

Phenomenology approach

Education



Phenomenology approach Phenomenology is a qualitative research design that explores people's experiences, from the s' perspectives, for knowledge development. Its construct that relies on the subjects' subjectivity to understand motivational factors and behaviors offers a basis for developing solutions to the subjects' wider population. This paper develops a qualitative research scenario that is based on Fine Motor Skill Disability and phenomenology research design.

Fine motor skill disability refers to a person's inability to control small classes of masses. Inability to manage muscle in the hand is an example and it affects people's performance in academics, and in sports that involve fine movements. Its effects in academics and hands' dependent activities hinder the victims' performance levels and therefore put them at a disadvantage as compared to normal people (Nicholls and Jones, 2012). This research explores effects of technology in empowering people with fine motor skill disabilities in graphic design and is significant because an identified association will add value to the victims' lives as well as to the scope of graphic design. The research explores the following question, Can technological applications empower people with fine motor skill disability to eliminate the disability's associated disadvantage in graphic design?

The research's sample consists of college students who have been diagnosed with the disability, their parents, and their lecturers. Students will be identified from their respective college health record and their parents and lecturers identified. This will form a sample space that will then be selected, randomly, to generate 27 participants with at least 11 students. Data will be collected through personal observations and interviews. Both <https://assignbuster.com/phenomenology-approach/>

data collection tools will be used to collect data from the students while interviews will be used to collect data from the sampled parents and lecturers. Observation will involve witnessing the students' attitude towards technological aids for graphic designs and their achieved success in design under the technological aids while interviews will involve experiences with the students' interactions with the aids (Johnson and Chrisensen, 2010).

Reference

Nicholls, A. and Jones, L. (2012). *Psychology in sports coaching: Theory and practice*. New York, NY: Routledge.

Johnson, B. and Chrisensen, L. (2010). *Educational research: Qualitative, quantitative, and mixed approaches*. Thousand Oaks, CA: SAGE.