



**Deniss**

**Kas te näete minu mõtteid:  
visuaalseid praktikaid  
Tartu Kunstikoolist ja mujalt**

Meresuu, 15. august, 2023

**VISUAALNE**  
**ÕPETAMINE**

**VISUAALNE**  
**KOOLITAMINE**

**VISUAALNE**  
**JUHENDAMINE**

**VISUAALNE**

• • • • • **MINE**

**VISUAALNE**  
**MÕTLEMINE**

**VISUAALNE**  
**MÕTLEMINE**  
**i.k. visual thinking**

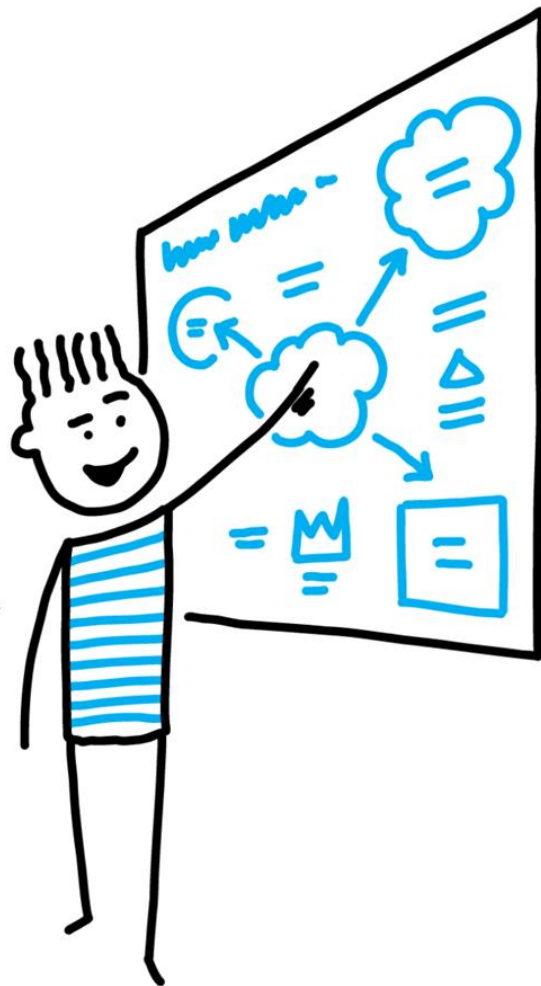
**Visuaalsete elementide  
integreerimine igapäeva  
tegevustesse selleks et  
toetada arusaamist ja  
tõsta protsessi efektiivsust**



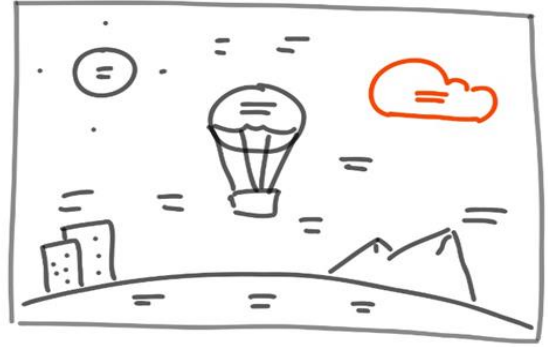


- oota, kus sellest juttu oli?

- üleval, paremal







tekst + kuju + paigutus

# Graafilised kokkuvõted





# Graafilised märkmed

the **Sketchnote**  
 the **HAND BOOK** **VIDEO**

FEATURING **MIKE RÖHDE**

**GO EASY**  
 ON YOURSELF & CELEBRATE YOUR SUCCESSES

**VERBAL + VISUAL**

THIS IS A TREE

TAKE IT ONE STEP AT A TIME

**PREPARE** FOR AN EVENT BY DOING **RESEARCH** ON THE TOPIC & THE SPEAKER

**Write** DELIBERATELY NOT RUSHED **Sketchnoting is Performance Art**

CREATE A **HIERARCHY** THAT WORKS FOR YOU

ADD YOUR **MODULAR person-ality** to your sketchnotes

MY CURRENT STYLE = ON THE FLY

**SKETCHNOTE PATTERNS**

the **FIVE** in action

**BASIC OBJECTS**

HOUSE, SUN, CAR, PENCIL, SIGN, BOOK, COFFEE, PICTURE FRAME, TREE, WINDOW, FACE

the **DRAWING PEOPLE** Dave Gray method

**DRAWING TYPE · DRAWING TYPE**  
**DRAWING TYPE · TYPE**

**DRAWING VISUAL ELEMENTS**

ARROWS, BULLETS, LINES, CONNECTORS, DIVIDERS

**WHAT CAN YOU DRAW USING THE MIND'S EYE?**

**SHARE** USING YOUR → SMARTPHONE OR DIGITAL CAMERA OR SCANNER

SKETCHNOTES BY DOUG NEILL ♦ thegraphicrecorder.com

# INFORMATION GRAPHICS

SANDRA REUDGEN  
 ED. JULIUS WIEDEMANN

INFOGRAPHICS ARE SUPPOSED TO CONVERT COMPLEX PROBLEMS INTO IMAGES THAT ARE EASY TO UNDERSTAND, BUT THERE IS TRADITIONALLY A SUSPICION THAT 'BEAUTIFUL' GRAPHICS MAY TELL LIES

