Story 1: Motivation (Personal Experience)

Last week you brainstormed about three cases of non-inclusive designs in medical science. Story driven learning, is a very effective learning method, that you are going to learn more about in your BME courses at Georgia Tech. Later in this course we will talk about "**Why**" SDL is important for engineers and engineering education, but before that we are going to do a very basic activity to introduce you to SDL.

"In this activity we want you to write a story about a time when you, or someone you know, were personally impacted by a non-inclusive engineering design or a medical science design. What was the value to society the design was intended to create? How did the biased design worked for you (or the person you know)? How did this impact you (or the person you know)? what is the golden book title of your story?"

Part A: Story
To "count" a text as a story it must have 5 characteristics listed here, you should review the prompt mentioned above, then write few sentences as bullet point to address each characteristic of a story, after you wrote those, you put them together and create a nice story:

- **Transformation:** Something must happen. Individuals need to be changed by the events in the story. Since this is story about biased design it makes sense to have the event center on how the design challenged or constrained the main character. How did it change them? How did it stop them from what they wanted to do? Or how did they overcome it? Stories need some kind of transformation of the main character - even if small (positive or negative).
- **Ending and Opening:** How will you conclude your story? Keeping the ending in mind, how might you open your story to create the most compelling dramatic arc? Write your opening sentence.
- **Setting:** All stories take place at a <u>specific</u> time, place or moment. The more specific you can be, the easier readers can picture the scenario.
- **Sticky details:** Stories need details to come alive. Include some compelling "sticky" details that are relevant to the story. They will help the reader "see" your story as if they were watching a movie.
- **Show Emotions:** Tell us how you (or the main character if that's not you) felt in response to what is happening in the story. Are your hands sweaty, your heart pounding, your stomach churning? Let the reader know so they can feel it too.

Part B: Peer Review
After you submit your story, it will be assigned to two of your classmates to review it and give you constructive feedback. They will read your story and check if they can identify each of the components listed above.

- The peer review is due by 1 week of story submission deadline
- If you do not complete your peer reviews for your classmates, you will not get "any points" for your own story. Even if you have submitted your own story on time.

- After you completed your peer reviews, you should confirm it in an assignment named "Story 1 peer review confirmation".
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Important Notes
- Your final story should have a continuous flow (no bullet points). However, outlining in bullet points to help with initial brainstorming may be helpful in organizing components to the story.
- MAX 400 words
- Do not include any personal information as your story will be shared with your peers (feel free to change names as needed)
- You will get full points if graders read your story and can identify each component.

Specification grading rubric (4 points):

Section	Section Content
Format (0.5 point) All or nothing.	Less than 400 words
	Times New Roman, 12-point, 1" margins
	Name of authors
	Submit as PDF
Transformation (0.7 point) All or nothing.	Full credit will be awarded if it can be identified by the audience. Otherwise no partial credit will be considered.
Ending and Opening (0.7 point) All or nothing.	Full credit will be awarded if it can be identified by the audience. Otherwise no partial credit will be considered.
Setting (0.7 point) All or nothing.	Full credit will be awarded if it can be identified by the audience. Otherwise no partial credit will be considered.
Sticky details (0.7 point) All or nothing.	Full credit will be awarded if it can be identified by the audience. Otherwise no partial credit will be considered.
Show emotions (0.7 point) All or nothing.	Full credit will be awarded if it can be identified by the audience. Otherwise no partial credit will be considered.