UTS
UNIVERSITY
OF TECHNOLOGY
SYDNEY

project:
Research overview

January – July 2022

Your requirements

Tool background

Funding context

The focus of this proposed research is to ….

These resources are ultimately intended to support and enhance wider benefits around:

About us

Centre for Research on Education in a Digital Society

- Explores the dynamic relationship between technology and learning – across formal, informal, and professional education contexts throughout the lifespan

- Adopts sociocultural and human-centred approaches to understanding technology in practice to investigate learning technologies, the role of technology and data in learning and the changing learning needs of a digital society

Another unit

- …

- …
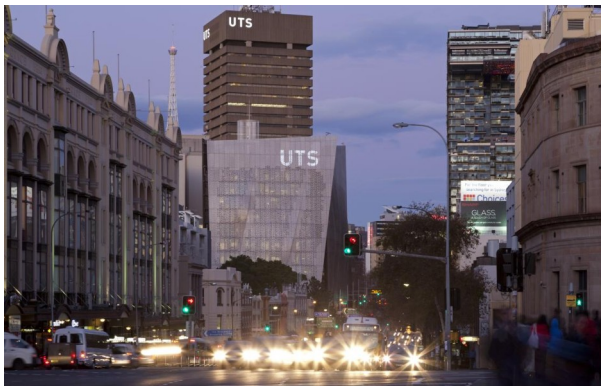
Research team

Dr Simon Knight
Research Lead

Simon is Director of the Centre for Research on Education in a Digital Society, and leads the Transformative Learning research theme in the UTS Transdisciplinary School.

He is a recognised researcher in learning and technology and a UTS award winning teacher. He holds a PhD in learning analytics, and education Masters from both Cambridge and UCL Institute of Education, where he also did his high-school teacher training
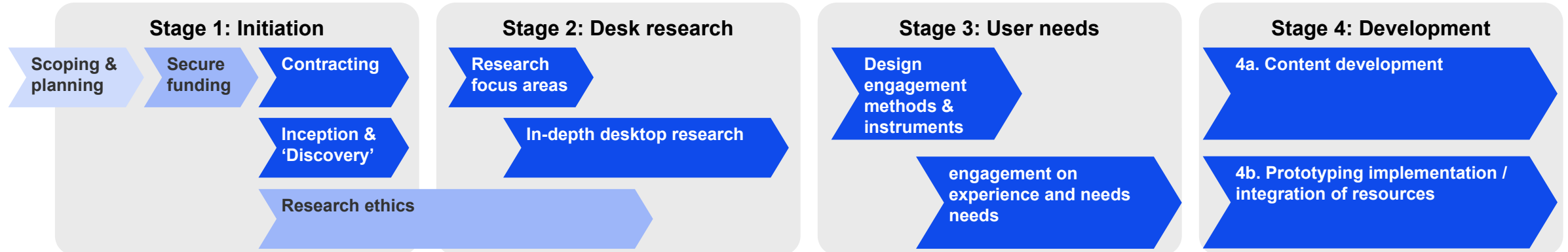
Project description
Overview

As a university committed to practical innovation and the development of impact-driven research that benefits the broader community, UTS is a key partner to industry in helping shape the world we live in. This is built on our culture of collaboration, creativity, use of agile and transdisciplinary approaches, and our industry and community connections to create real-world solutions to complex problems.

UTS has assembled a team of skilled researchers for this project, with expertise in participatory approaches, including for ….

We will take a participatory approach to the design and delivery of the research project, across four stages of work outlined below. This will involve desk research around scholarly and practitioner resources, identification of key needs and user expectations, the development of both practical wellbeing resources and initial prototyping for implementation of these resources into the tool.

Stage 1: Initiation	Stage 2: Desk research	Stage 3: User needs	Stage 4: Development
Scoping & planning			
Secure funding			
Contracting	Research focus areas	Design engagement methods & instruments	4a. Content development
Inception & 'Discovery'	In-depth desktop research	engagement on experience and needs needs	4b. Prototyping implementation / integration of resources
Research ethics			

UTS

Centre for Research on Education in a Digital Society

Project description
Approach and key deliverables

Stage	Proposed approach	Key deliverables
1. Project initiation		
2. Desk research		
3. User needs		
4. Development		

UTS

Project schedule
Timeline and key milestones

The project initiated on the basis of a …start and … end, with tolerance for.

Key milestones were:

Project:
Project commencement

January – July 2022

Research approach & scope

"What we wish to research and develop is ...."

Key inputs:

1. Proposal text + initial literature survey

2. Existing tool & resources

3. Co-design and iteration of our approach together

Considerations:

1. Current UX and articulating the evidence base

2. Evidence for most impactful new resources

3. Evidence & user input re: how to integrate those into evolving UX

Mapping approach

1. **Developing a logic model through a feature:outcome matrix:**
   1. **Why?** Allows us to map Qs & evidence to claims you may make around impact & narrow scope
   2. **How?** Review by team, and mapping to literature

2. **Desk research to situate … in the evidence:**
   1. **Why?** Provide existing grounding of tool; Suggest new avenues & critical areas of focus
   2. **How?** Use the model to guide literature survey & create scenarios identifying potential critical incidents & literature around these

3. **User research to identify resource needs and integration:**
   1. **Why?** Understand what users currently draw on, triangulate with literature & test piloting (split phase)
   2. **How?** Use scenarios with screenshots of tool journeys to identify existing resources to integrate, & identify where these are needed

4. **Resource development grounded in evidence for your outcomes:**
   1. **Why?** Stages 1:3 identify needs & ground how to address these, phase 4 builds (in a way you can adapt in future)
   2. **How?** Create a resource template for items & their integration, create/curate resources addressing key needs and segments

Stage 1: Initiation

Scoping & planning

Secure funding

Contracting

Inception & 'Discovery'

Research ethics

Stage 2: Desk research

Research focus areas

In-depth desktop research

Stage 3: User needs

Design engagement methods & instruments

engagement on experiences and needs

Stage 4: Development

4a. Content development of 5-6 key practical 'support resources'

4b. Prototyping implementation / integration of resources into the tool

UTS