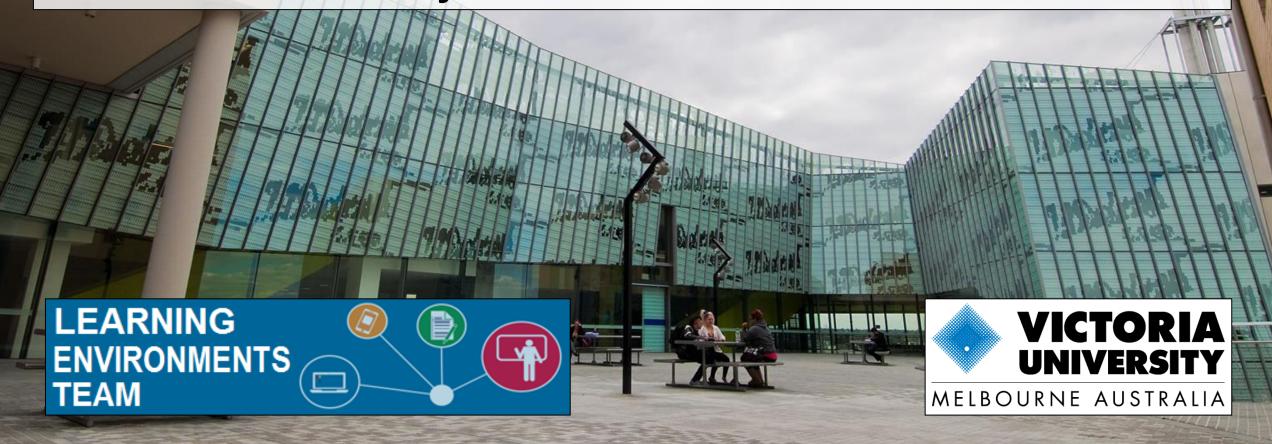
# Improving staff capacity to support student learning in the digital age

Rosy Borland & Sonia Wilkie



## **Project Background**

#### **Blended Learning Project and Strategy**

- Blend all units at the University within 3 years
- Provide students with flexible learning experiences
- Work with academics & support staff to design and develop blended units
- Improve academic digital Literacy Skills

#### In 2016:

 112 Units designed & developed for delivery in Semester 1 2017



## **Project Background**

In 2017, the project has expanded...

- 203 units being developed for delivery in 2018
- 160 units for the University's new first year college



### **Hub and Spokes**

#### **Advantages**

- Sharing & collaboration between learning designers
- Ability to address the specific needs of the individual colleges
- 3. A range of options for building capacities
- 4. Opportunities for informal corridor conversations, and more casual just-in-time 'drop in' sessions



#### **Process: ADDIE**



ADDIE: Analysis Design Development Evaluation Implementation Unit Unit Kick-off **Unit Delivery** Unit Design Phases: Development Meeting Stocktake · Course level · Initial meeting · Storyboarding & · Creation of · Evaluating the Explanation to Key discussions with unit designing with Master Space students on the unit & blend Activities: coordinator TELD with College blended learning Strategy, process Making Template process within & timelines Complete unit Planning the improvements the unit stocktake Implementing for next time for process and Identify Clear guidelines timeline the design both students Initial requirements provided to and staff discussions on · Liaising with Uploading students Staff involvement

other staff

materials

 Developing unit space

blending ideas



## **Process: Mapping**



#### **Process: TPACK**

#### Content Knowledge

**TPACK** 

TPK

- Content analysis
- Training analysis
- Audience analysis

PCK

#### Instructional Knowledge

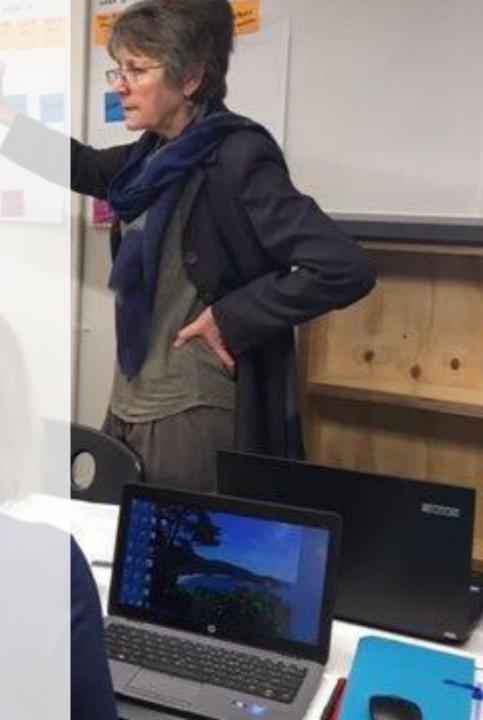
- Instructional design principles
- Adult Learning Principles
- Learning styles and preferences

