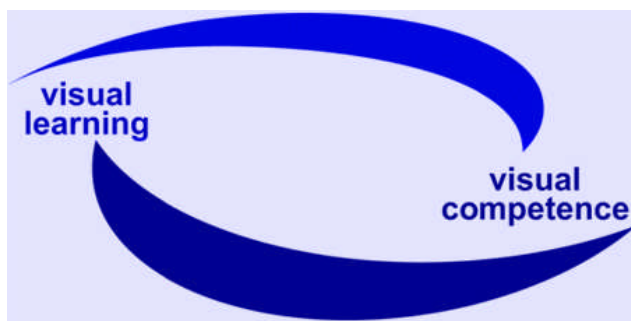


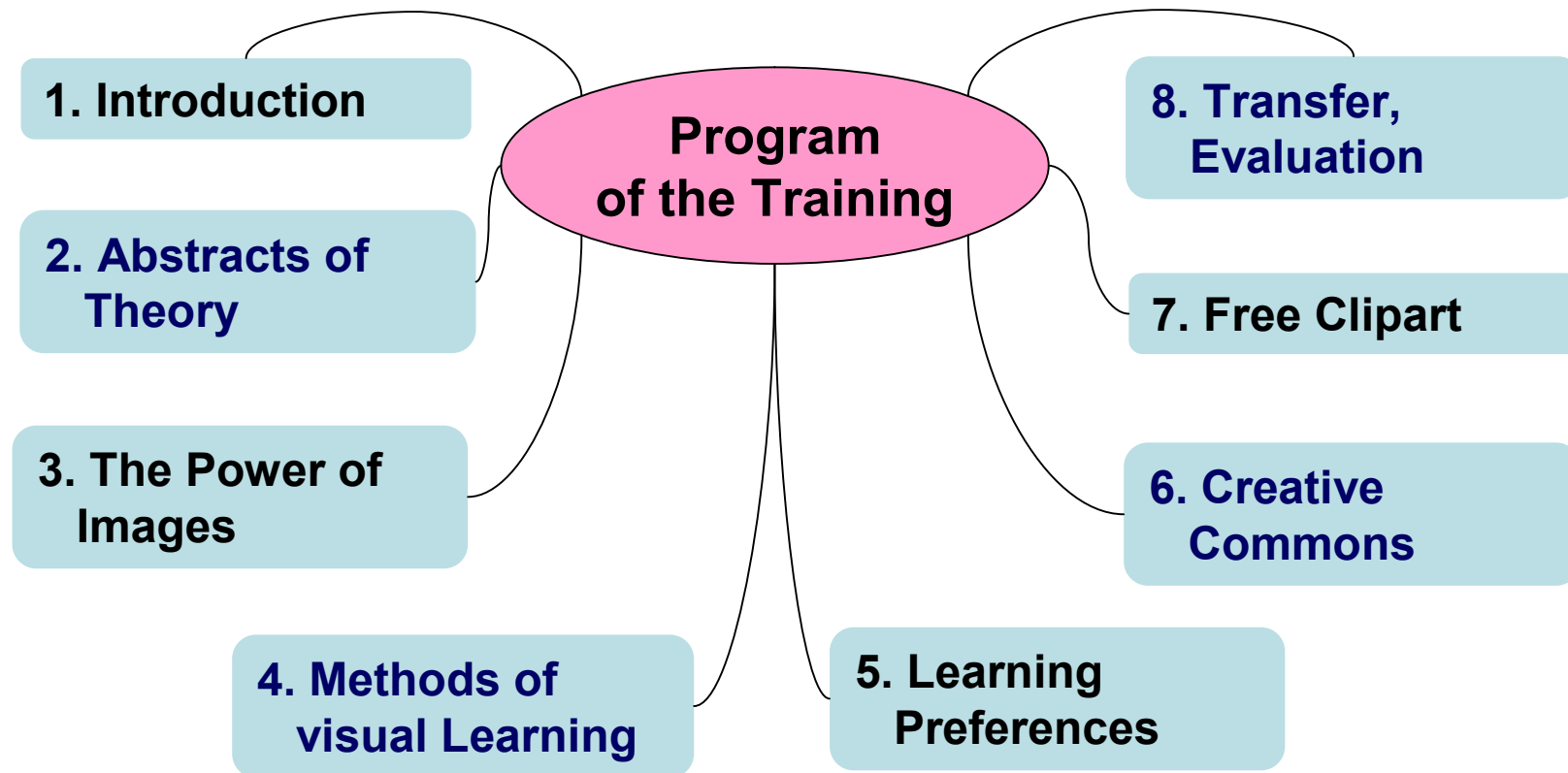
EU Project „visuaLearning“

225773 – CP – 1 – DE – GRUNDTVIG – G – 1



Qualification Workshop Concept for Trainers „visuaLearning“

Edited by Monika Tröster



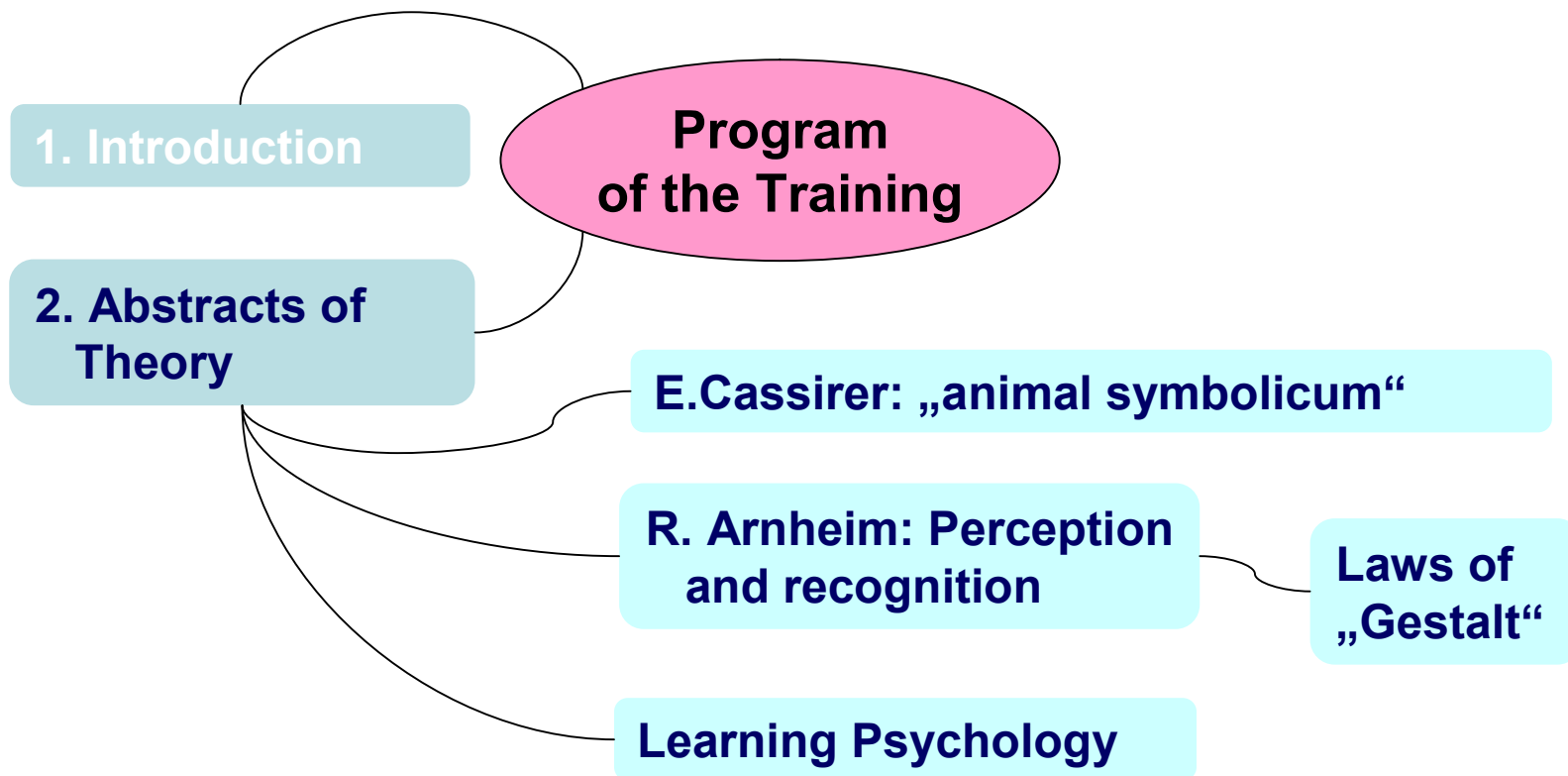
1. Introduction

Program of the Training

Introduction to the day

Start with an individual choice
of images

Presentation of visual learning
in different target groups



Abstracts of Theory 1

Ernst Cassirer, 1874 - 1945

The human being as
„animal symbolicum“



Symbolic forms have an universal and inter subjective validity.

