baughcum

Mind map



Source:
Grammar mind maps

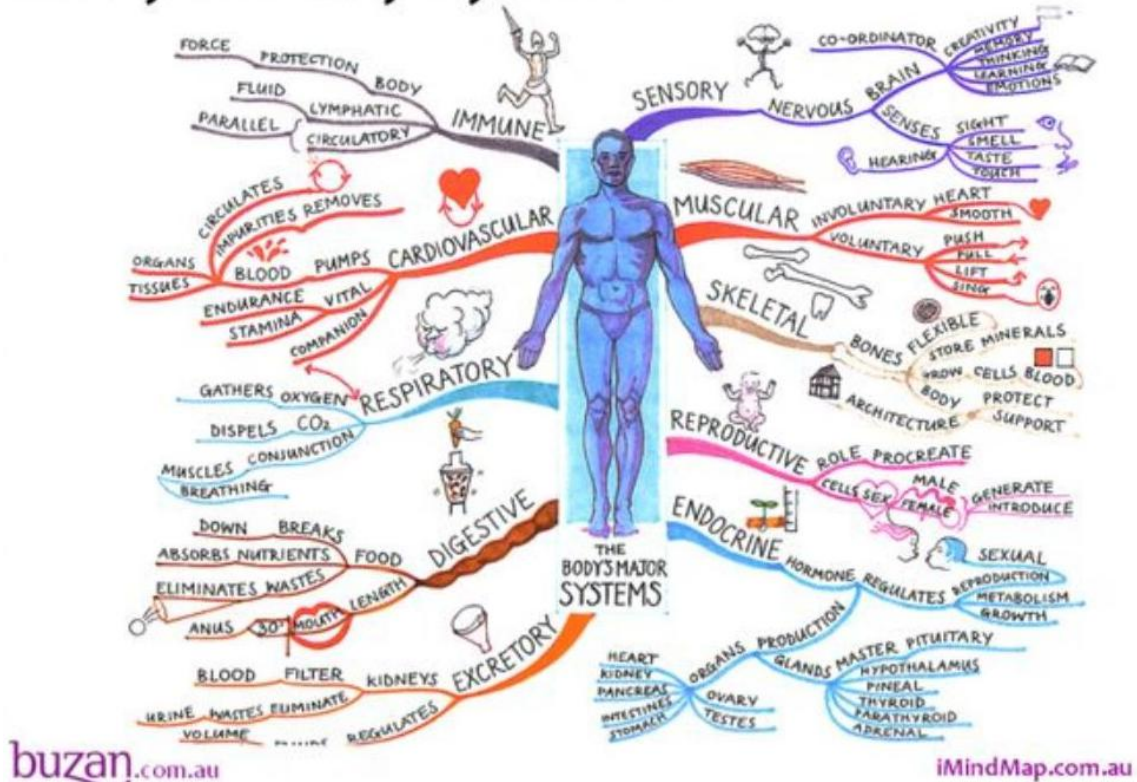
Mind map



Source: [iMindMap]

Mind map

Study of Body Systems



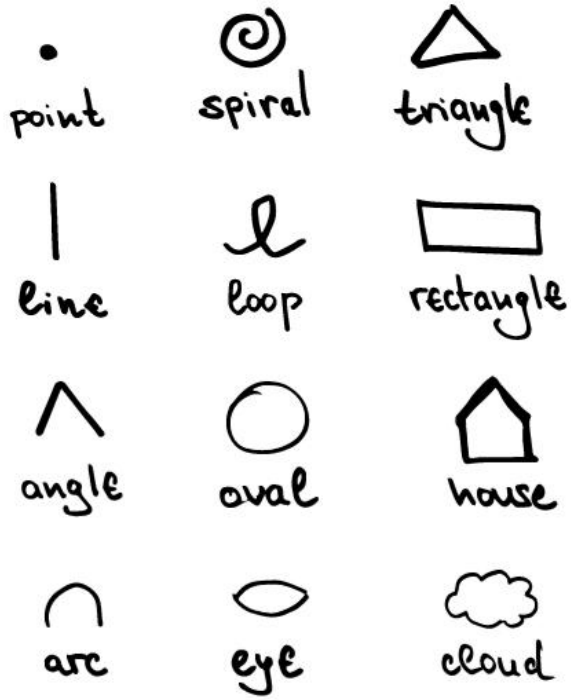
buzan.com.au

iMindMap.com.au

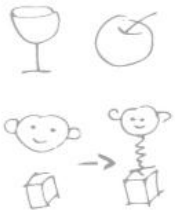
Source: iMindMap

Now, let's learn how to sketch...

VISUAL ALPHABET



combine it into drawings:



bike

lightbulb

other light bulbs:

coffee & lunch breaks

books, calendars, schedules

different associations

attraction

danger

hope

challenge

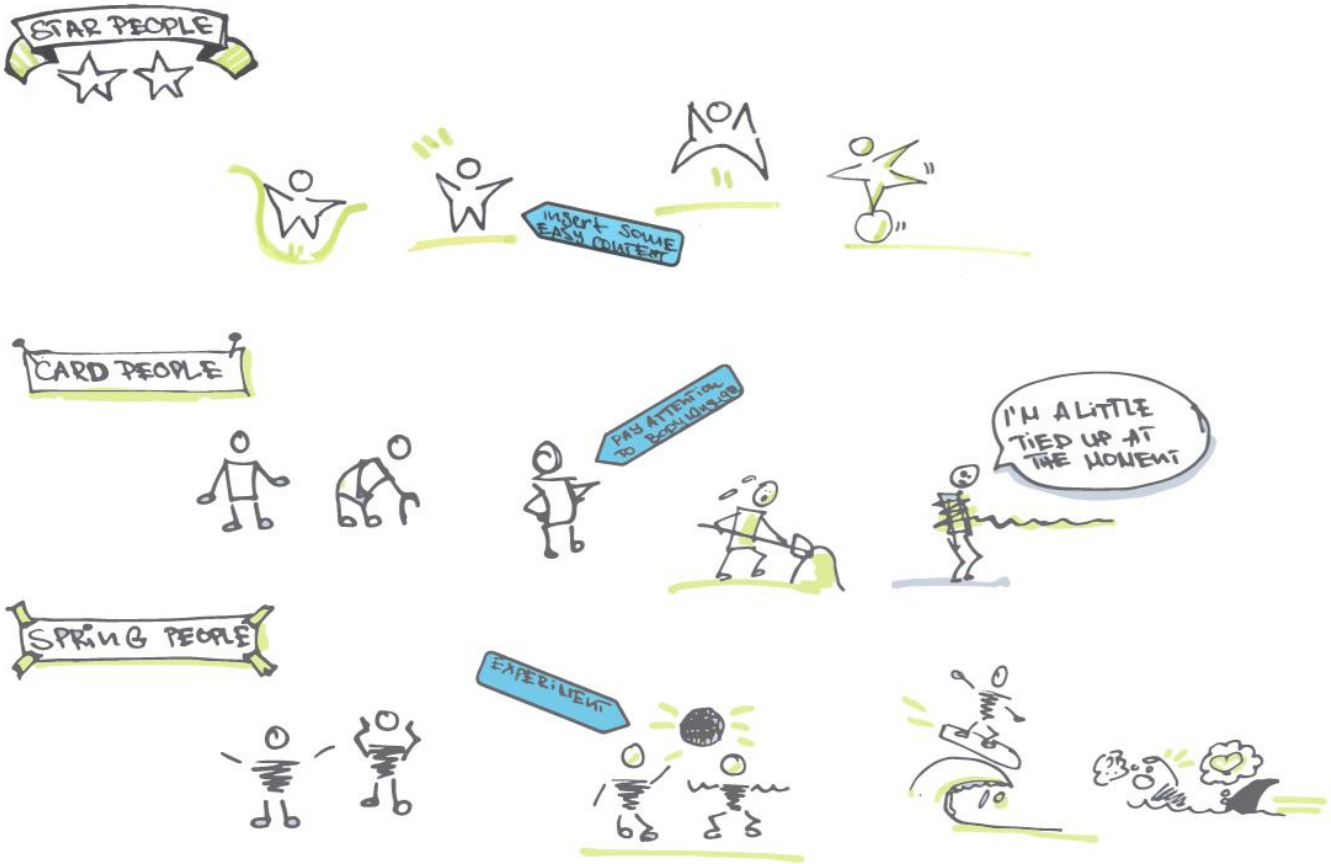
research

bug

mission

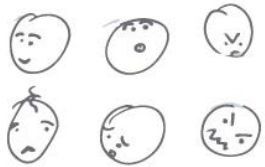
journey

contacto/connection


STAR PEOPLE
INSERT SOME EASY CONTENT
CARD PEOPLE
PAY ATTENTION TO BODY LANGUAGE
I'M A LITTLE TIED UP AT THE MOMENT
SPRING PEOPLE
EXPERIMENT

groups of people

facial expressions



ways to indicate direction:

shadows

elements of clothing

feet

body language

proud

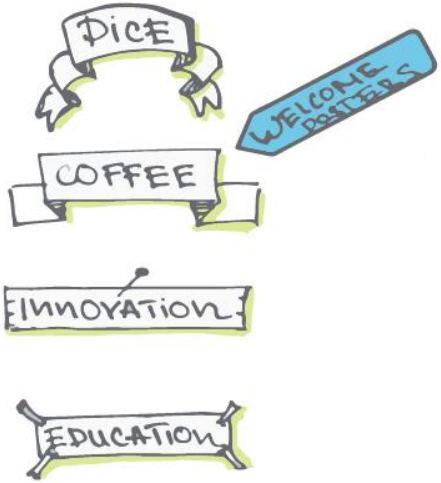
sad

crying

workload

victorious

banners



speech bubbles

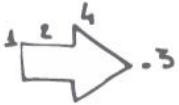
add more information

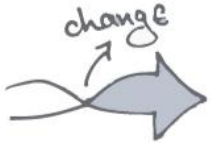
talking about different things | shared opinions | different opinions | shared visions | scream angrily

thick boxes

add volume

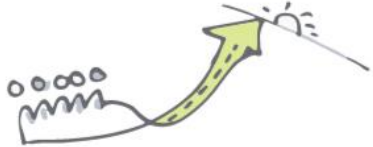
arrows





change

slight deviation from plan



group mission

frames for posters

text

experiment with line distance in order to get different styles of typefaces

add visual meaning to the words you write

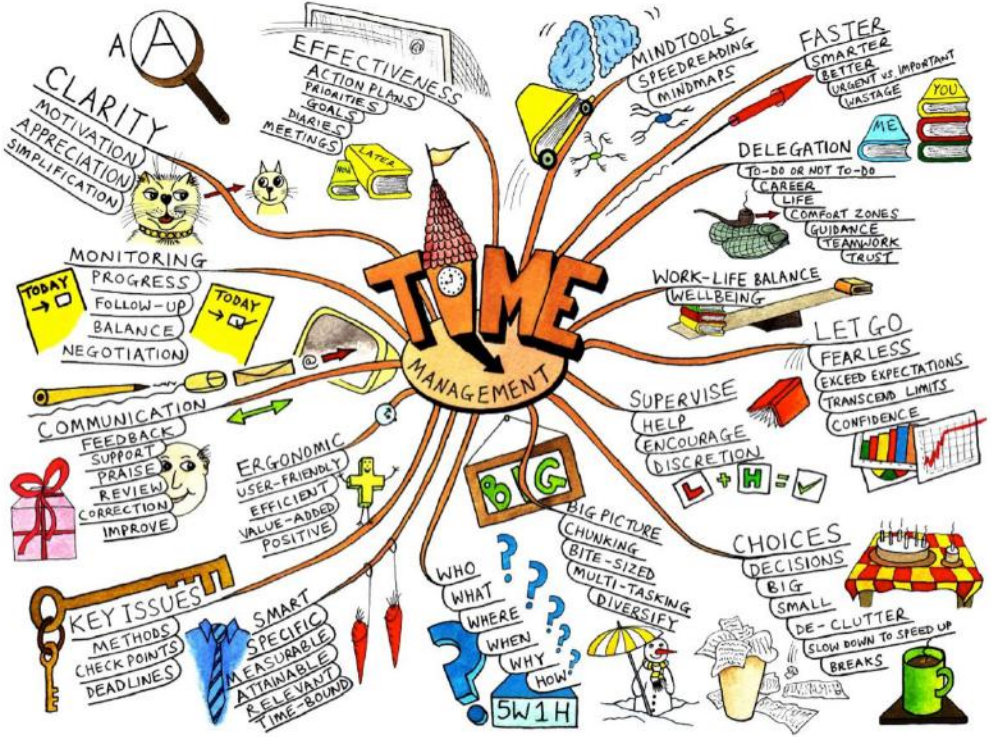
don’t draw shapes for a nice stencil work