Technological Knowledge

- •LMS
  - LCMS

TCK

- Rapid authoring tools
- Other technological tools



## **Building Capacity**

- Blended learning lunchtime sessions
- Blended learning newsletters
- Hands on workshops
- Linking to workshops run centrally
- Learning designers have acted as the lynch pin

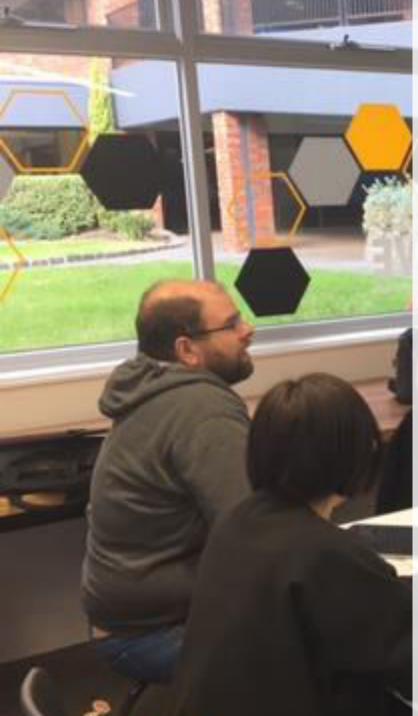




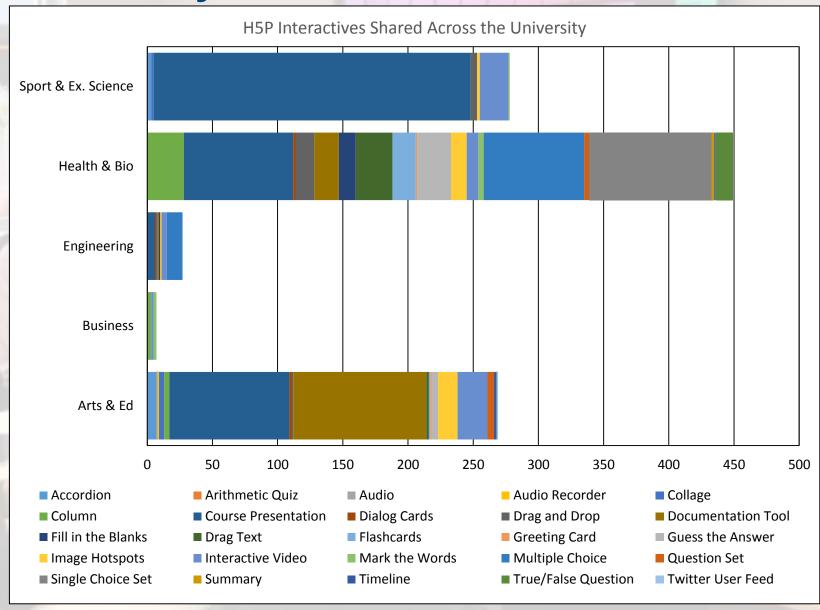
#### **Community of Practice...Shared Resources**

For example...

- Easy to develop (and share) H5P online learning interactives
- More than 1500 online learning activities have been built and shared

