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14. "Wait, wait: Dan, your turn": Performing Assessment in the Group-Based Design Review15. Articulation of Professional Vision in Design Review; 16. Design Grammar-A Visual Tool for Analyzing Teacher and Student Interaction; Design Being; 17. Taking a (Design) Stance; 18. Becoming a Designer: Some Contributions of Design Reviews; 19. Multiple Means Through Which Design Identities Are Communicated During Design Reviews; Design Coaching; 20. A Quantitative Exploration of Student-Instructor Interactions Amidst Ambiguity; 21. Directing Convergent and Divergent Activity Through Design Feedback 22. Making Visible the "How" and "What" of Design Teaching23. Three Studio Critiquing Cultures: Fun Follows Function or Function Follows Fun?; Author Biographies and Contact Information; Index