The human being designs his reality with the help of symbols.

**Cassirer understands culture as the way
the human being produces sense through symbols.**

Abstracts of Theory 2

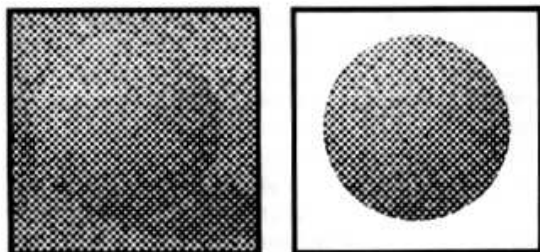
Rudolf Arnheim, 1905 - 2007

Perception and Recognition

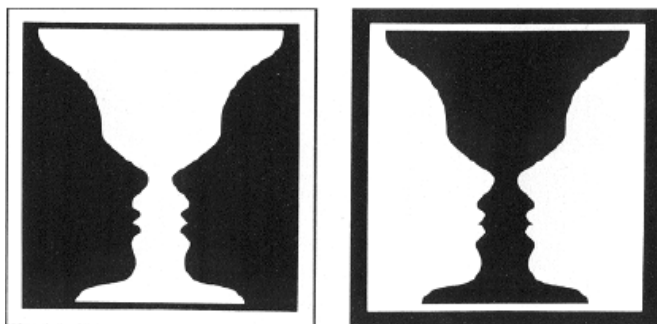
- Gestalt psychology stresses the active achievement of the perceptor.
- **Shape/Background Differentiation (Figur-Grund-Unterscheidung)**
- Perception is always goal oriented and selective.
- **Perception generates general patterns of form.**
- **Perception of form = general characteristics of structure.**

Laws of „Gestalt“ 1:

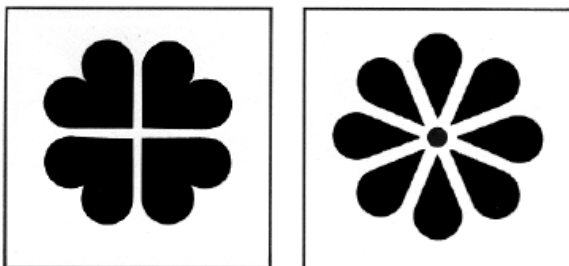
Shape - Background



Object with / without background



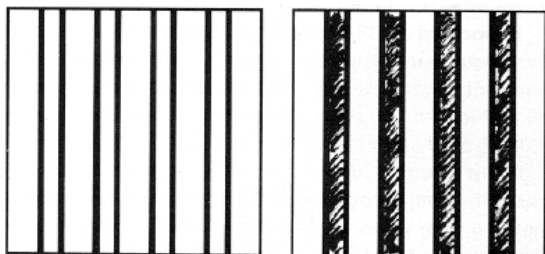
Shape and background
with similar validity –
selective perception



Without background only
geometric forms, no objects
recognised

Laws of „Gestalt“ 2:

Perception „work“



The brain shapes lines into a figure.



White shape on black background seems bigger than black shape on white background.

Abstracts of Theory 3: Learning Psychology 1



- The hemispheres of our brain work complementarily (verbal and non-verbal system).
- **Concept of double coding:** Information is better saved when reception activates multiple senses.
- Knowledge can be represented by analogy/correspondence statement action.

Abstracts of Theory 3: Learning Psychology 2

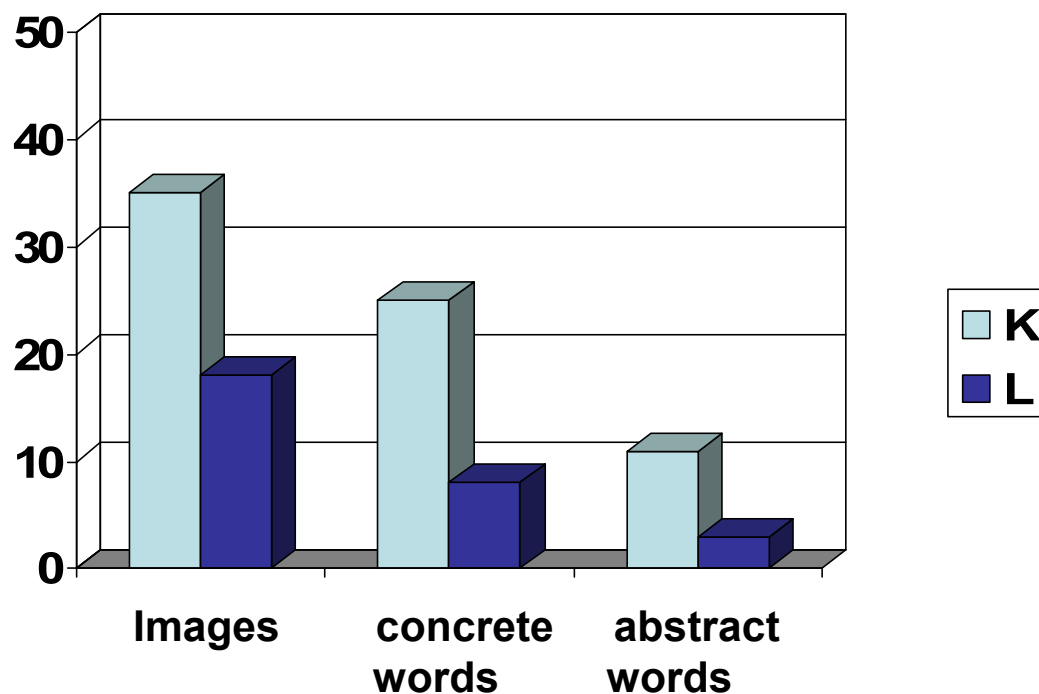
Representation by analogy



How many windows has
your house on the front
side?

Abstracts of Theory 3: Learning Psychology 3

Memory achievement for images and words



Measuring the recall on images and words

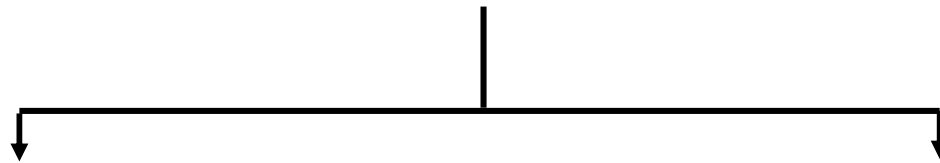
(K) short time:
5 minutes after reception

(L) long time:
1 week after reception

Source: After a classical experiment by Paivio.