playful keywords

Visual thinking TOOLS

Mind Map

Invented by Tony Buzan



TRAINING VISUAL THINKING

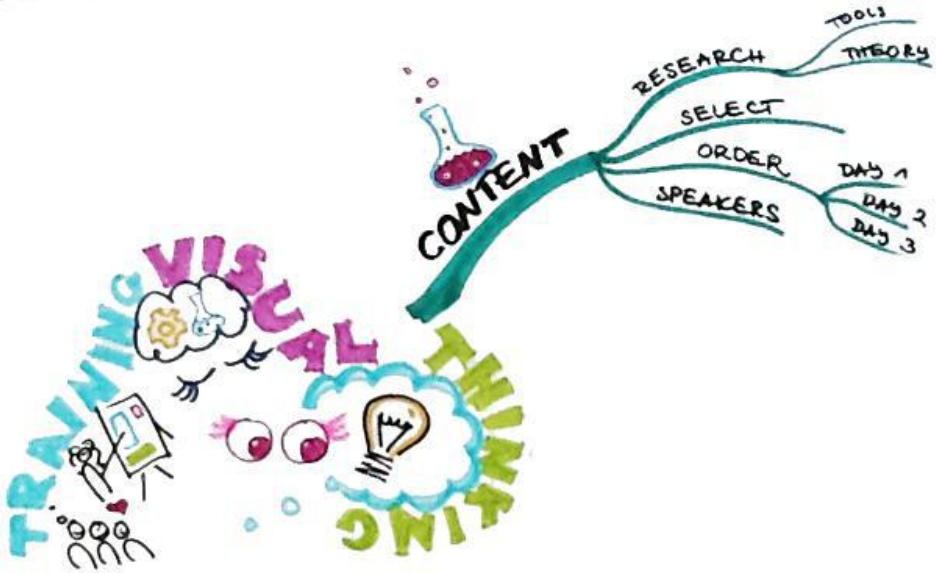
CONTENT
TRAINING
VISUAL
THINKING

DiCE

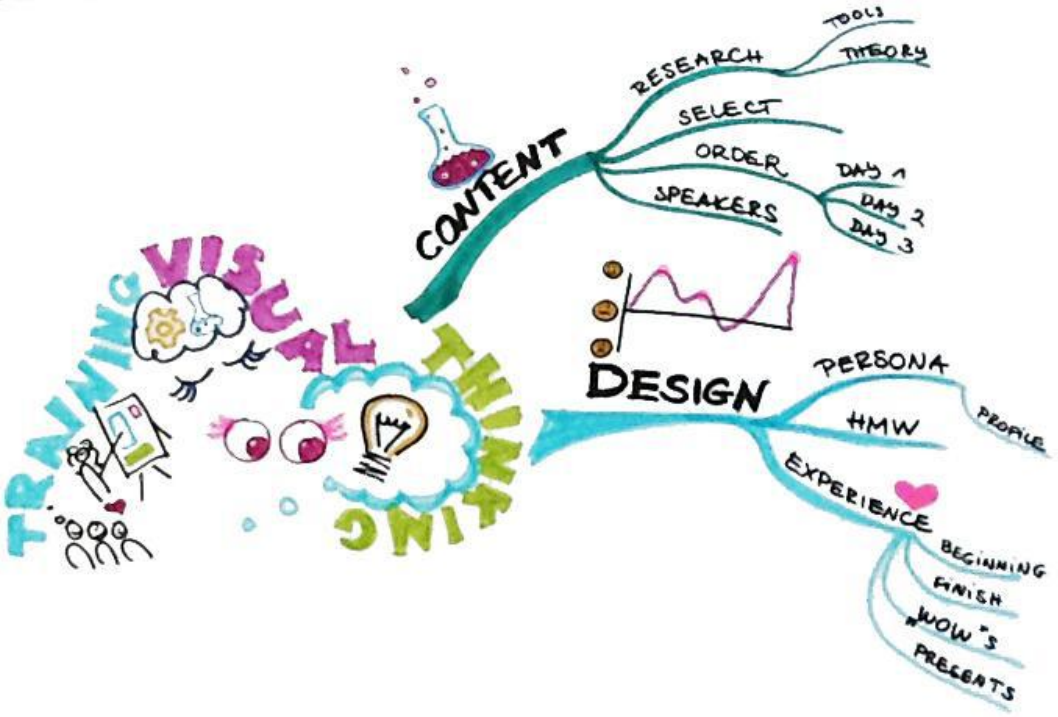
DiCE

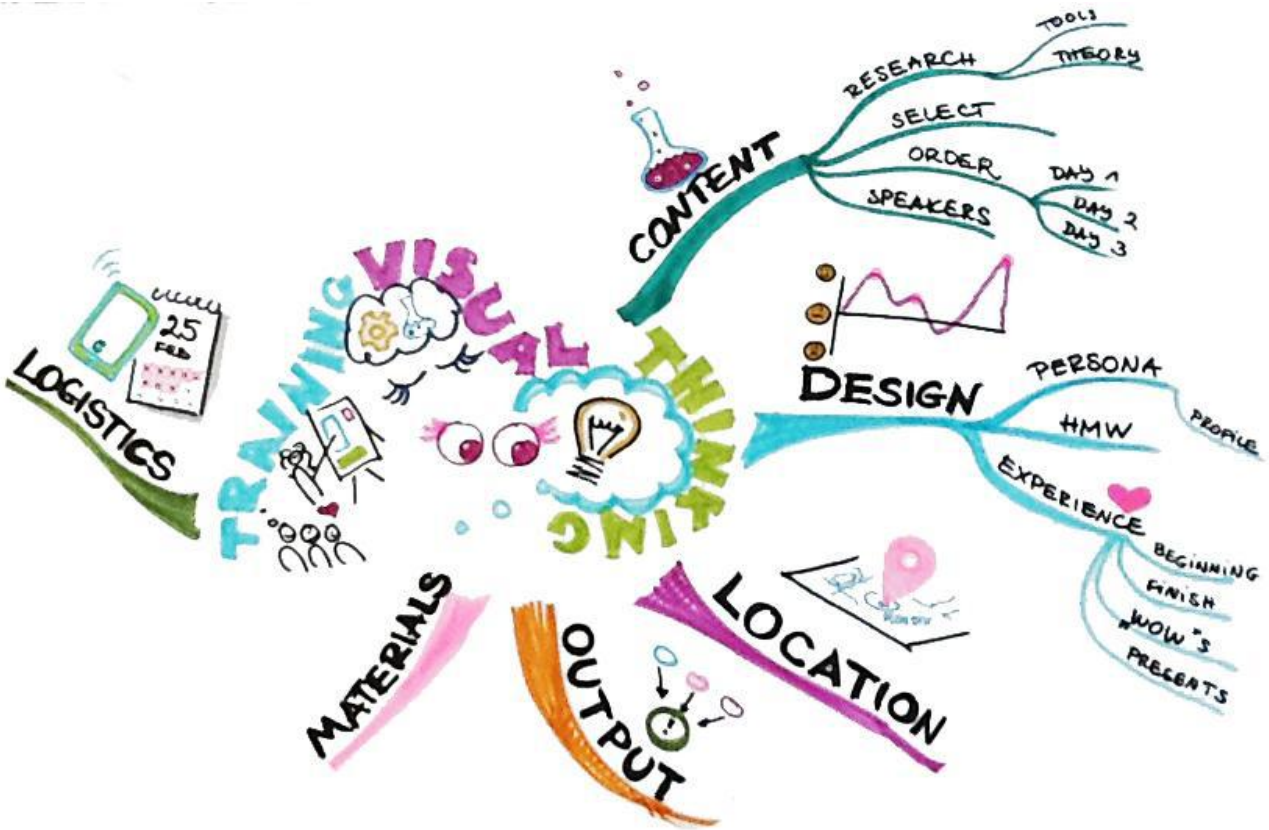
DiCE

DiCE


TRAINING
VISUAL
THINKING
CONTENT
RESEARCH
TOOLS
THEORY
SELECT
ORDER
DAY 1
DAY 2
DAY 3
SPEAKERS

DiCE


TRAINING
VISUAL
THINKING
CONTENT
RESEARCH
TOOLS
THEORY
SELECT
ORDER
DAY 1
DAY 2
DAY 3
SPEAKERS
DESIGN
PERSONA
PROFILE
HMW
EXPERIENCE
BEGINNING
FINISH
"WOW"S
PRESENTS


