Engaging With Empathy: Mapping the Path to Insightful Instruction

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Library Instruction West 2016
http://sched.co/5yiA

Outline

• Discuss "empathy" and its role in problem solving, promoting collaboration, and innovation

• Introduce to “Empathy mapping” as a user experience tool

• In groups, create a sample “empathy map” to practice gaining insight into user wants, needs, and motivations in order to design instruction or instruction services
What can we learn from Cookie Monster?

https://www.youtube.com/watch?v=CCbWyYr82BM

What is Empathy?

• A **shared** understanding and experience

• “...the ability to **identify** and **understand another person’s situation and feelings**” (Miller & Wallis, 2011)

• “the attitude of standing in the other’s shoes, of **viewing the world through the student’s eyes**” (Rogers, 1969, p. 112)

Brené Brown on Empathy: https://youtu.be/1Evwgu369Jw
Why Empathy?

• Empathy as a component of Emotional Intelligence

• “… used to establish rapport and build a basis for trustworthy communication” (Miller & Wallis, 2011)

• Promotes collaboration, innovation, group cohesiveness, & reducing tension in stressful situations (Miller & Wallis, 2011; Klare et al., 2014)

• “…virtually an essential requirement of the profession” (Angell, 2011)

In recent memory...

• …how often have you been encouraged to design “student-centered” instruction?

• …how many changes have you experienced that required clear communication with your colleagues, students, faculty members, or other stakeholders?

• …how often do you use interpersonal skills to negotiate challenging instruction situations with students, faculty, etc.?
Empathy Mapping

• “Rather than beginning with shiny new technology, we start by trying to establish deep, personal empathy with our users to determine their needs and wants” (Patell, 2013)

• Analyze data user data in an attempt to **gain insights** about wants, needs, etc.

• Developed by Scott Mathews of XPLANE

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**Persona/User/Target group**: person at the center of the map

**What is**

...Think
...Hear
...Feel

**Use insights for designing systems and services**

*Gamestorming* (2010)

“...archetypal user... that represents the needs of larger groups of users, in terms of their goals and personal characteristics. The act as ‘stand-ins’ for real users and help guide decisions about functionality and design” (Calabria, 2004)
Adrian Howard, "Empathy map"

Visualpun.ch, "Empathy map of Tom the developer"

Visualpun.ch, "Empathy map of Bob the project manager"
Scholar Steve, a new assistant professor at Towson University, needs a way to discuss academic honesty with students because he is teaching an advanced writing course for the first time and is concerned about plagiarism.

Cookie Monster, a cookie-loving Muppet who lacks self-regulation, needs a way to distract himself because waiting for cookies is hard.

Design instruction or services based on needs and insights (Patell, 2013)

Belmont (2015)
Group Activity

1. Select a “persona” and a context. Name your person and provide 3 noteworthy characteristics
   - Sue: second year student, marketing major, new transfer student
   - Context: A lesson about plagiarism

Possible User Groups & Scenarios

**User Groups**
- Faculty member (new faculty member, course coordinator, department chair)
- Student (first-year, graduate, upper division, middle school)
- College or University Administration
- Library administration
- Librarian colleagues

**Scenarios**
- Specific learning context
  - E.g., freshman seminar instruction, online class, upper division research methods course, new instruction program, online/distance class
- Framework for Information Literacy
- Scholarly communication issues
- Last minute research requests
- Accessing library materials
Group Activity

1. Select a "persona" and a context. Name your person and provide 3 noteworthy characteristics
   • Sue: second year student, marketing major, new transfer student
   • Context: A lesson about plagiarism

2. Construct your empathy map with the following sections about your person and their experience with that context: THINKING, FEELING, DOING.

3. Consider: What questions or insights arise? How can you use insights to design instruction or instruction services that respond to your persona’s perspective?

Sharing
Wrapping Up

Empathy helps us gain insight into our students’, faculty members’, and colleagues’ perspectives in order to address needs without trying to “fix” our learners.

Empathy mapping is a tool to help us get there.

Consider:

What is one takeaway you can use in designing instruction or instruction services?

References


References


Image Credits

Empathy Map examples (in order of presentation)
- Visualpun.ch, “Empathy map example,” via Flickr, CC BY SA 2.0 https://www.flickr.com/photos/visualpunch/8655136181/
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