**EASY** ↔ **LIE**

**OPTIONS TO REPRESENT DATA**

- FORM
- SIZE
- VALUE
- TEXTURE
- COLOR
- OPERATION

1 vs 2, 0 vs 00, vs

every possible visual communication is composed of three basic vocabulary combined with text (labels)

Richard Salomon Werman "Understanding is Power"

OUR EDUCATIONAL SYSTEM IS BASED ON MEMORIZATION OF THINGS WE ARE NOT INTERESTED IN

WE REMEMBER WHAT WE ARE INTERESTED IN THAT IS THE DEFINITION OF LEARNING

**LATCH** by R.S. Werman

- LOCATION
- ALPHABET
- TIME
- CATEGORY
- HIERARCHY

SPATIALLY, ALPHABETICALLY, FINELINE, CLASSES, PRIORITY

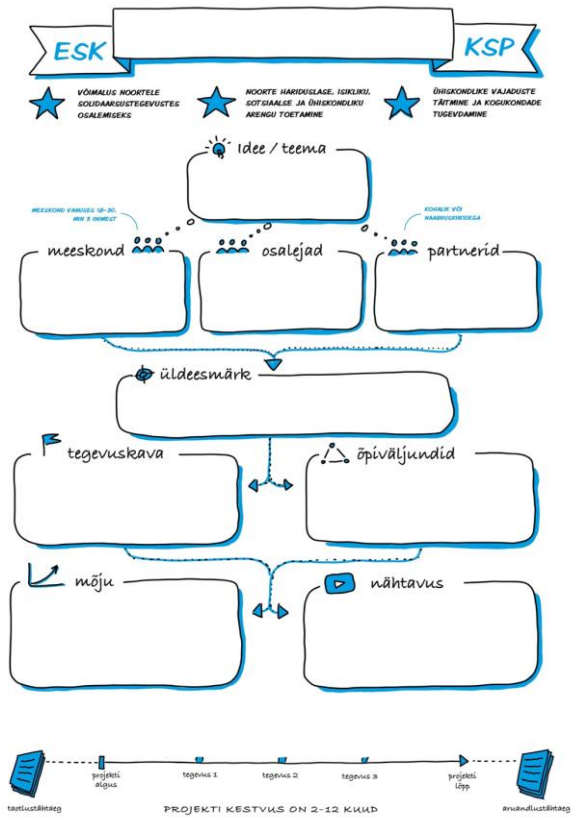
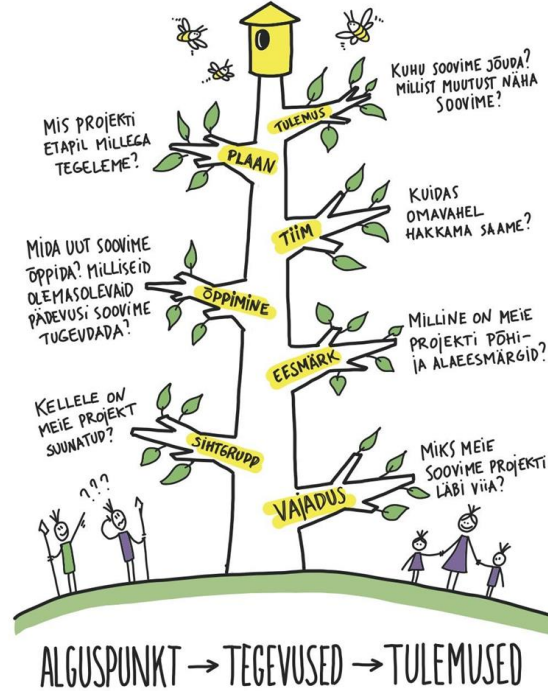
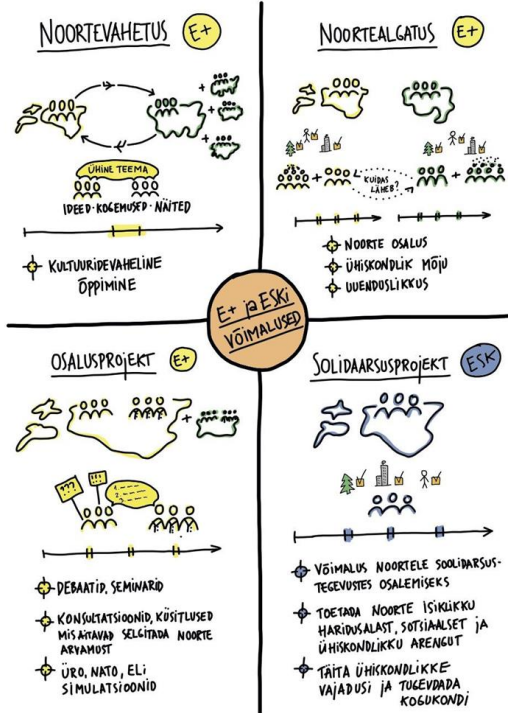
GRAPHIC DESIGNERS ARE LABORED AWAY BY PICTORIAL METAPHOR