TRAINING
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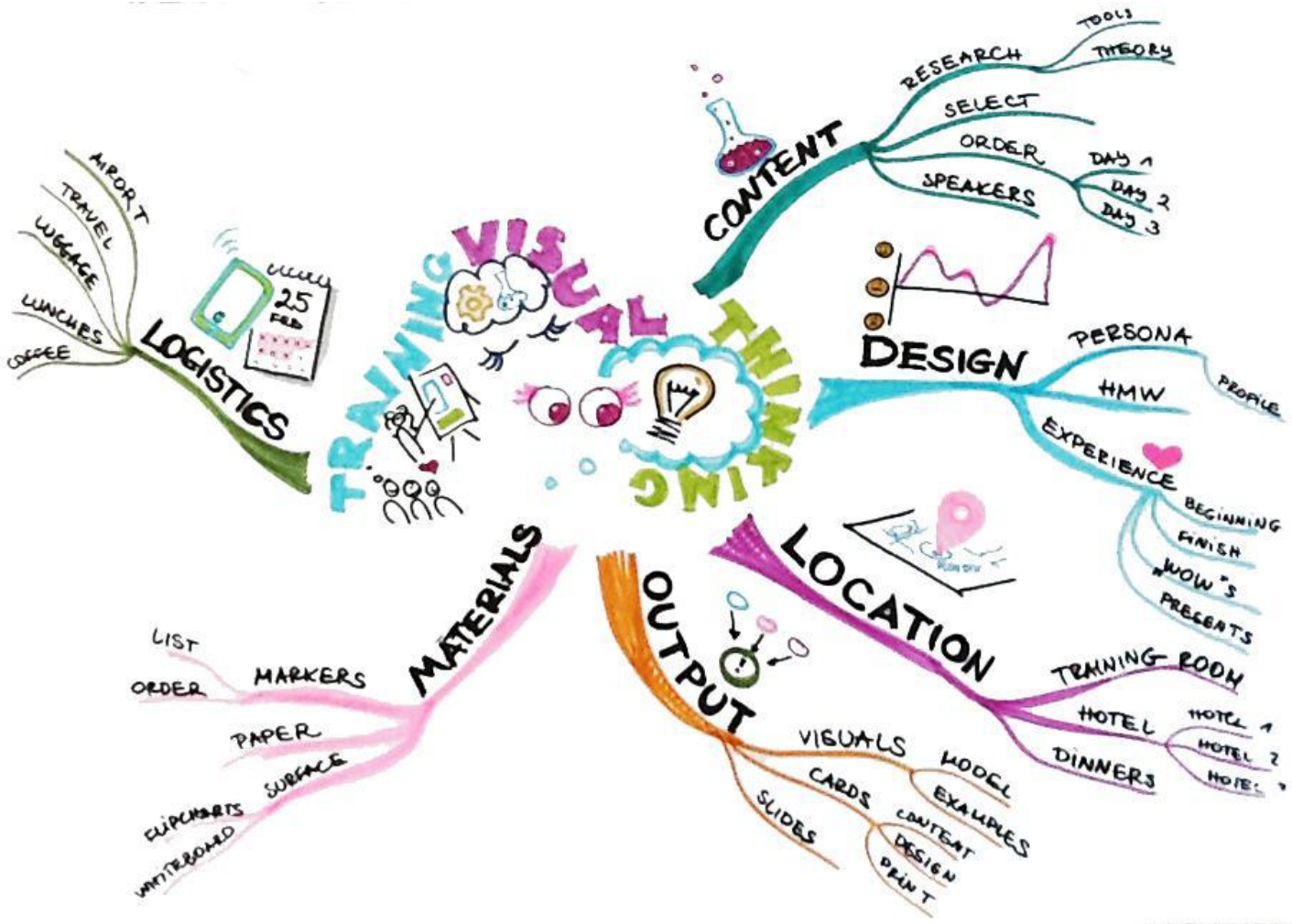
RESEARCH
TOOLS
THEORY
SELECT
ORDER
DAY 1
DAY 2
DAY 3
SPEAKERS
DESIGN
PERSONA
PROFILE
HMW
EXPERIENCE
BEGINNING
FINISH
WOW'S
PRESENTS
LOCATION
OUTPUT
MATERIALS
LOGISTICS
25
FEB


TRAINING VISUAL THINKING
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DAY 2
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EXPERIENCE
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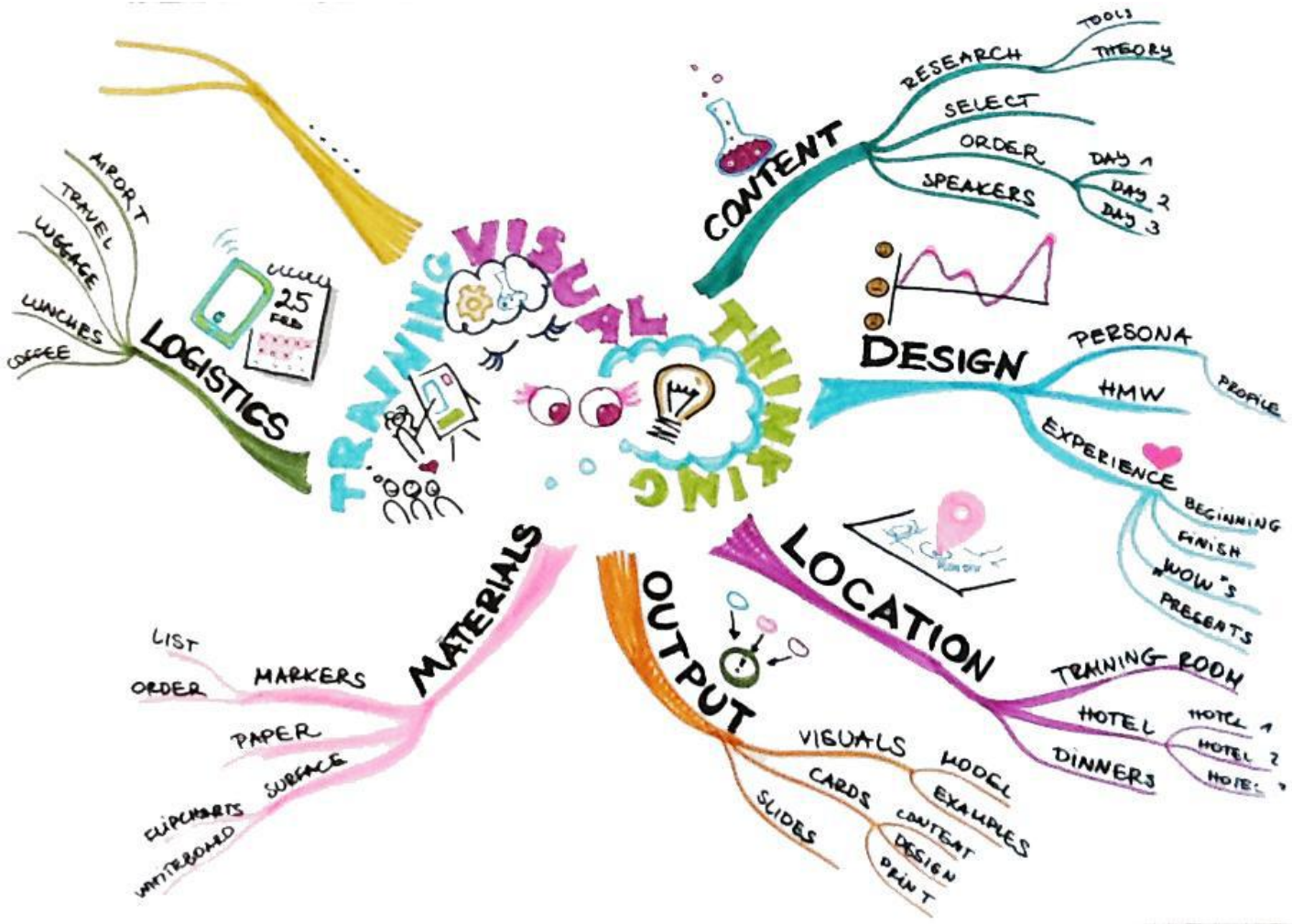
FINISH
WOW'S
PRESENTS
LOCATION
TRAINING ROOM
HOTEL
HOTEL 1
HOTEL 2
HOTEL 3
DINNERS
OUTPUT
VISUALS
MODEL
EXAMPLES
CARDS
CONTENT
DESIGN
PRINT
SLIDES
MATERIALS
LIST
ORDER
MARKERS
PAPER
SURFACE
FLIPCHARTS
WHITEBOARD
LOGISTICS
AIRPORT
TRAVEL
LUGGAGE
LUNCHES
COFFEE
25
FEB