Abstracts of Theory 3: Learning Psychology 4

Multiple Representation of Knowledge



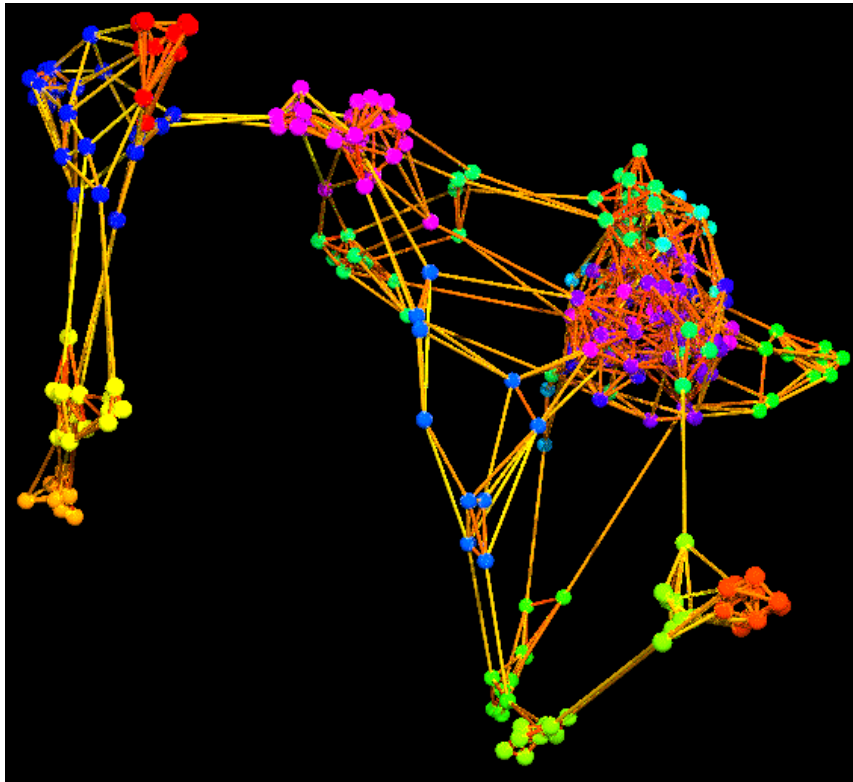
by statement

by abstract meaning

by analogy

**by concrete and vivid
thinking**

Abstracts of Theory 3: Learning Psychology 5

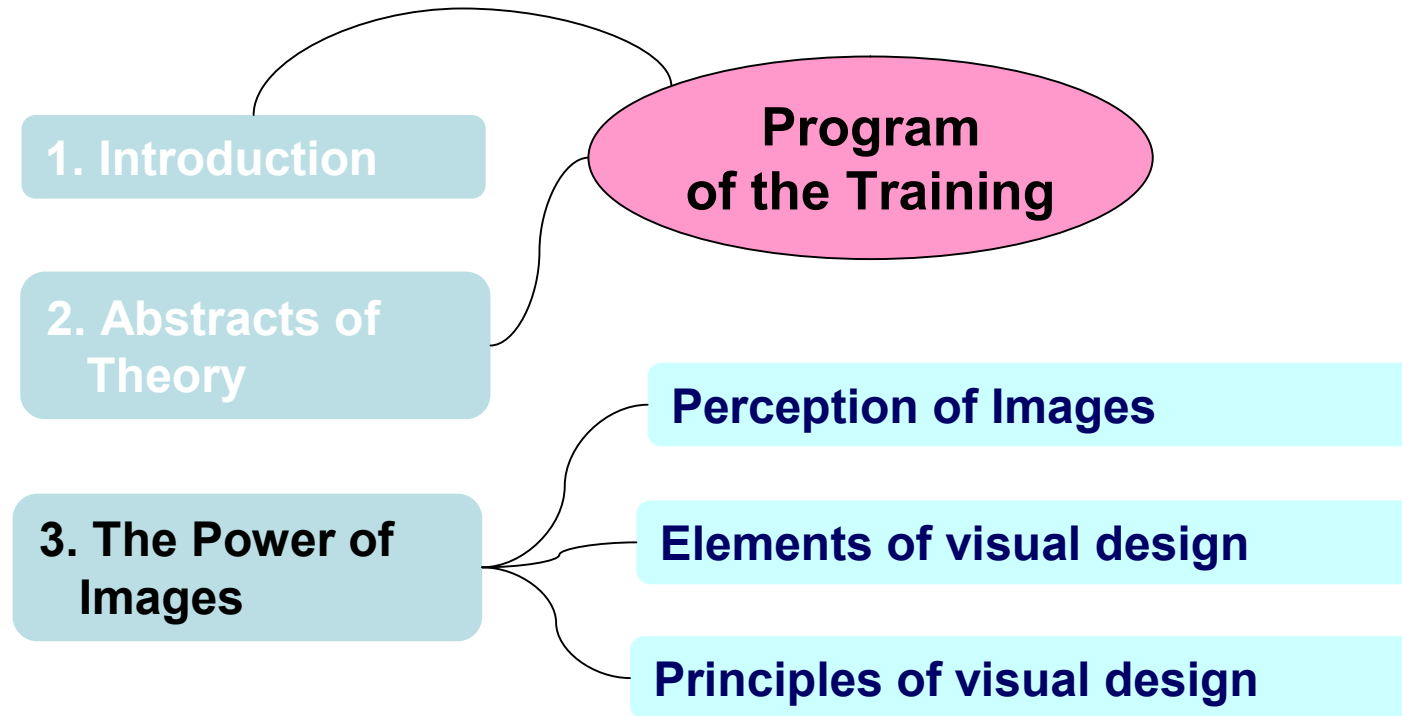


Knowledge is networked:

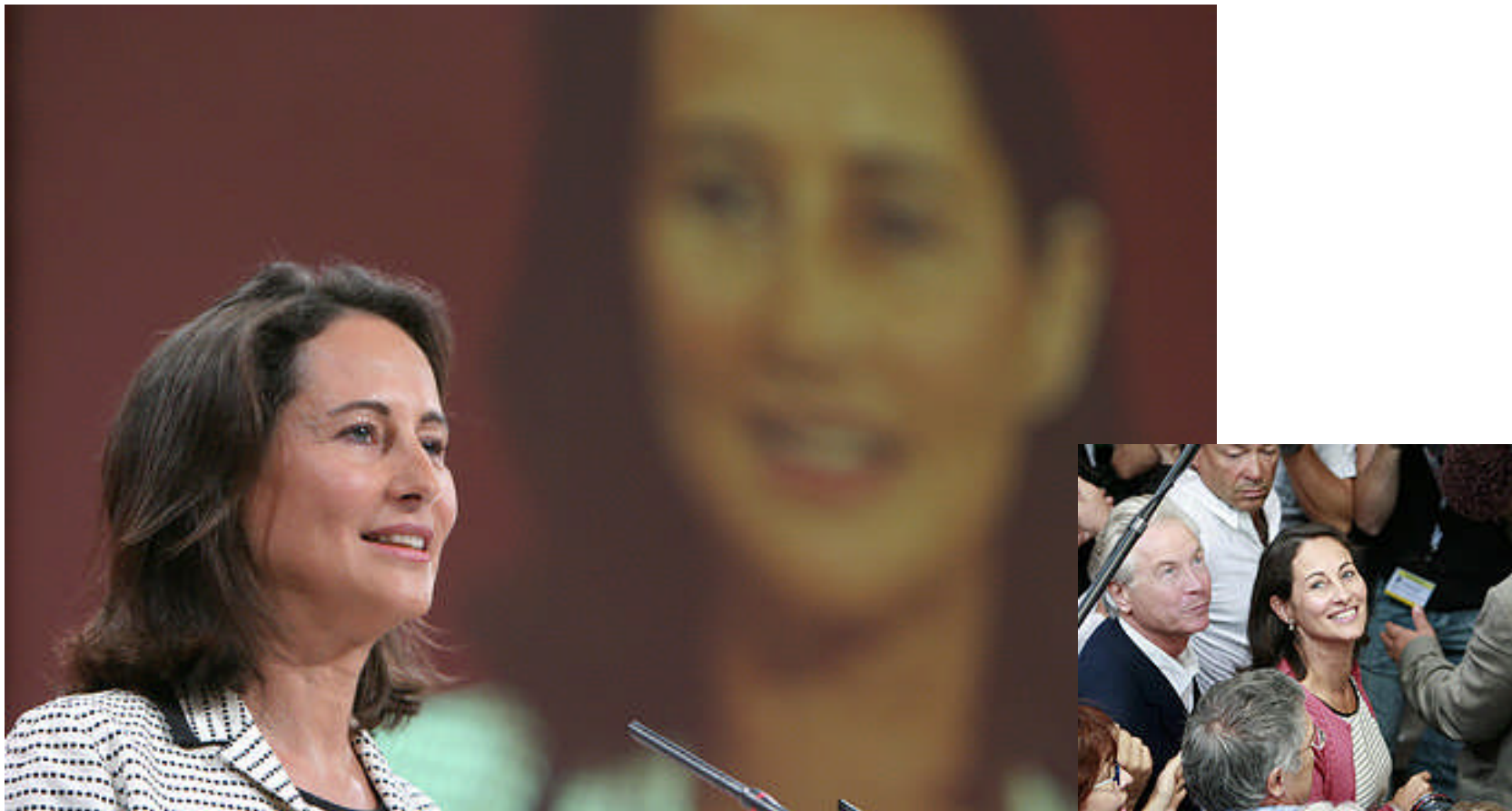
Mental patterns represent universal structures.