COMMUNICATION SHIFTS

BEATRIZ JACQUES

WE USE MORE STM

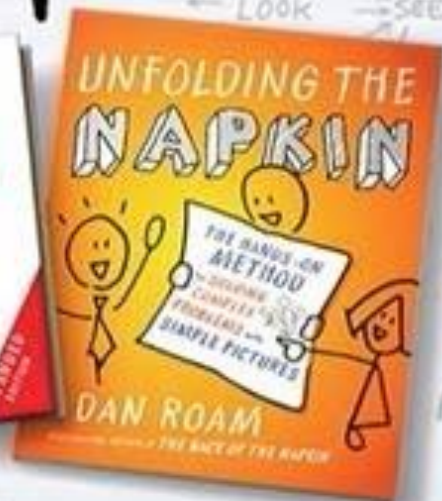
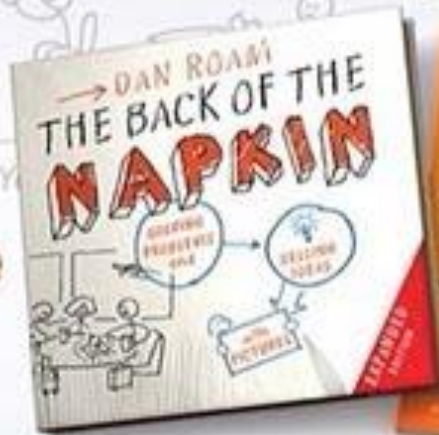
# Visuaalne juhtimine







We can solve problems



with pictures.



**Infograafika**

**Andmete visualiseerimine**

**Koomiks**

**Illustratsioon**

**Konspekteerimine**

**Joonistamine**

**Piktograafia**

**User experience**

**Storyboard**

**Jutustamine**

**Skeemi loomine**

**Kuidas me seda  
rakendame**

**Tartu Kunstikoolis**

# Graafilised kokkuvõted

**HEITKESEIS**  
 • PALGAKASVU ON KIRBE  
 • TÖÖJÕUDU ON PALJU  
 • TÖÖKOHAL EI OLE KENDUSTAJANUET

**MIS EDRÄSI?**  
 • BROKHER ÕPETADA TULULUST JA HÕUVI  
 • TÖÖTURU PÕSIB TUVEV  
 • MAJANDUSKASV AEGUSTUS  
 • INHESID JÄÄB VÄHEHAKS  
 • PALGAKASV JÄÄB KÕRBEKS

**EESTI MAJANDUS**  
 • MAJANDUSKASV ON SIAO TUVEV  
 • KES ON MAJASTAARD? MAJANDUSKASV  
 • INFO & SIDA

**Mikkel Nestor**

**200 000 GEEKIKASV**  
 KUI VÕERDISE GIS KÄRBE

1) PEEDEKASVU MAJANDUS  
 2) PÄRILIKES EDRÄSI  
 3) PÄRILIKES EDRÄSI  
 4) PÄRILIKES EDRÄSI  
 5) PÄRILIKES EDRÄSI

**Laste ja noorte harjumused**  
 LASKE JA NOORTE HARJUMUSED  
 PÄRILIKES EDRÄSI  
 PÄRILIKES EDRÄSI  
 PÄRILIKES EDRÄSI

**Lili Mälar**

**LINNASTUPINE**  
 ELURITMIS LINNAS  
 MÄNGUÕPPIMINE  
 KÄRBE LÄHEDAS  
 MAJANDUSKASV  
 MAJANDUSKASV  
 MAJANDUSKASV

**Karin Bachmann**

**PERSONALISED STUDY PATHS**  
 OPEN LEARNING SPACE  
 SELF-ESTEEM SKILLS FOR ALL  
 LEAVE NO ONE BEHIND  
 EDUCATION FOR GROWTH  
 LEARN  
 APPLY  
 REFLECT  
 REDEVELOP  
 HELPING COMPASSION THINGS

**SAMPO SUIKKO**  
 Collaboration is power!  
 TEACHER - MENTOR, COACH, PLANNER  
 MAKE YOUR DREAMS COME TRUE  
 HAPPY STUDENTS AND TEACHERS  
 OUR MISSION - EVERY FINN SPEAKS IN  
 FINDING SOLUTIONS TO FUTURE CHALLENGES