TRAINING VISUAL THINKING
CONTENT
RESEARCH
TOOLS
THEORY
SELECT
ORDER
SPEAKERS
DAY 1
DAY 2
DAY 3
DESIGN
PERSONA
PROFILE
HMW
EXPERIENCE
BEGINNING
FINISH
WOW'S
PRESENTS
LOCATION
TRAINING ROOM
HOTEL
HOTEL 1
HOTEL 2
HOTEL 3
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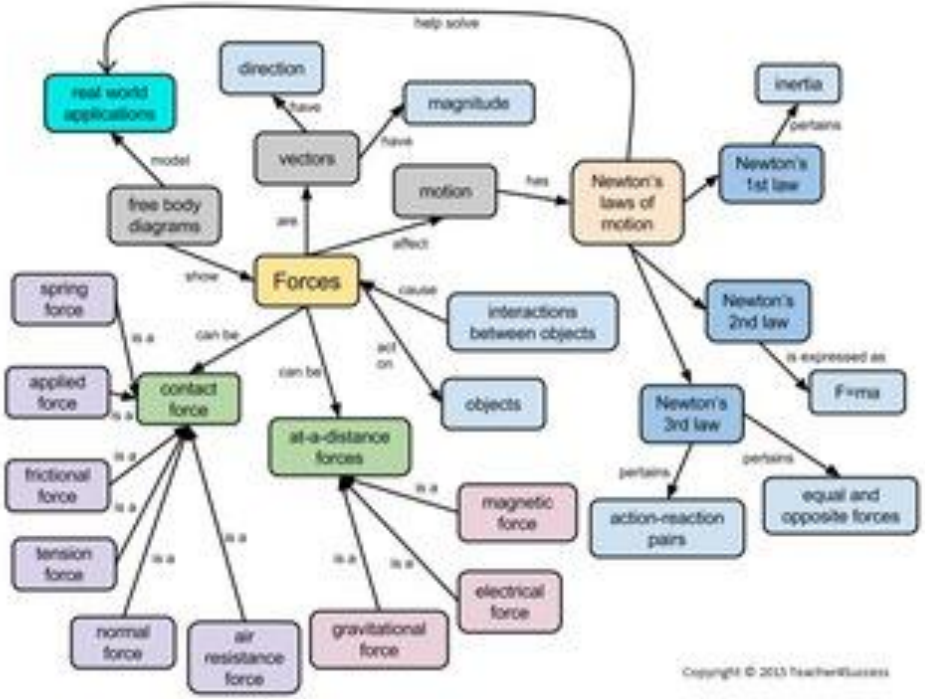
SURFACE
FLIPCHARTS
WHITEBOARD
LOGISTICS
AIRPORT
TRAVEL
LUGGAGE
LUNCHES
COFFEE
25
FEB