They integrate knowledge related to

**language,
image and
action.**



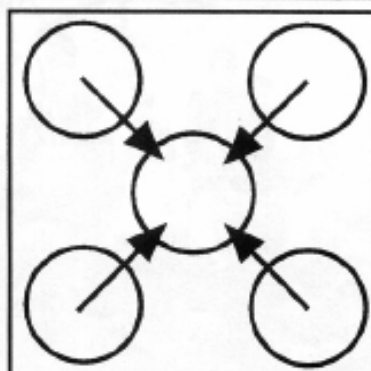
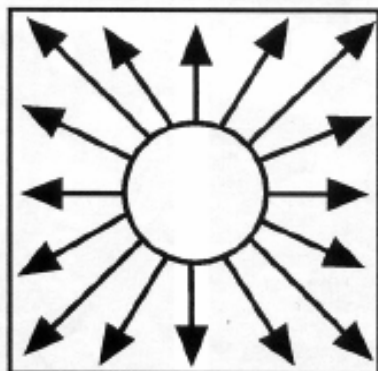
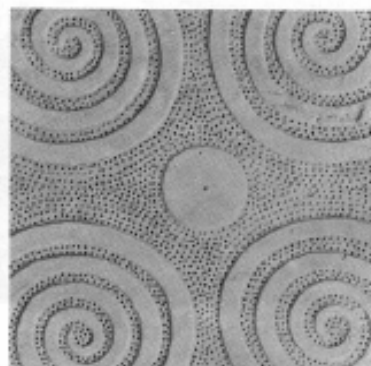
The Power of Images 1



Ségolène Royal

The Power of Images 2

The Center



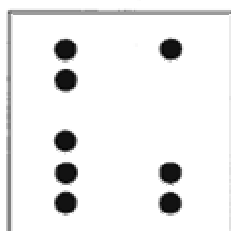
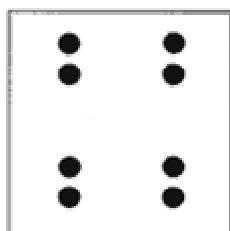
**Circle from
inside to outside**

Circle as center

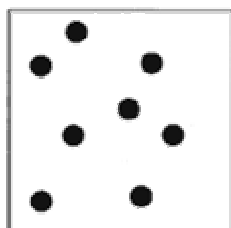
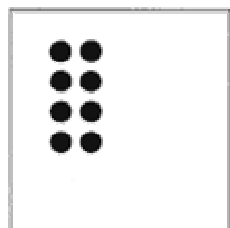
**The desire for the center
refers to circle and
symmetry.**

Power of Images 3 – Elements of visual design

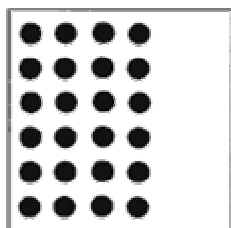
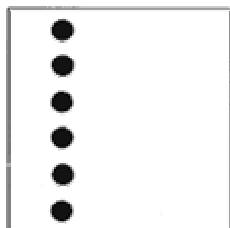
Points



Symmetry/
Asymmetry



Group/
Dispersion

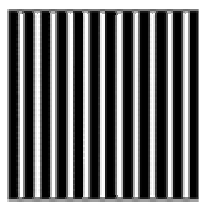


Line/
Pattern/
Structure

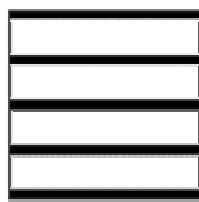


Power of Images 3 – Elements of visual design

Lines – horizontal and diagonal



1

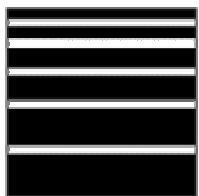


2

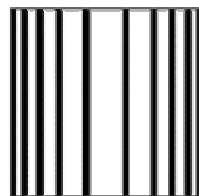


The eye sight is more distinct in horizontal direction.

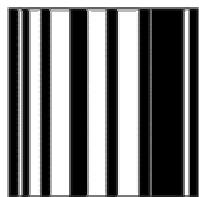
Therefore geometrically exact squares seem to be too flat.



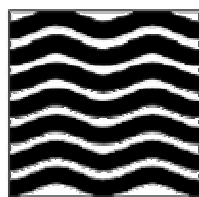
3



4



5



6



Diagonal lines represent dynamic and movement.



Socrates
Grundtvig

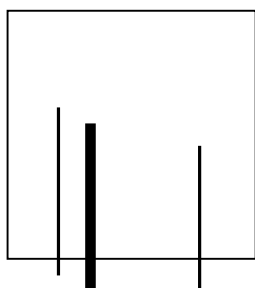


Mitglied der



Power of Images 3 – Elements of visual design

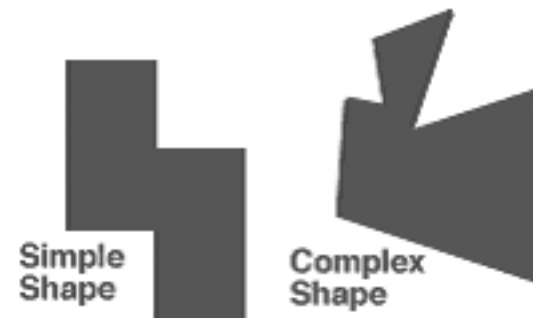
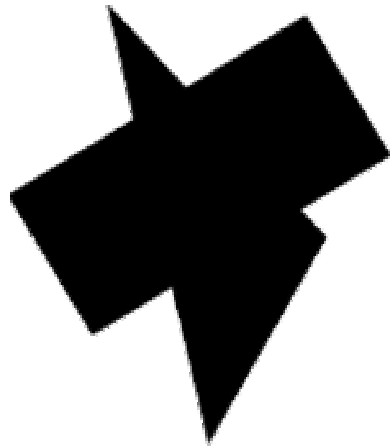
Lines - vertical



**Vertical lines interrupt or stop the movement of the sight.
Thus they may limit thoughts.**

They give structure and clarity.

Power of Images 3 – Elements of visual design Areas / Sententiousness (good „Gestalt“)



Visual teaching aids should have simple shapes and symmetric layout.

This supports the concentration on the essentials.

Power of Images 4 – Principles of visual design

Simplicity

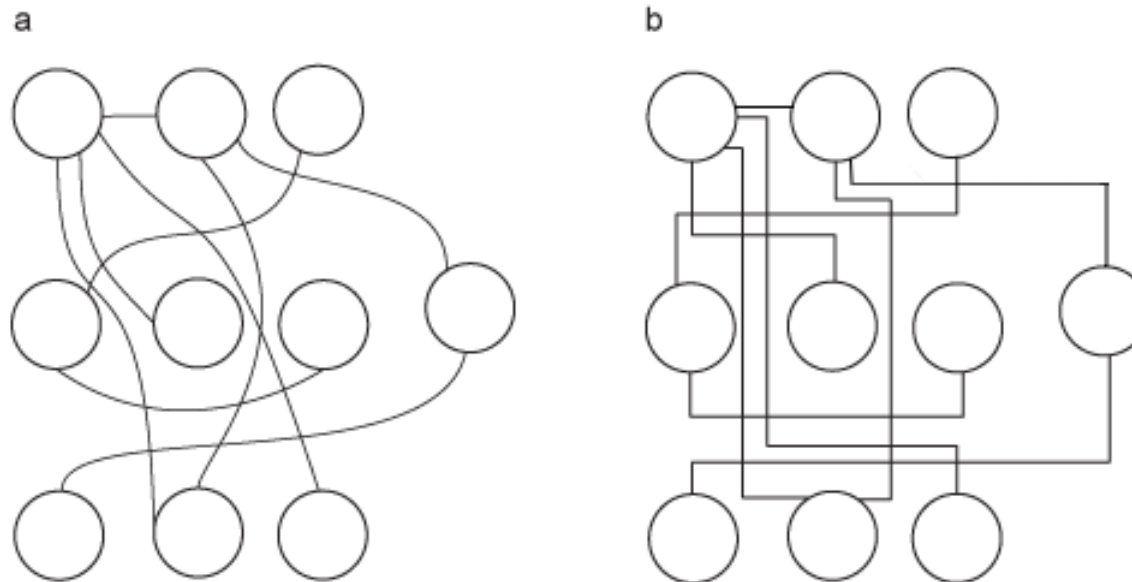


As perception is a process of simplification elements with multiple meaning can produce unintended results.

„Simple“ images are didactically more valuable than images with lots of information.

Power of Images 4 – Principles of visual design

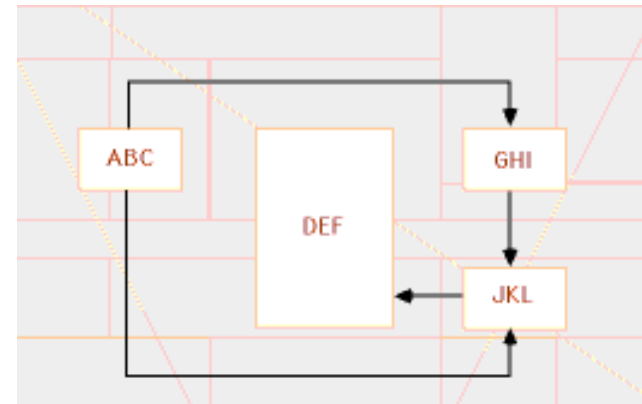
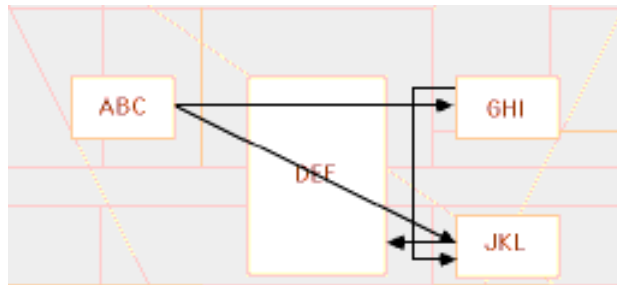
Continuity 1