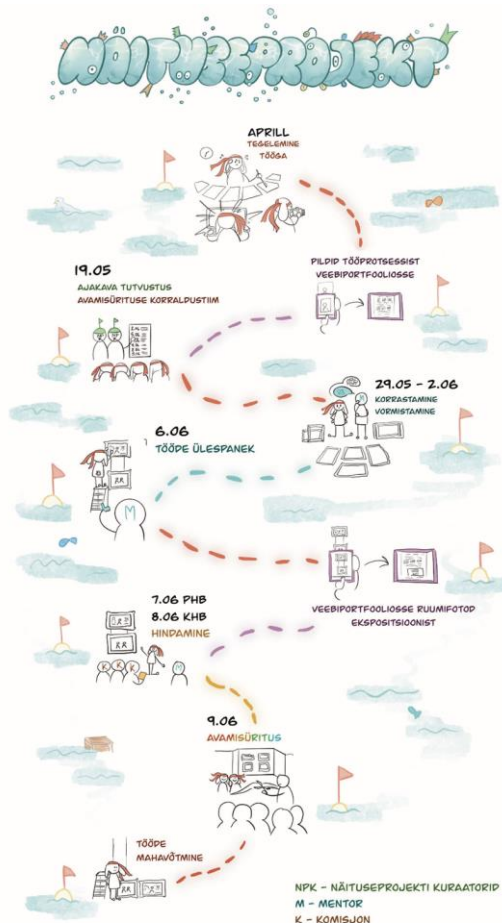
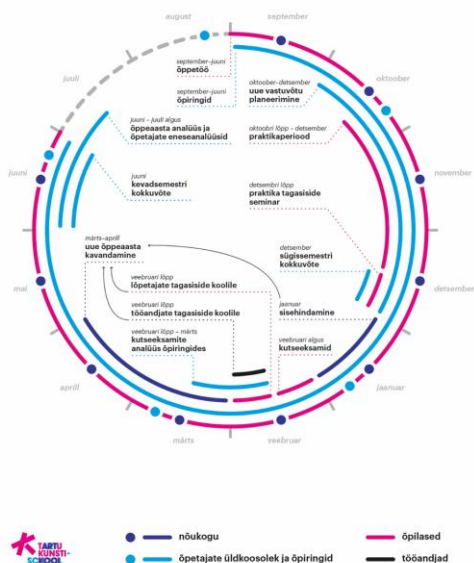






# Infograafika

## Tartu Kunstikooli kvaliteediring



## Tartu Kunstikooli ÕPPEOSAKOND

### GERLI



### ROOSI



### ANNE-LY



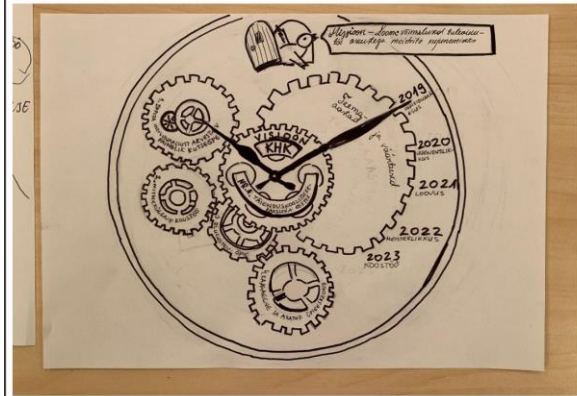
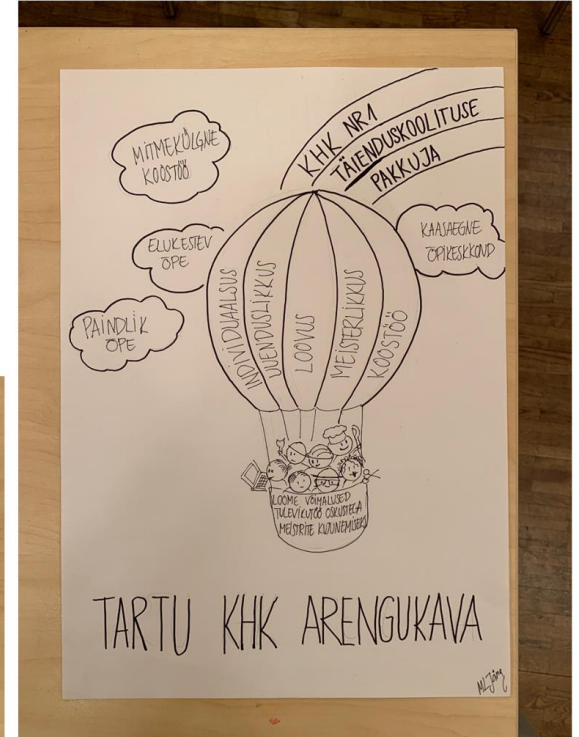
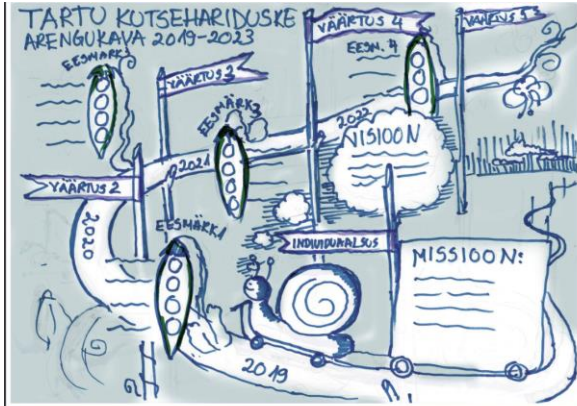
### ELIKA