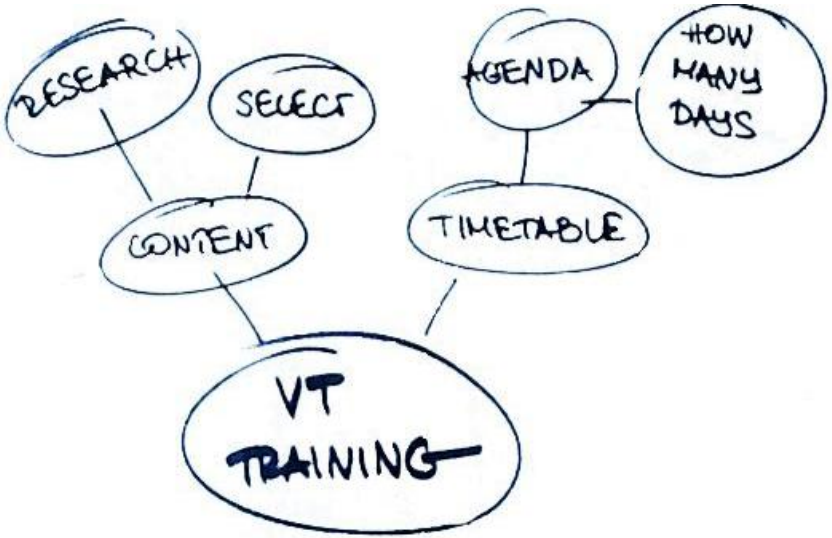
Concept Map

Invented by Joseph Novak



VT
TRAINING

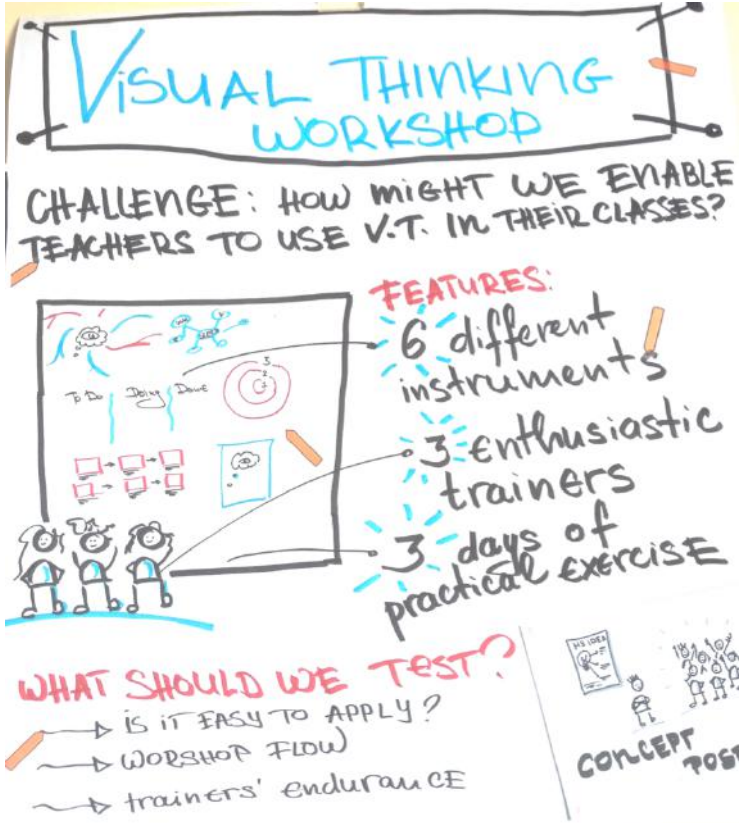
CONTENT
TIMETABLE
VT
TRAINING

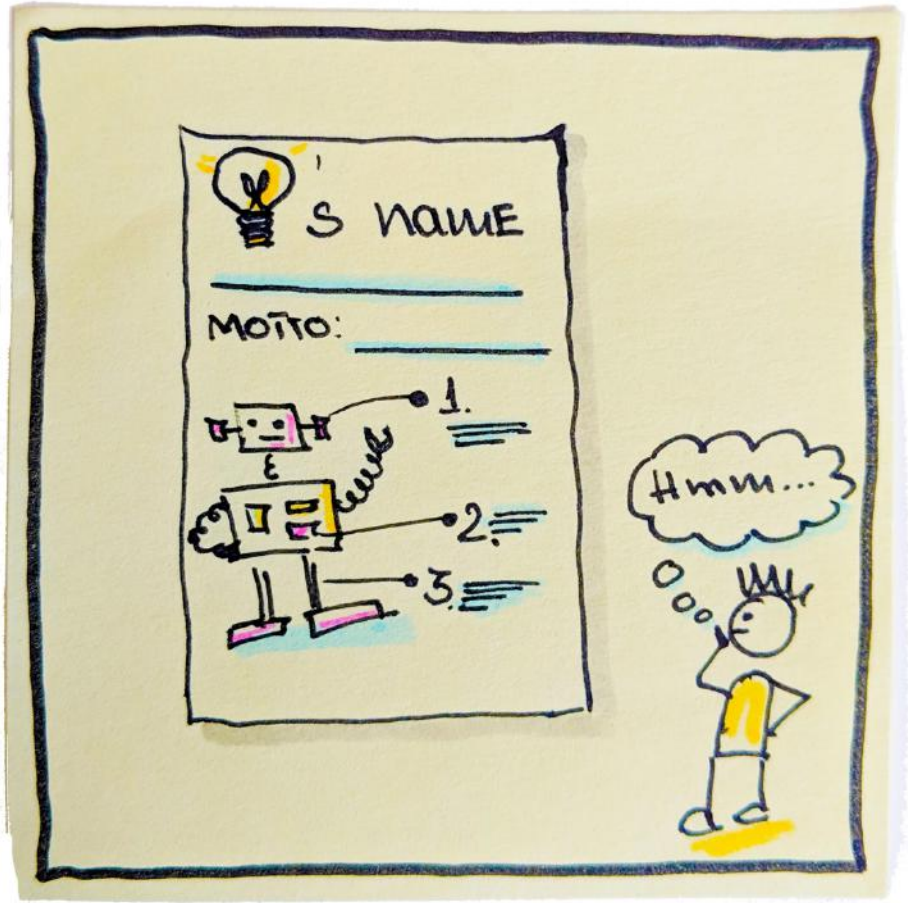

RESEARCH
SELECT
AGENDA
HOW MANY DAYS
CONTENT
TIMETABLE
VT TRAINING

DESIGN
PRINT
CARDS
RESEARCH
SELECT
TOOLS
CONTENT
AGENDA
HOW MANY DAYS
TIMETABLE
TRANSFER
HOTEL
LUNCHES & COFFEEBRAKES
FLIGHTS
ACCOMODATION
VT TRAINING

VT TRAINING
DESIGN
PRINT
CARDS
RESEARCH
SELECT
TOOLS
CONTENT
AGENDA
HOW MANY DAYS
TRAINING ROOM
TIMETABLE
HOTEL
TRANSFER
LUNCHES & COFFEEBRAKES
FLIGHTS
ACCOMODATION
SCHOOL
COORDINATION
SPEAKERS
CONTACT
SVETLA
JORO
SEND INFO PARTICIPANTS
HOW MANY
AGENDA
FEEDBACK
DAY 3
DAY 2
DAY 1
WHAT TO BUY
DRAWING MATERIALS