**The eye sight instinctively continues the shapes.
The lines of graphic „a“ show a smooth transition and are easier to percept than the hard angles of graphic „b“.**

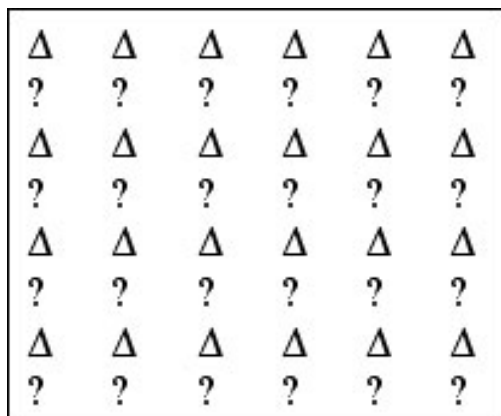
Power of Images 4 - Principles of visual design

Continuity 2



Power of Images 4 - Principles of visual design

Similarity 1



**According to the law of similarity
visual stimuli with identical or
similar structures
are classified as connected.**

Power of Images 4 - Principles of visual design

Similarity 2

Minnegesang

Barock

Romantik

Johann (Hans) Jacob Christoph Grimmelshausen

Martin Opitz

Andreas Gryphius

Novalis

Joseph von Eichendorff

Clemens von Brentano

Dietmar von Aist

Heinrich von Morungen

Wolfram von Eschenbach

Minnegesang

Dietmar von Aist

Heinrich von Morungen

Wolfram von Eschenbach

Barock

Martin Opitz

Andreas Gryphius

Johann (Hans) Jacob Christoph Grimmelshausen

Romantik

Novalis

Clemens von Brentano

Joseph von Eichendorff

Vicinity and similarity organize the information into a meaningful context.



Socrates
Grundtvig



Mitglied der



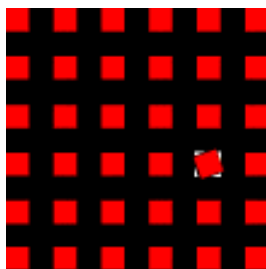
Die

Power of Images 4 - Principles of visual design

Focus



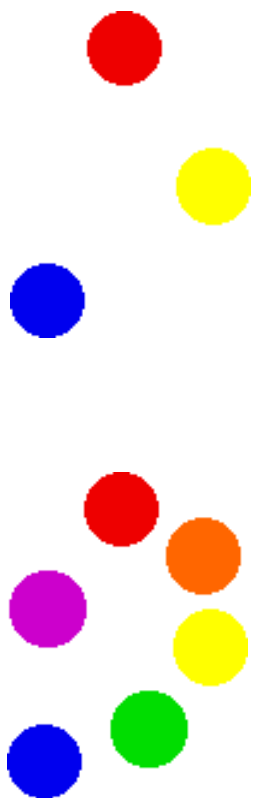
Visual presentations should have clear accents in order to structure recognizable learning paths.



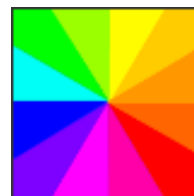
However the focus must be used in an economical way to avoid confusion.

Power of Images 4 - Principles of visual design

Colour 1



Primary colours



Tertiary colours



Analoge
colour schema



Complementary
colour schema

Power of Images 4 - Principles of visual design

Colour 2



Both graphics use complementary colours.

The strong contrast makes the view stressful and rather unpleasant.

Power of Images 4 - Principles of visual design

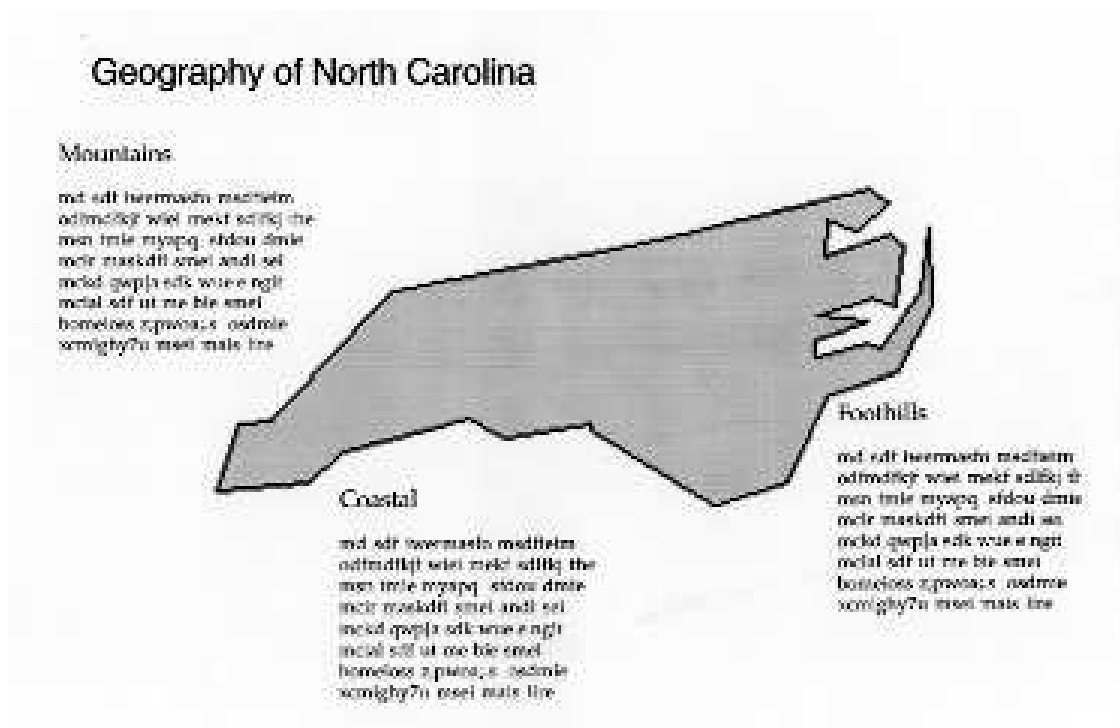
Text and Image

References of text and image

- **Congruent:**
The text describes what the image shows.
- **Complementary:**
The text has blanks where the image fits in (and vice versa).
- **Elaborative:**
The text surpasses the content of the image (and vice versa).

Power of Images 4 - Principles of visual design

Text and Image: Example 1



Power of Images 4 - Principles of visual design

Text and Image: Example 2

This is the area that most people believe is a...

Geography of North Carolina

Major cities

Remember that it is not all roses in this area.

Coastal

For this region, it is not all roses in this area.