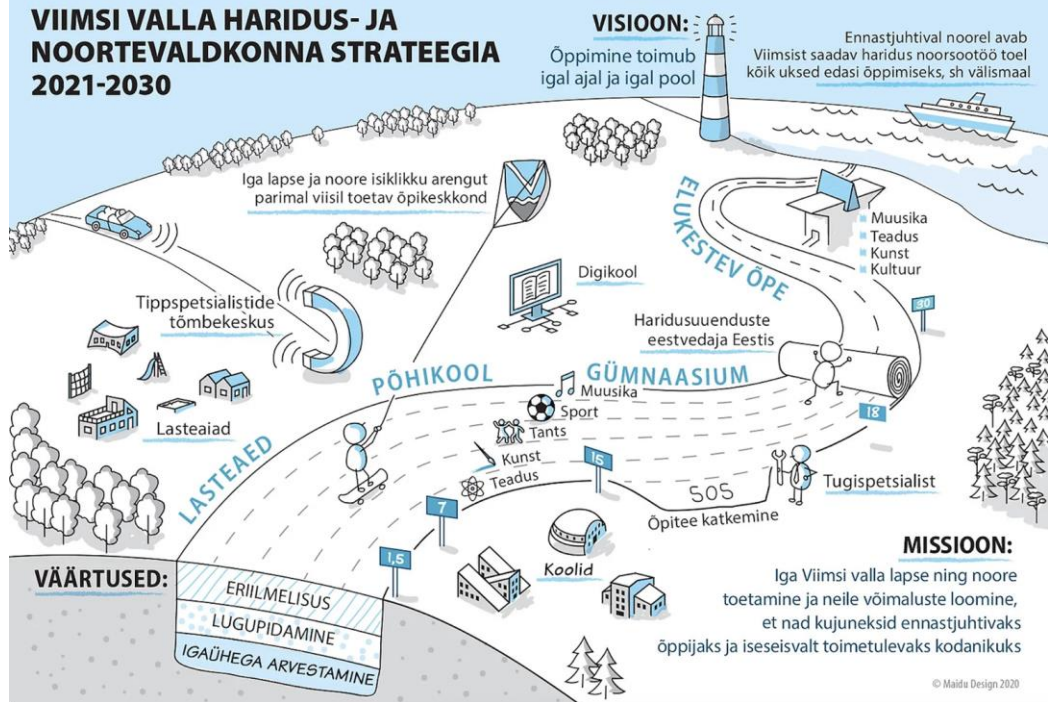


# Visuaalsed arengukavad

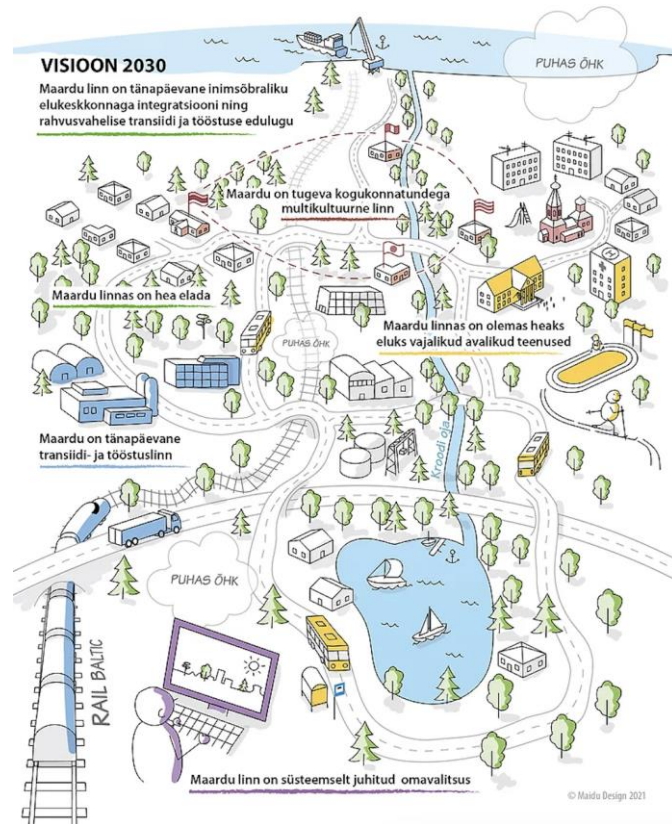




# VIISI VALLA HARIDUS- JA NOORTEVALDKONNA STRATEEGIA 2021-2030



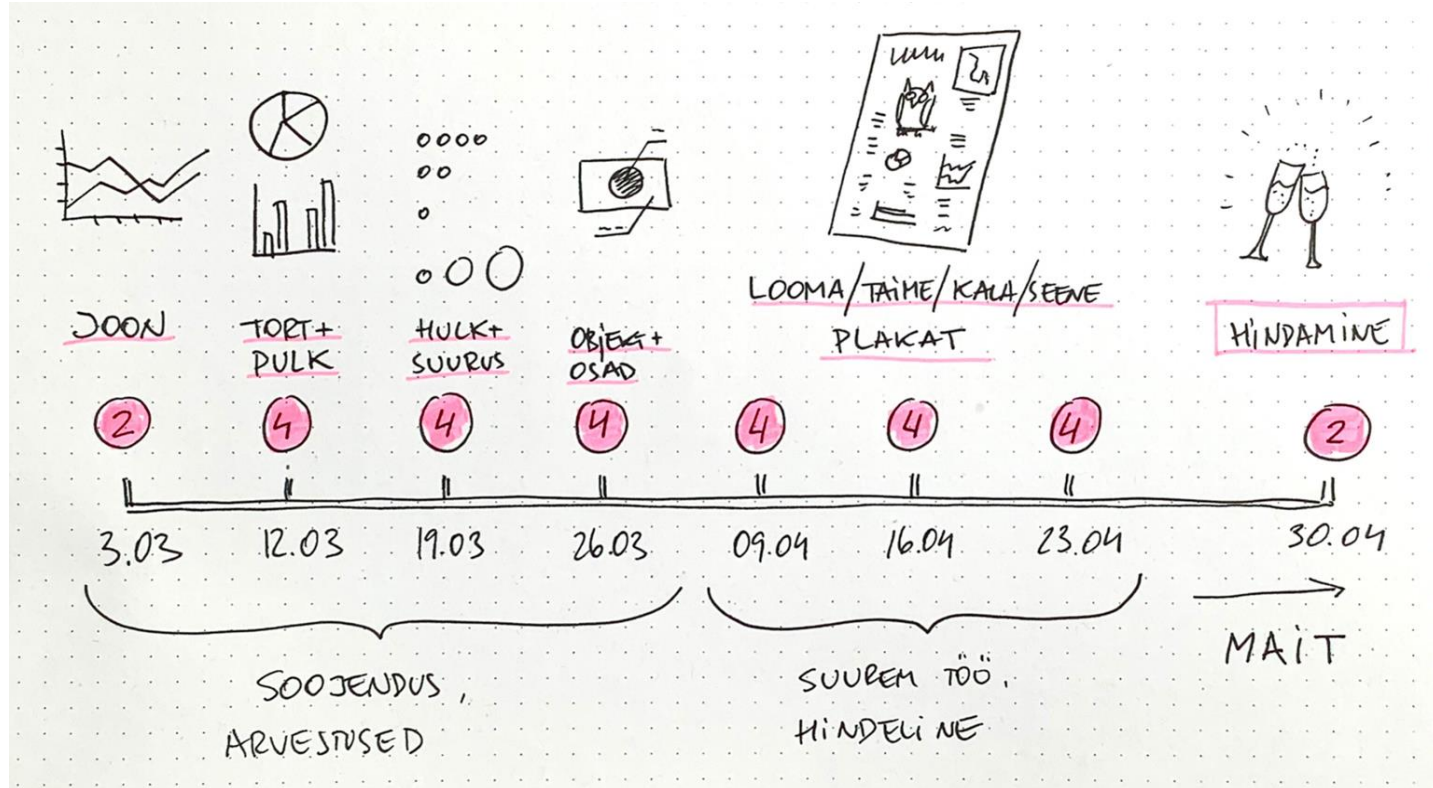
# MAARDU LINNA STRATEEGIA 2030







# Õppetöö **planeerimine**



# Koolijuhtimine



# Visuaalne disainimõtlemine

What is the topic? Why is it important? How can PT stages and visual thinking help learning?

Which visual thinking tools need to be practised?

## EMPATHISE TOOLS

- 🗨 challenge
- 👁 observations
- 📄 background
- 👤 visualise current situation
- 👉 reach out

## DEFINE TOOLS

- 🔍 what did we find out?
- 👁 visualise desired situation
- 👤 for whom are we solving the problem?
- 📄 organise the information
- 👉 what is the measurement?