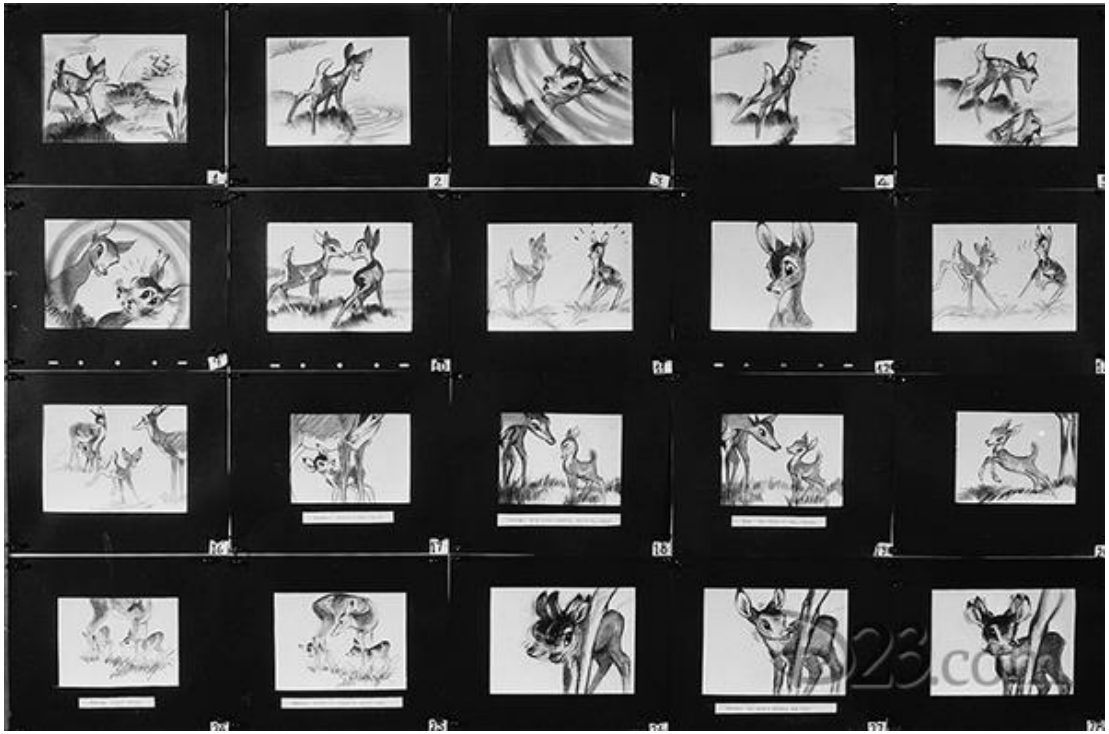
Concept poster

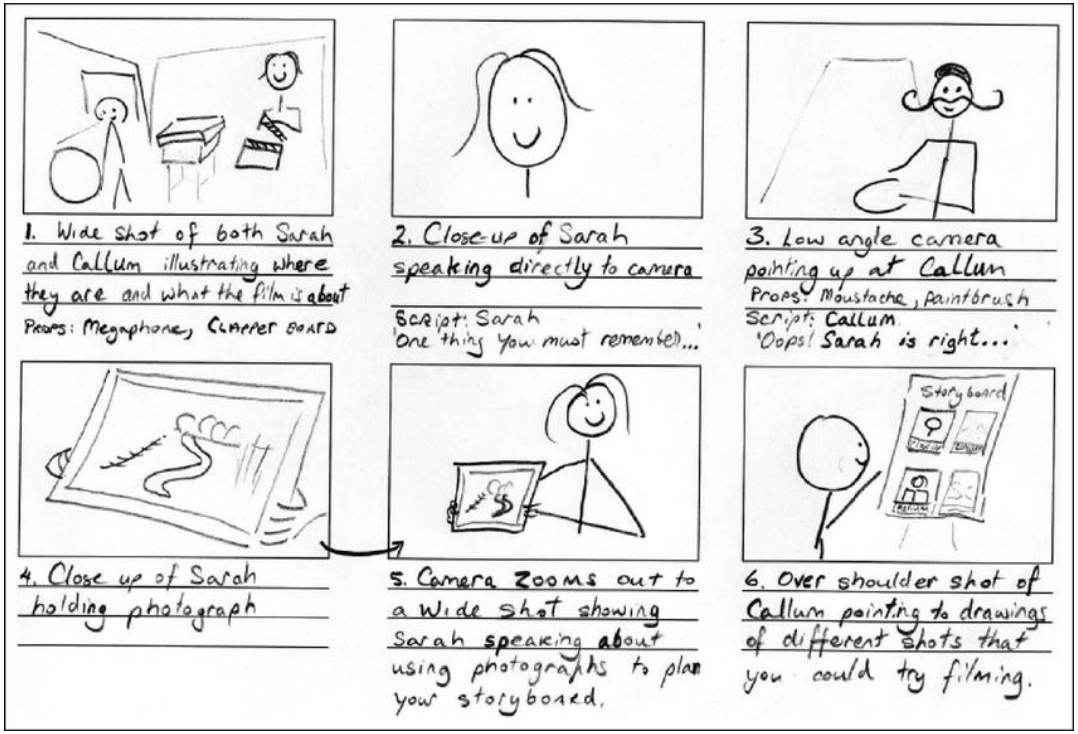


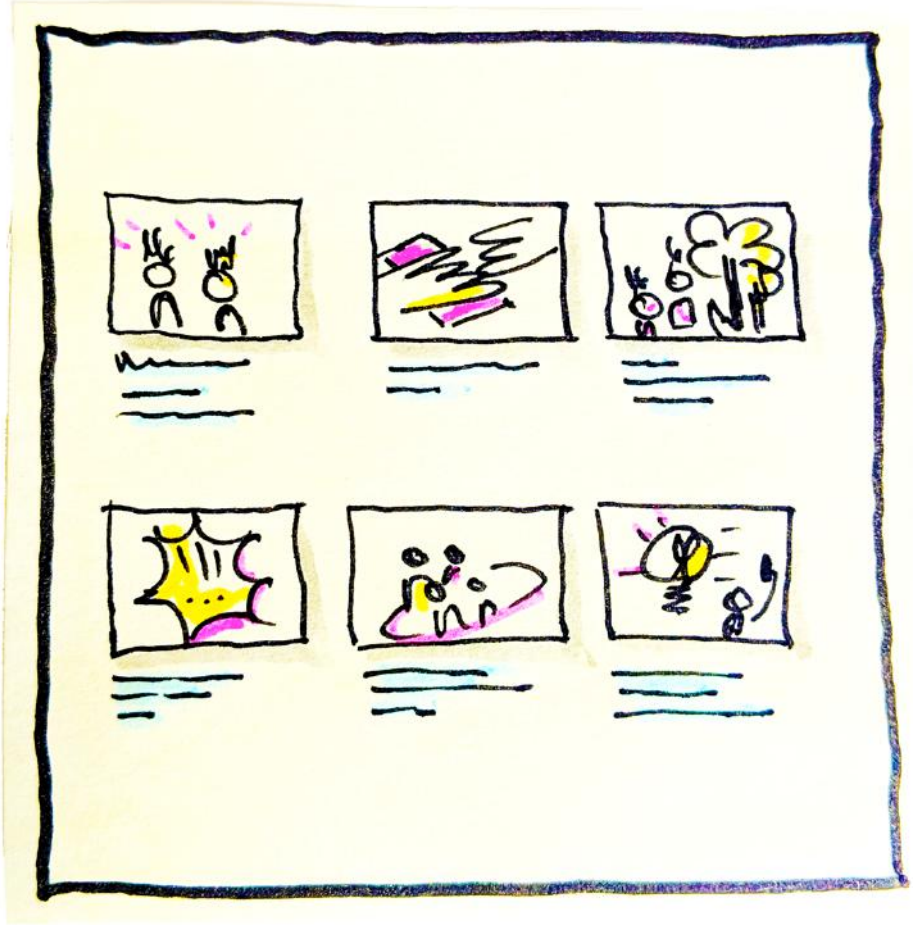

S NAME
MOTTO:
1.
2.
3.
Hmm...