Industries

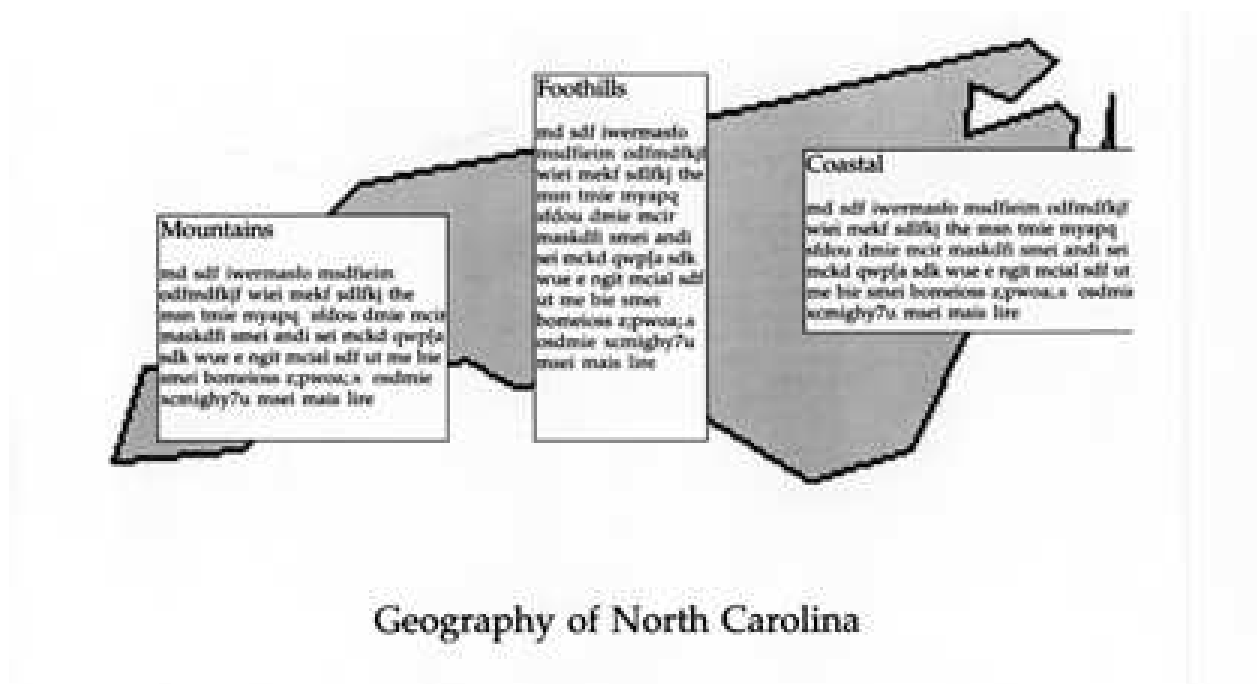
Footfalls

Mountains

Important leaders from the state of North Carolina

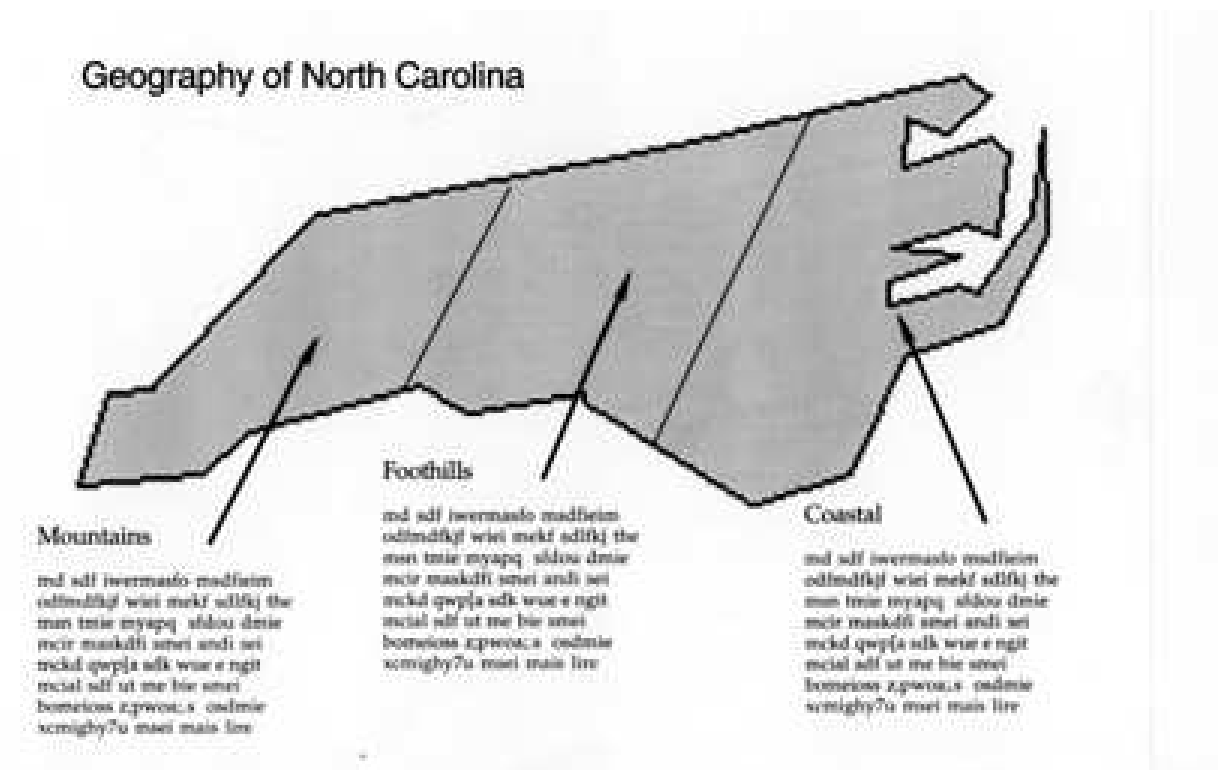
Power of Images 4 - Principles of visual design

