**Lightning talk submission (5 minutes: 2 slides)**

Sub-theme: Place and Space

**Title: Innovation in partnerships: rethinking the learning space**

**ABSTRACT (250 words)**

This brief talk will contextualise rethinking of learning spaces using the example of the Product Design Engineering (PDE) Undergraduate project ‘Hunter Gatherer’, which was delivered in collaboration with University’s collections at The Hunterian. This project challenged the notion of the learning space and promoted active learning in a non-traditional classroom.

We asked students to engage with The Hunterian, Scotland’s oldest public museum. In addition to the collection, the students had access to expert staff and The Hunterian’s new collection study centre at Kelvin Hall. Hunterian founder, William Hunter’s education had taught him the value of learning through observation and practical experience, and this was the basis for the initial project investigation. Students selected items from the collection and completed a ‘Ways of looking’ visual examination with the aim of understanding the context and significance of the artefacts. The students used this investigation for concept development for objects of the future as part of the PDE course outcomes.

Transferable Learning Points from this talk include:

* Context and value of museum spaces to enhance student engagement.
* Questions around cross-disciplinarily, active learning, collaborative approaches and pushing boundaries of non-traditional learning environment to support teaching and learning.
* Challenges/next phase, setting benchmarks, lessons learned, and moving beyond the project.
* Course design and tools for successful delivery models that contextualise active learning in relevant spaces that engage students in meaningful and creative ways.
* How learning outcomes can be shaped by diverse learning spaces.
* Project assessment and how the space and place influenced course design and deliverables.