## IDEATE TOOLS

- 🗨 different brainstorming tools
- 👉 go to a different environment
- 👁 the worst ideas brainstorming
- 👉 do something else
- 👉 focus and select

## PROTOTYPE TOOLS

- 📄 storyboard
- 👉 build a 3d model
- 👉 drawing
- 👉 use random objects
- 👉 storytelling

## TEST TOOLS

- 🗨 questions
- 👉 feedback
- 👉 stop
- 👉 start
- 👉 continue

TOOL, WE WILL USE

TOOL, WE WILL USE

TOOL, WE WILL USE

TOOL, WE WILL USE

TOOL, WE WILL USE


What went well throughout all five stages?

What we could do differently next time?

Lesson number

Lessons total

Stage of design thinking process



Tools, we will use today



WHERE ARE WE AT THE MOMENT?

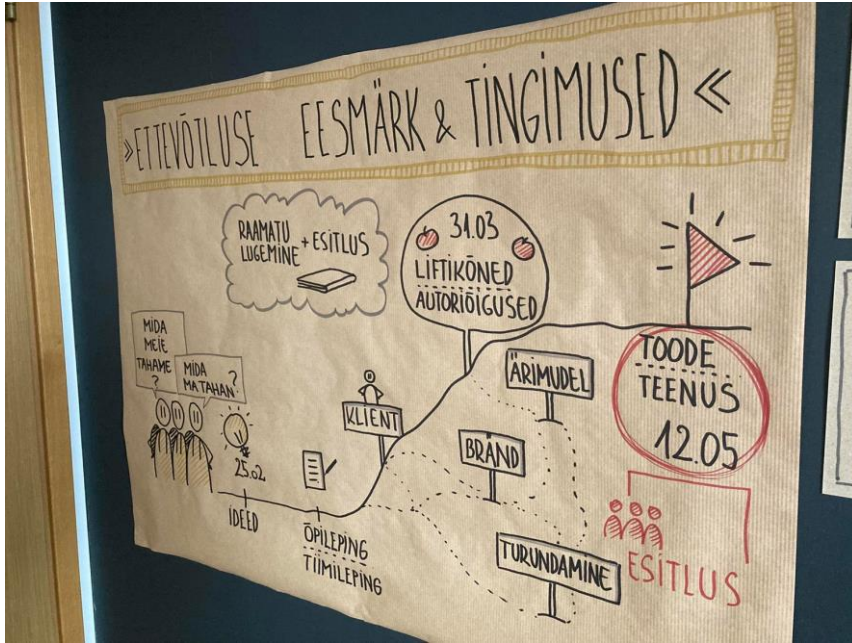
WHERE DO WE WANT TO GET TODAY? HOW DO WE GET THERE?