Storyboard

Invented by Webb Smith

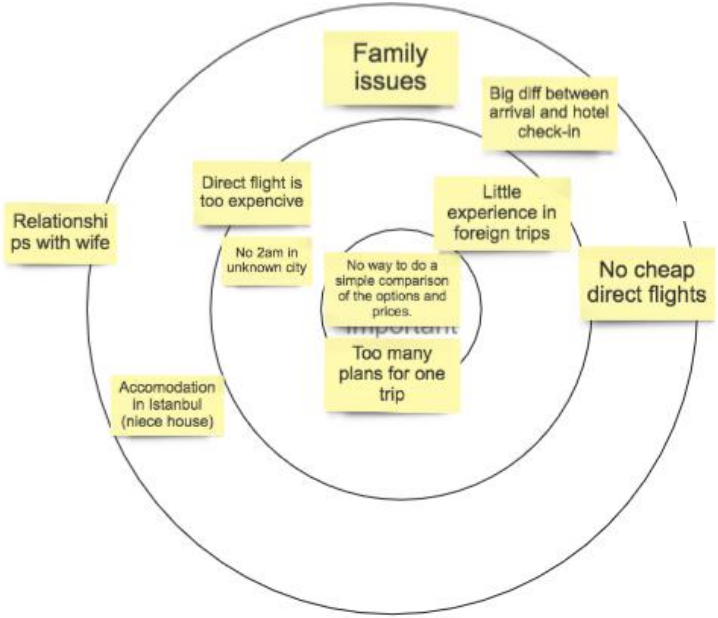


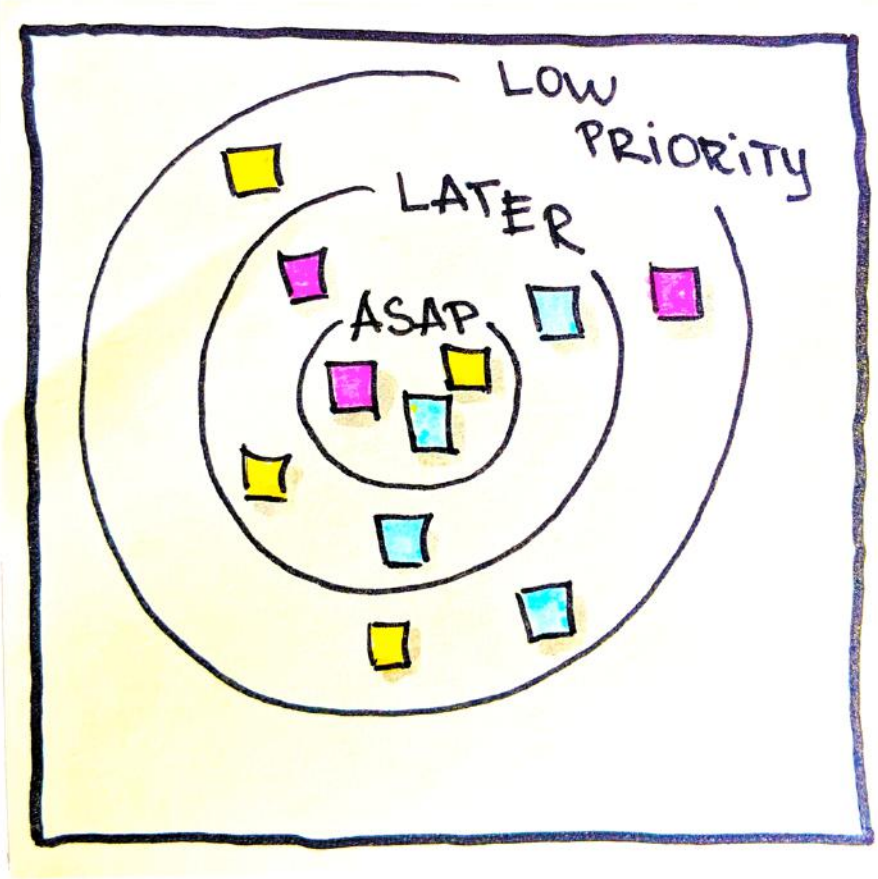

1. Wide shot of both Sarah and Callum illustrating where they are and what the film is about
Props: Megaphone, Clapper board
2. Close-up of Sarah speaking directly to camera
Script: Sarah 'One thing you must remember...'
3. Low angle camera pointing up at Callum
Props: Moustache, paintbrush
Script: Callum 'Oops! Sarah is right...'
4. Close up of Sarah holding photograph
5. Camera zooms out to a Wide shot showing Sarah speaking about using photographs to plan your storyboard.
Storyboard
6. Over shoulder shot of Callum pointing to drawings of different shots that you could try filming.



Bull's eye diagram

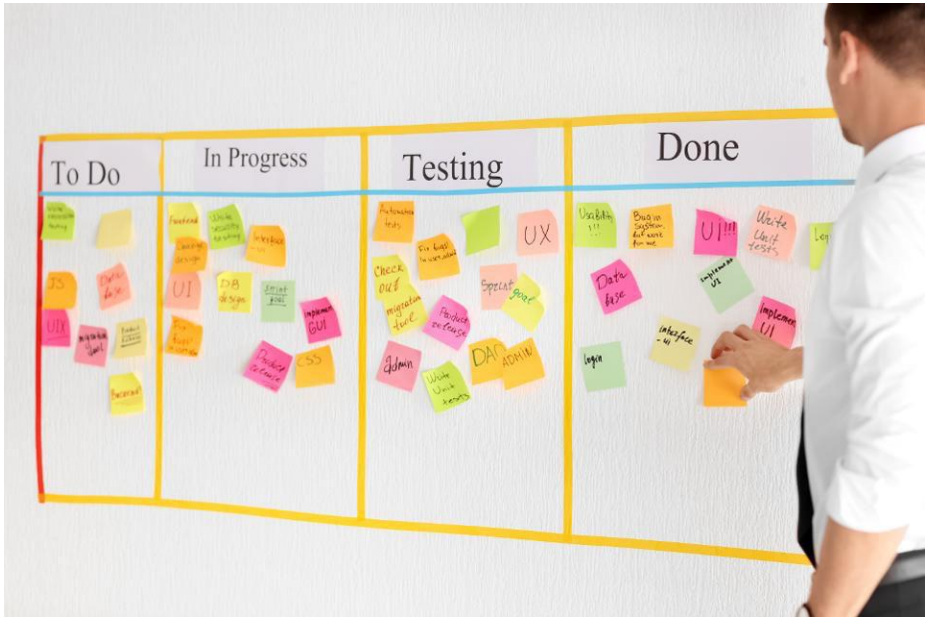
Invented by Dave Bishop and Paul Gould

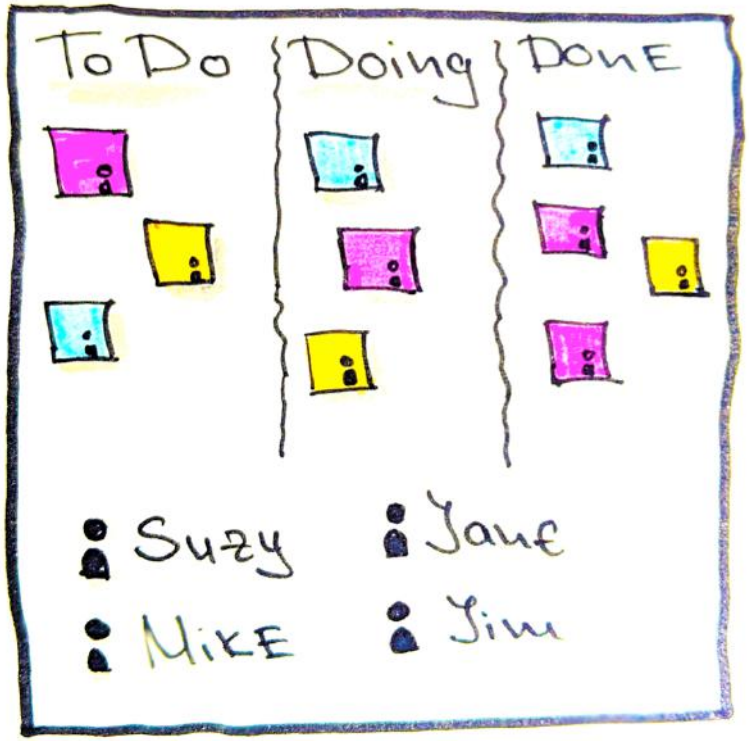



LOW
PRIORITY
LATER
ASAP

Kanban board

Invented by Taiichi Ohno




To Do
Doing
Done
Suzy
Jane
Mike
Jim

THANK YOU!

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maceira-leiria