

# Frugal Education Aspects Analysis

Activity: \_\_\_\_\_

I am an: educator  facilitator  student  other  (please specify): \_\_\_\_\_

Participant ID: \_\_\_\_\_  
(if applicable)

The following survey has been created to measure the frugal education aspects of a learning design (activity, lesson, workshop, course, learning space, etc.). The survey can be carried out during the design phase to guide the design process, or in retrospect to evaluate and identify areas of improvement. The survey is rated on a scale of 0-10. Please use the following rating scale when completing the survey:

0 = Not at all | 1 | 2 | 3 | 4 | 5 = Somewhat | 6 | 7 | 8 | 9 | 10 = Completely

		Aspects	Indicator Statements	Rating 0-10
Design with an Open Mind	Creative		The design finds inspiration from a variety of different sources as a means of creating a new approach or expanding on an existing approach.	
			The design combines ideas, techniques, or concepts from a variety of disciplines to create a new approach, or as a means of expanding on an existing approach.	
			The design encourages experimentation by the participants who interact with it.	
			The design encourages creative thinking and problem-solving by the participants who interact with it.	
	Collaborative		The design is considerate of the needs of the target audience.	
			The design is created in collaboration with the target audience.	
			The design encourages collaboration and co-creation between participants who interact with it.	
			The design encourages participants to provide constructive feedback and suggestions for improvement.	
	Open		The design is made freely available within the public domain for the benefit of others.	
			The design is available under an open license that permits its use, adaptation, and redistribution by others.	
			The design is easily discoverable, with links, locations, and contact details updated when necessary.	
			The design provides clear and detailed guidance for others to follow when recreating and applying it for themselves.	

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Aspects	Indicator Statements	Rating 0-10	
Leverage Available Resources	Resourceful	The design leverages available materials, technologies, and resources that can be sourced from the local environment and/or wider community.	
		The design upcycles/repurposes existing materials, technologies, and resources to extend both their usefulness and lifespan.	
		The design combines existing materials, technologies, and resources in inventive ways to achieve its objective.	
		The design prioritises the use of available materials, technologies, and resources.	
	Practical	The design is practical, from a financial perspective.	
		The design is practical, from a human resource perspective.	
		The design, from a physical accessibility standpoint, is appropriate for the target audience.	
		The design, from an intellectual accessibility standpoint, is appropriate for the target audience.	
	Resilient	The design can respond flexibly to changes in the physical environment.	
		The design can be easily adapted in response to changes in human resource allocation.	
		The design can be easily adapted in response to changes in budget allocation.	
		The design is adaptable and can be easily reconfigured for different use cases and changing needs.	

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	Aspects	Indicator Statements	Rating 0-10
Build at the Speed of Need	Minimal	The design uses only the administrative tasks and processes that are absolutely necessary in order for it to be delivered effectively.	
		The design uses only the materials and resources that are absolutely necessary in order for it to be delivered effectively.	
		The design focuses on functionality in the first instance, followed by aesthetics as a secondary factor.	
		The design focuses on simplicity, using the least amount of resources, to make it easier to create or be recreated by others.	
	Sustainable	The design, with the resources and materials available, can be sustained throughout its proposed lifetime.	
		The design reuses/repairs/reconditions existing materials, technologies, and resources to extend their lifecycle.	
		The design uses sustainably <i>sourced</i> materials and resources.	
		The design uses sustainably <i>produced</i> materials and resources.	
	Iterative	The design is improved/updated through a cycle of testing and refinement.	
		The design is improved/updated in response to participant feedback.	
		The design uses prototyping as a means of testing and refining its effectiveness.	
		The design is improved/updated in response to feedback from people who have applied the design for themselves.	