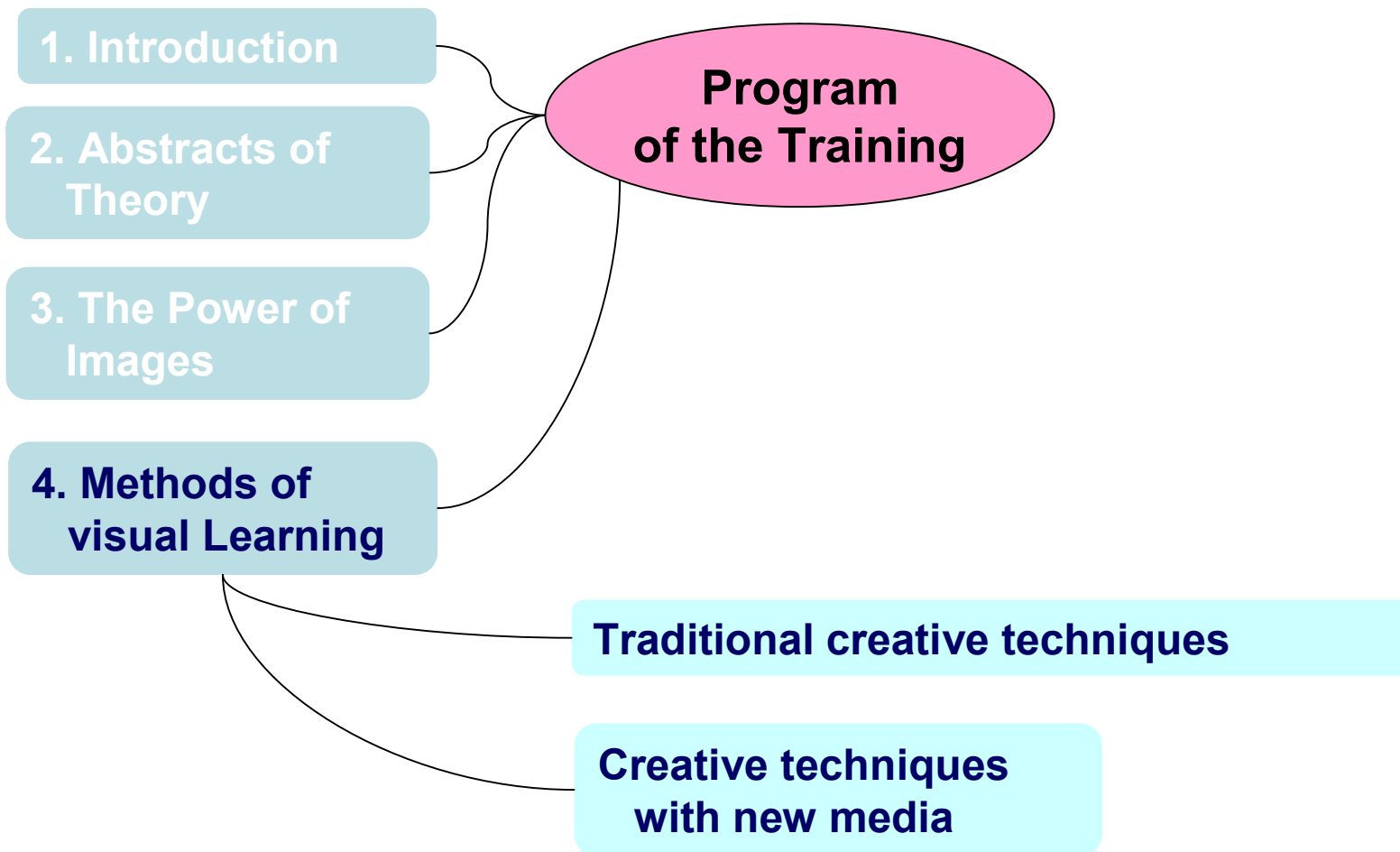
Text and Image: Example 3



Power of Images 4 - Principles of visual design

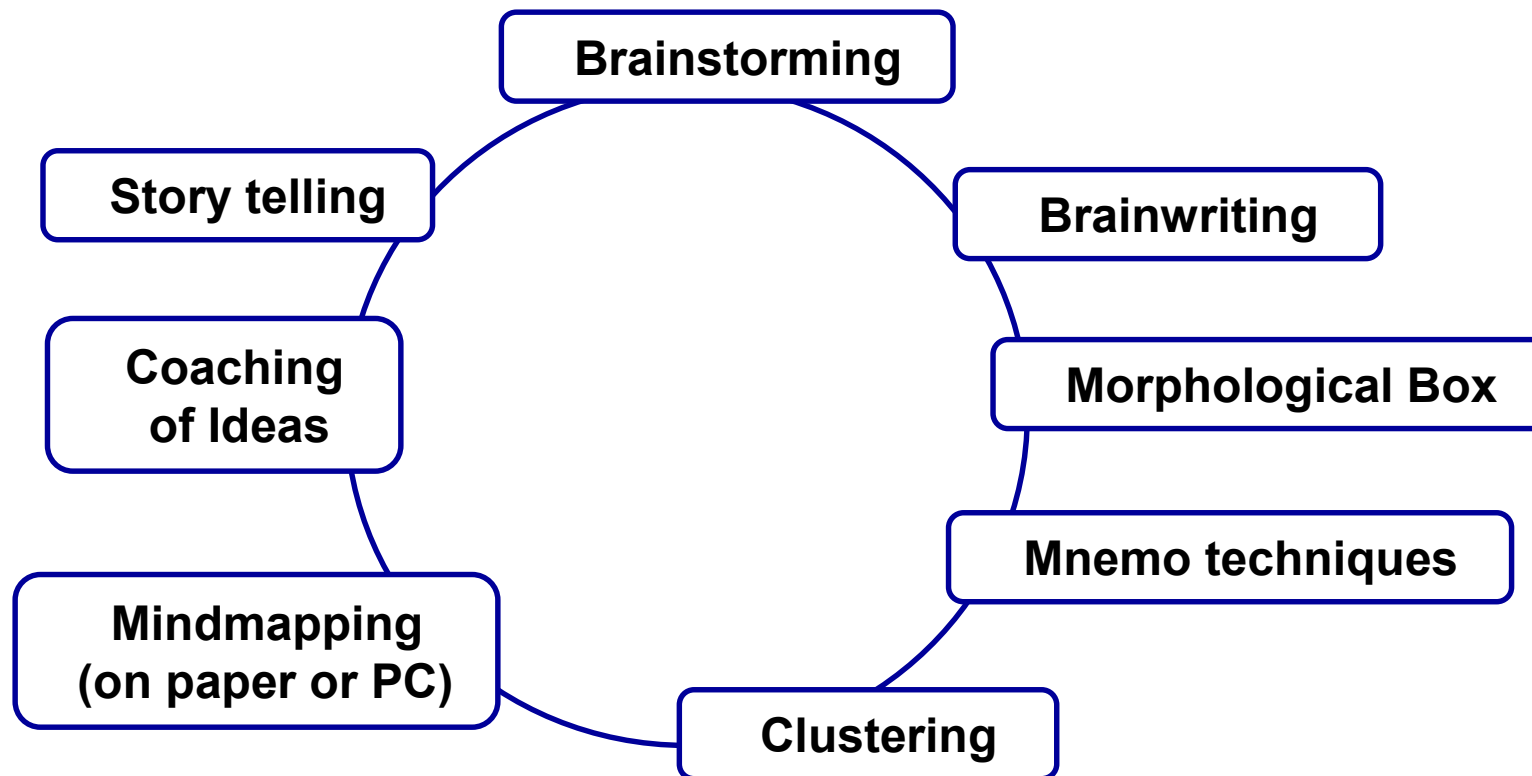
Text and Image: Example 4





Methods of Visual Learning

Circle of Methods:



Methods of Visual Learning

Mnemo technique

= technique of memorizing

Principle: Connection of thoughts

Informations are not memorized in logical or natural context

but in associations and stories



Methods of Visual Learning

Mnemo technique: Loci Method



The items to be memorized
are linked to
a path or a space.

Methods of Visual Learning

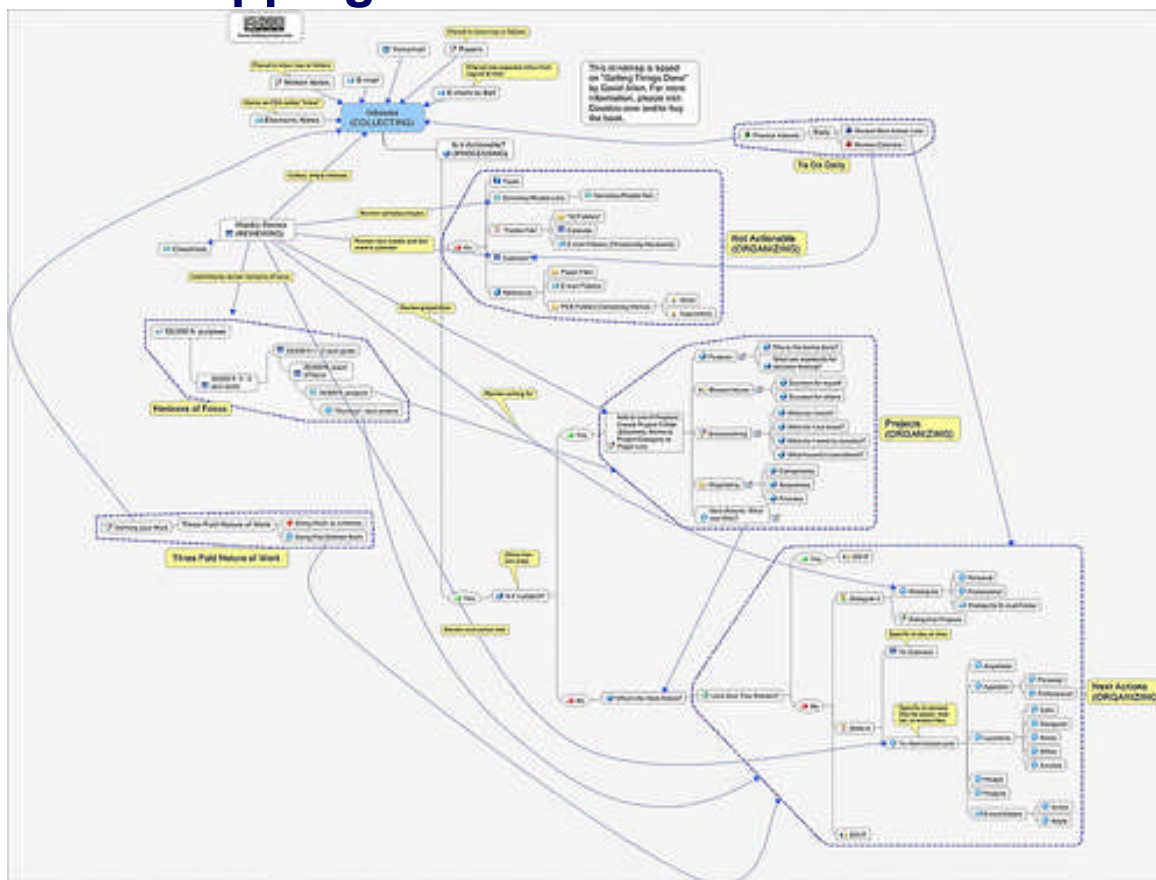
Clustering



Method to find ideas,
especially in case that
the approach to the
subject is difficult.

Methods of Visual Learning

Mind-Mapping



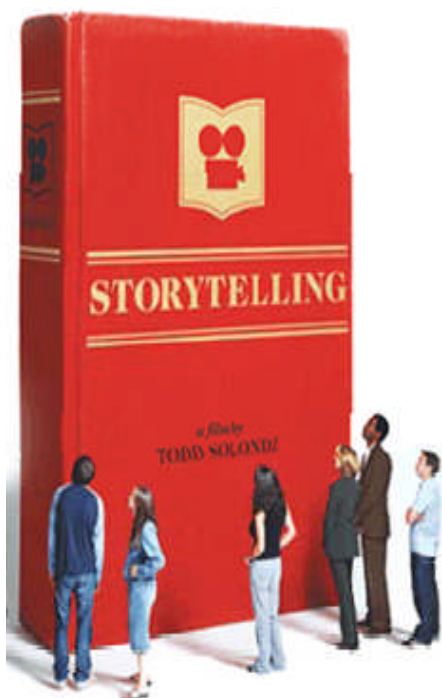
Using software
with PC:

Freemind

or Openmind

Methods of Visual Learning

Story telling



This method builds knowledge by telling and listening.

The essential principle is the involvement of the listeners into the story.

Furthermore the story is not only listened to but also experienced by the participants.

Methods of Visual Learning

Morphological Box - Principle

The Morphological Box is a morphologic-analytical creativity technique (morphology = the science of organized thinking) developed by the swiss astrophysician Fritz Zwicky (1898-1974).

The procedure:

1. Define the properties of a problem!
2. Register all possible forms of the properties!
3. Develop ideas by combination of the properties!