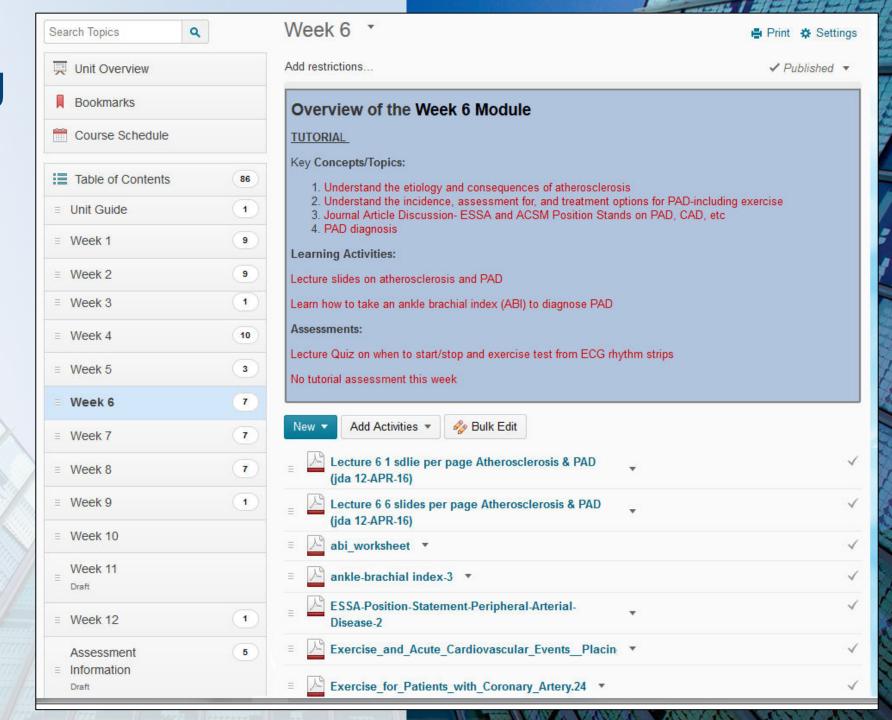


#### **Community of Practice...Shared Resources**



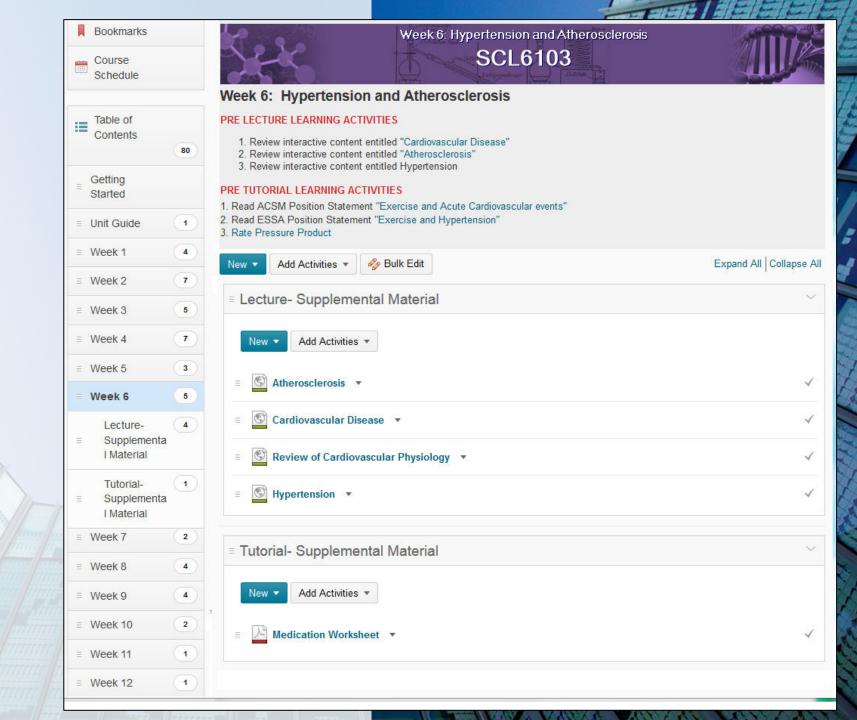
## Online Learning Space

(2016)

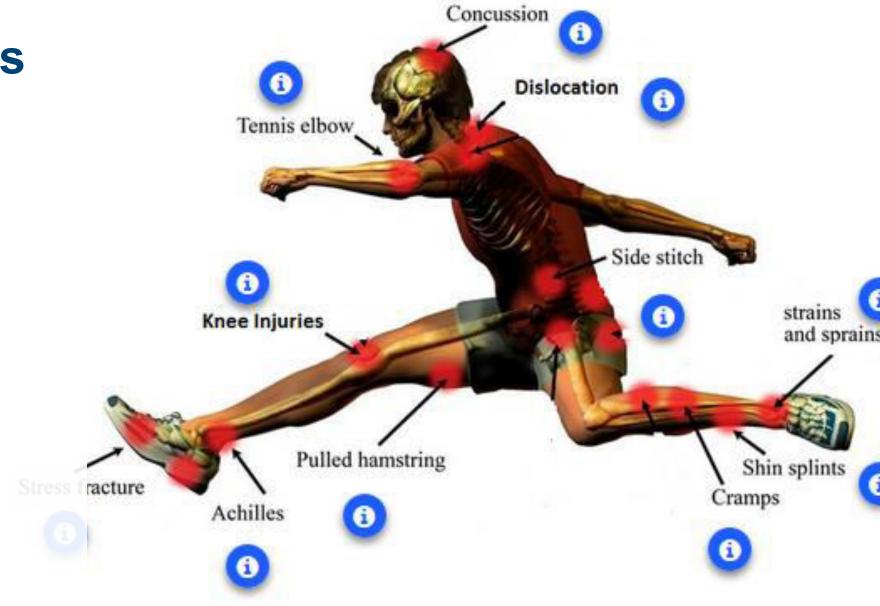


## Online Learning Space

(2017)