HOW WILL WE KNOW WE ARE THERE?





# Koosolekud





**Jaaa, me soovime ka!**  
**Millest sel juhul alustada?**

**Ikoonid**



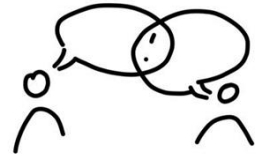
SCHOOL



HOME

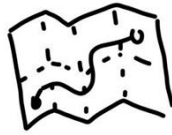


TEAM



DIALOGUE

**Piktod**



ROADMAP



AIM



BUDGET



OUTCOME

**Visuaalne  
sõnastik**



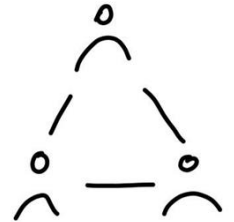
RESEARCH



JOURNEY

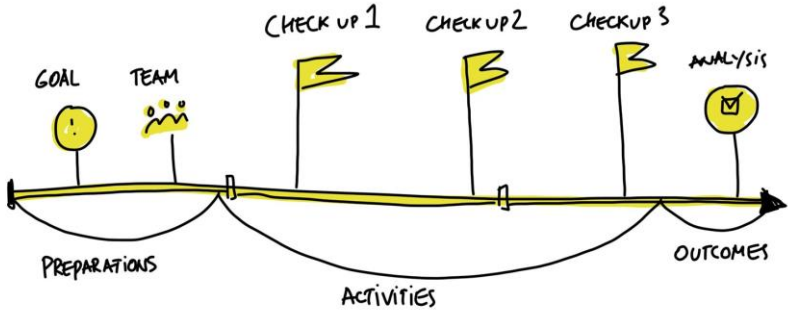


OBSTACLE

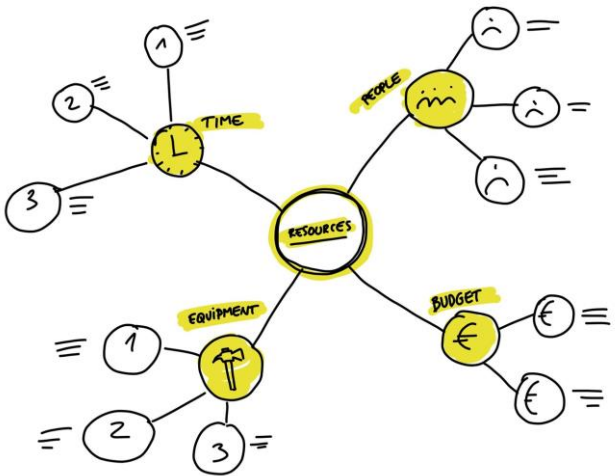
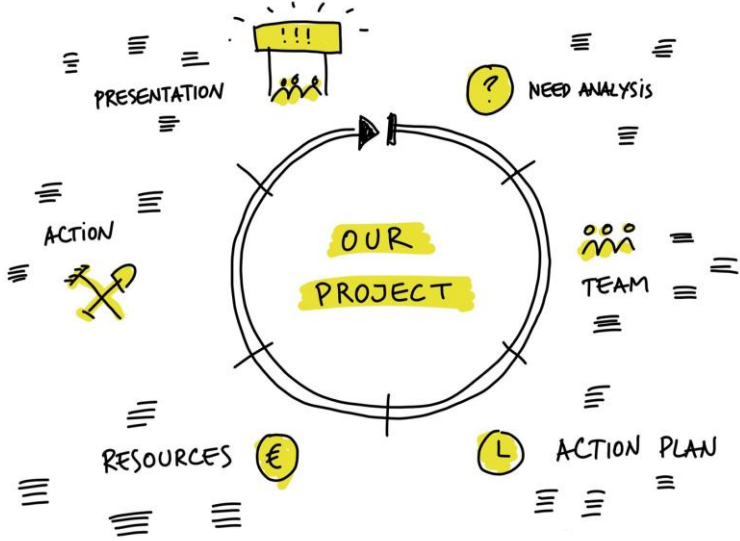