Methods of Visual Learning

Morphological Box - Example

Problem: Creation of a new table

Number of legs	0	1	3	4	5	100
Material	Wood	Glass	Plastic	Cork	Cloth	
Height in cm	0	20	50	70	100	200
Form	round	square	rect- angular			

Idea: no legs, glass, 100 cm, round

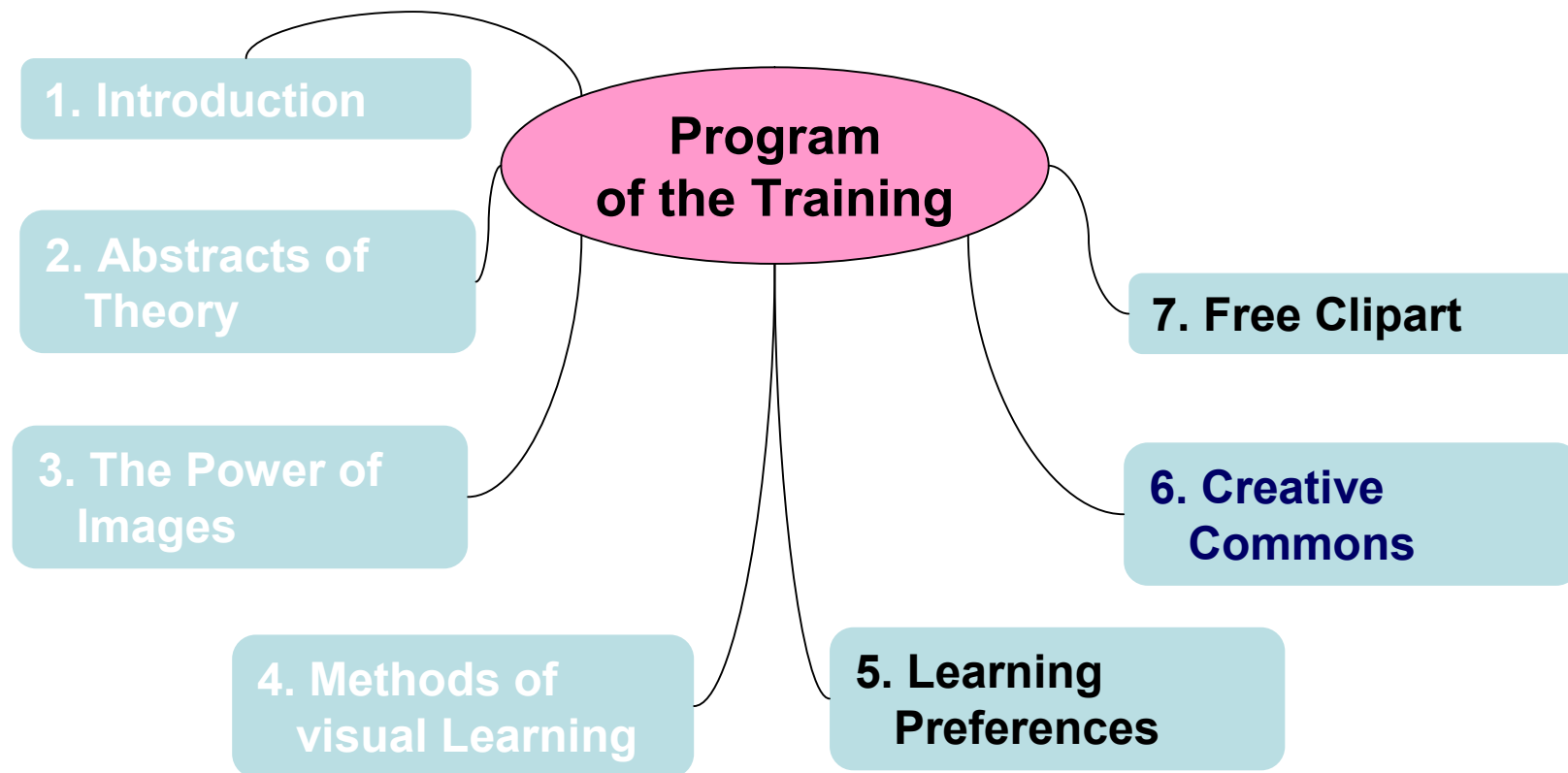
The table hovers – may be hanging from the ceiling.

Methods of Visual Learning

Coaching of ideas (according to Mündemann, 2000)

Procedure:

- Clear the way of looking at the problem (requests, conditions?)
- Are there techniques of handling?
- Defins learning targets
- Necessity of additional skills (advice?)?
- Associations to the didactic procedure
- Choice of methods to use (creativity techniques)



Recherche for free Images

Free Clipart

Yotophoto

www.yotophoto.com

• **Flickr**

www.flickr.com/creativecommons

• **3D Cafe**

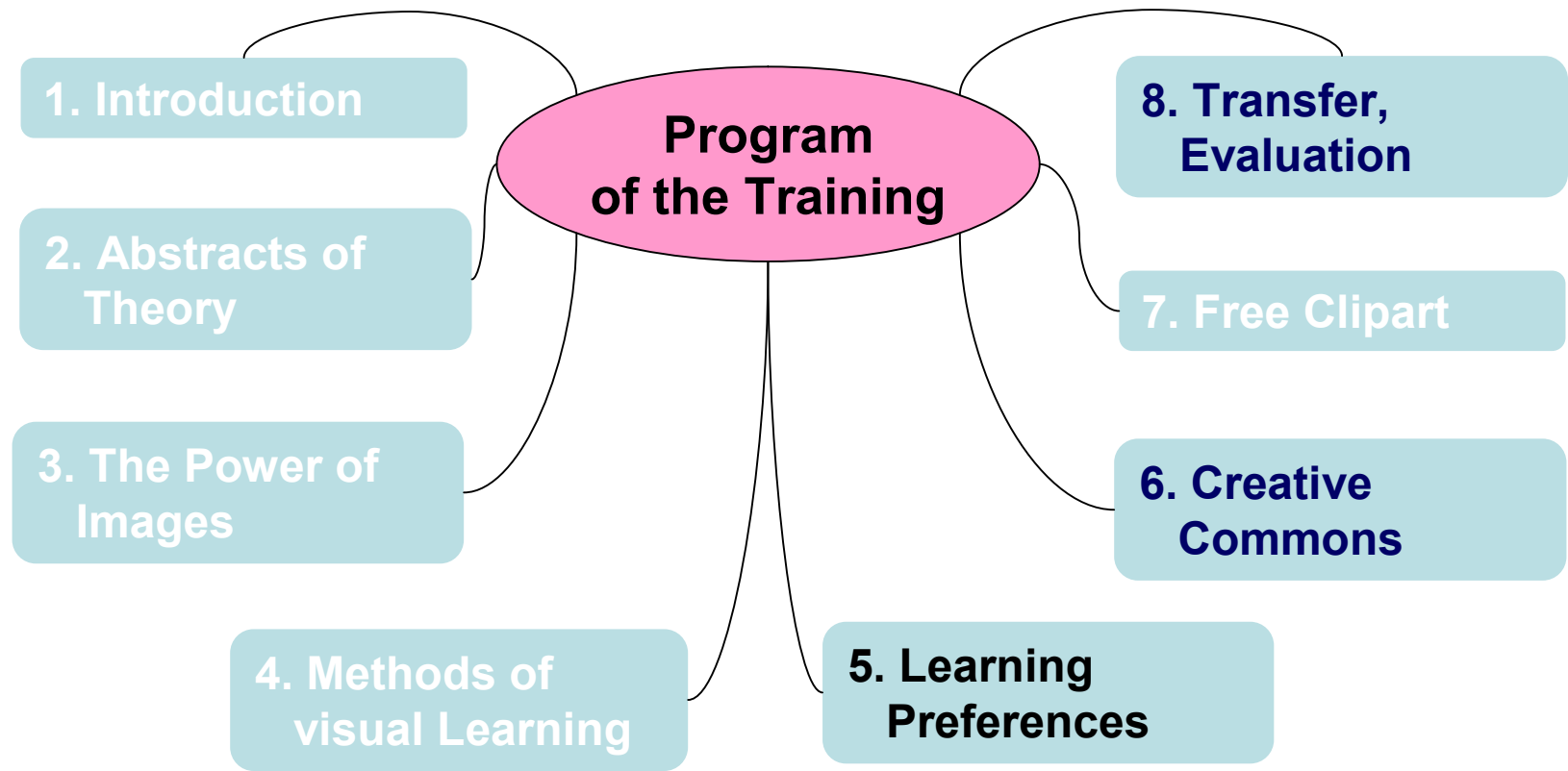
www.3dcafe.com

• **NASA**

www.nasa.gov/multimedia/imagegallery

• **NOAA**

www.photolib.noaa.gov



Coordinator EU Project „visuaLearning“

Deutsches Institut für Erwachsenenbildung (DIE)

Monika Tröster

Friedrich-Ebert-Allee 38 53113 Bonn

Germany

T (+) 49 228 3294-306

F (+) 49 228 3294-399

Mail: troester@die-bonn.de

www.die-bonn.de/visual