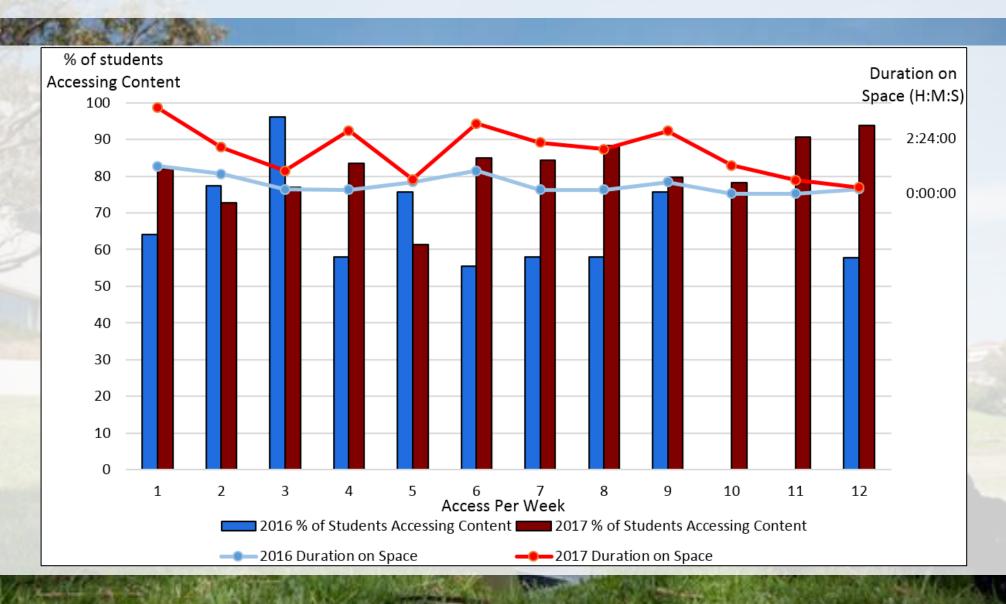


## Impact:

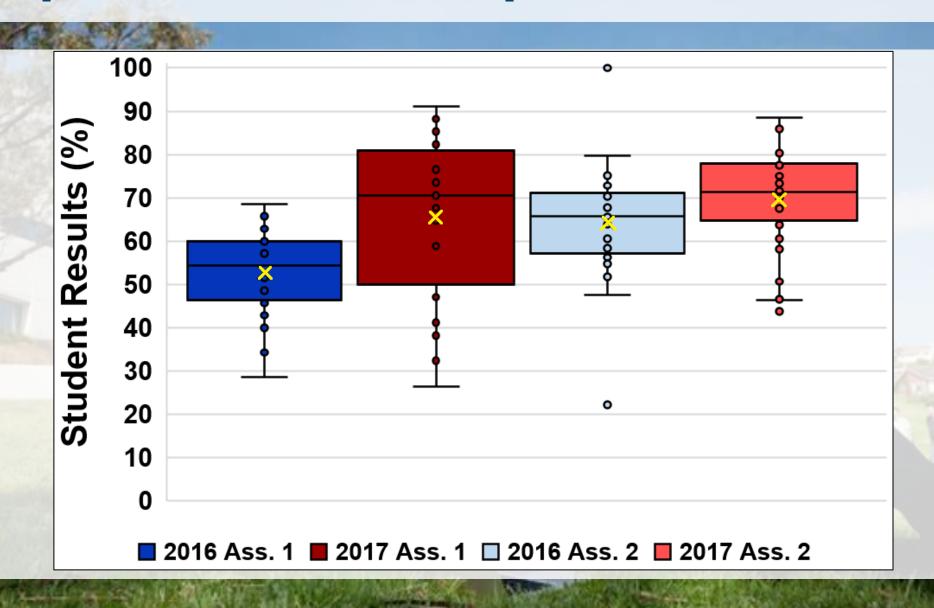
#### **Student Engagement & Progress**

 Analyses on student engagement and progress are being conducted on both the macro and micro levels.

## Impact: Student Experience



## Impact: Student Experience



## Impact:

#### **Students**

- "Thanks the maths support videos, they were immensely helpful"
- "They are great I like the interactive nature"
- "Great flexibility"
- "It consolidates what I have heard in lectures, read in lecture notes / textbook"

#### **Staff**

 "Thankyou for showing me how to use this tool. The initial learning curve was steep, but it was worth it"

 "I like being able to create and edit my own online activities, as and when needed"