COOPERATION

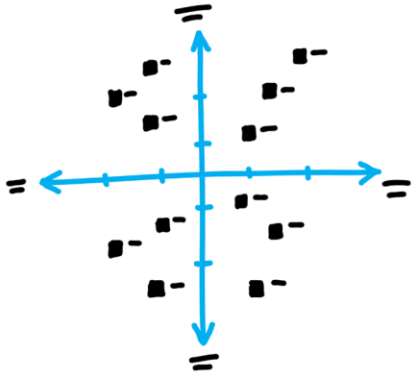
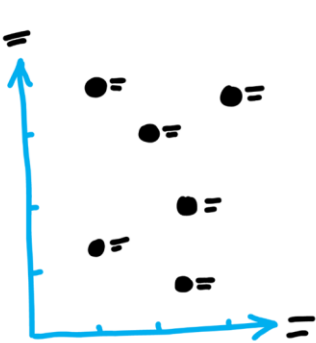
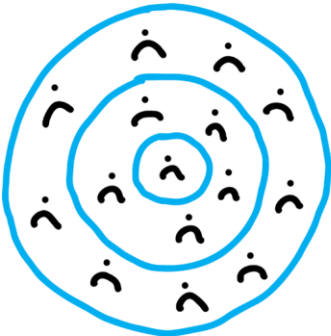
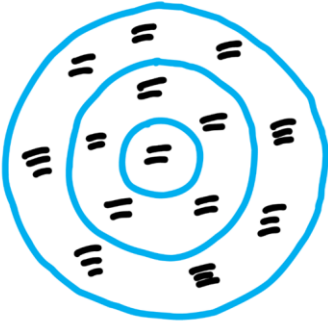
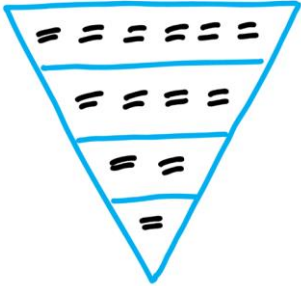
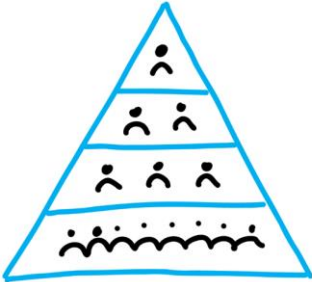
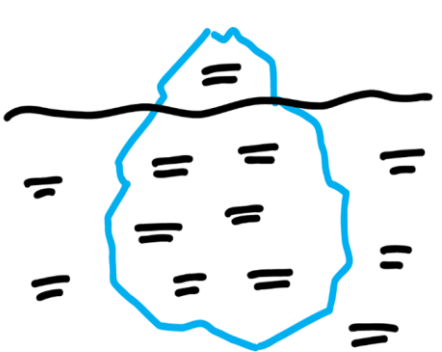
# Strukturid

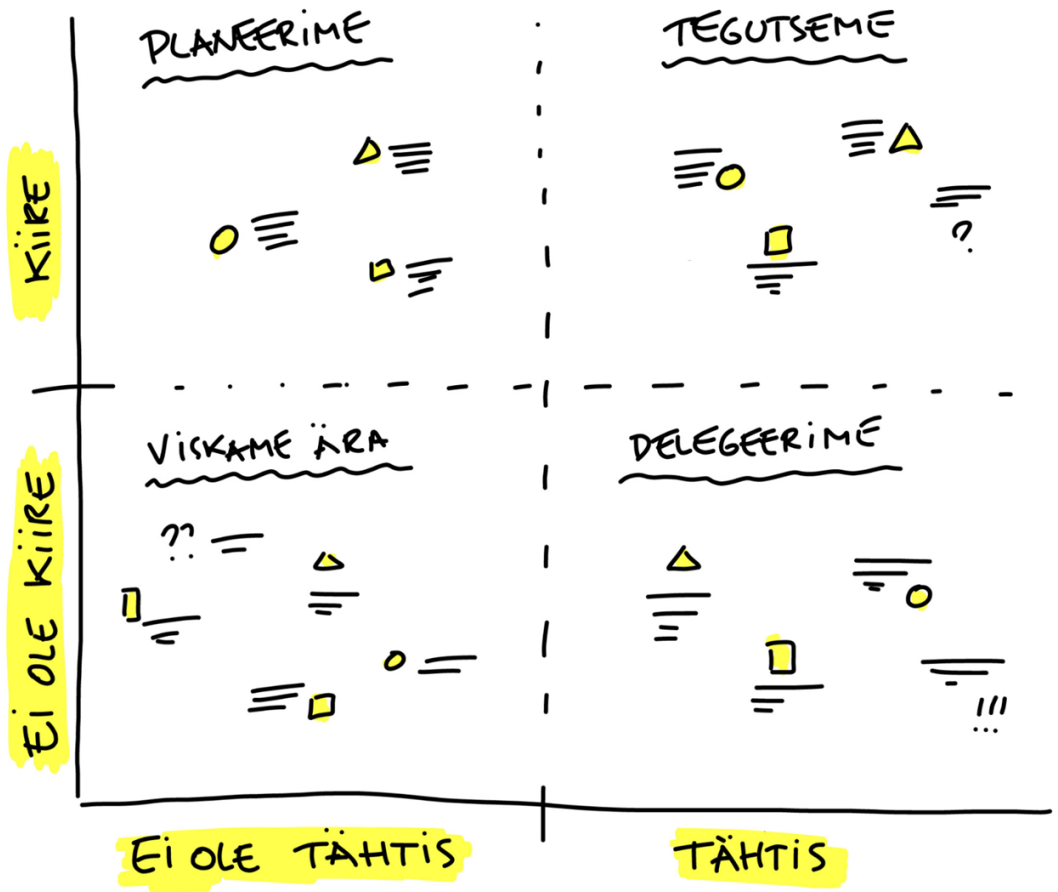


PROJECT TIMELINE



# Lõuendid





<https://www.visuaalsusetund.ee>



<https://visualdesignthinking.eu/>



**Aitäh! Joonistage rohkem!**

[deniss.jershov@tartukunstikool.ee](mailto:deniss.jershov@tartukunstikool.ee)