#### Building Digital Capacity in Higher Education

The salient question is not 'where are we going?' but 'where do we want to go?'

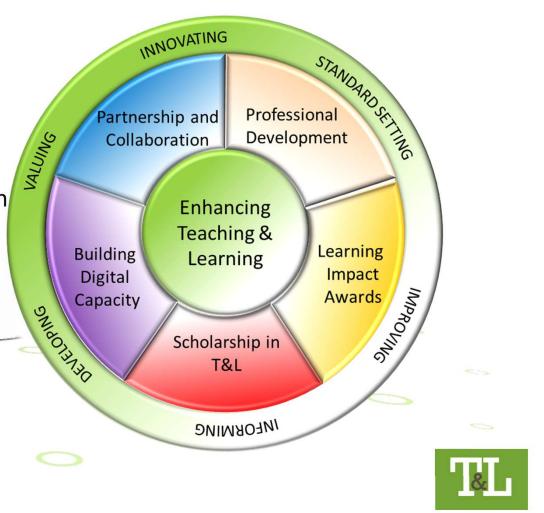


National Forum for the Enhancement of Teaching and Learning in Higher Education

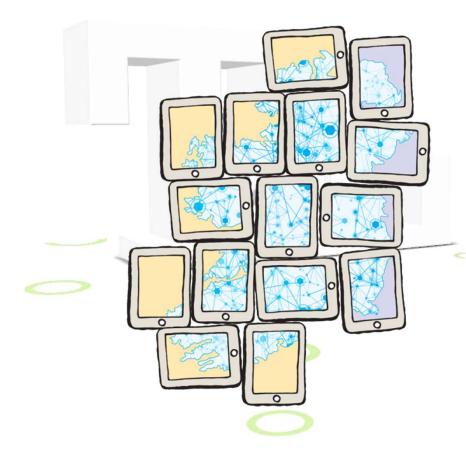
#### **National Forum**

Key features:

- Academically-led advisory group to the Higher Education Authority
- Governance: Board, International Advisory Panel, National Forum Associates
- Executive and staffing
- Non-partisan



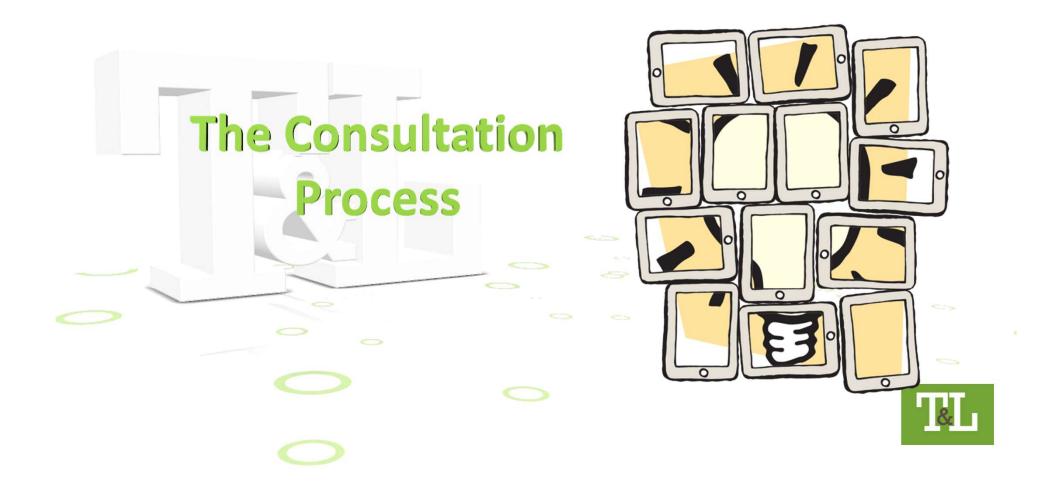
#### **Key Considerations**



Institutions shouldn't have to act alone in key aspects of building digital capacity

Self direction by the sector as a whole is important

Key stakeholders are many and diverse



### What did we learn?

- Academic Staff
- Students
- IT Staff
- Library and T&L Support staff
- Senior Management

#### **Academic Staff has a range of views**

'Although my institution is very advanced in online learning we are not really changing our teaching methods that much from teaching fulltime students – I feel we could learn a lot about being more innovative in online teaching- if only we had time to do more training and more time to experiment'. (Teacher HE Survey response)

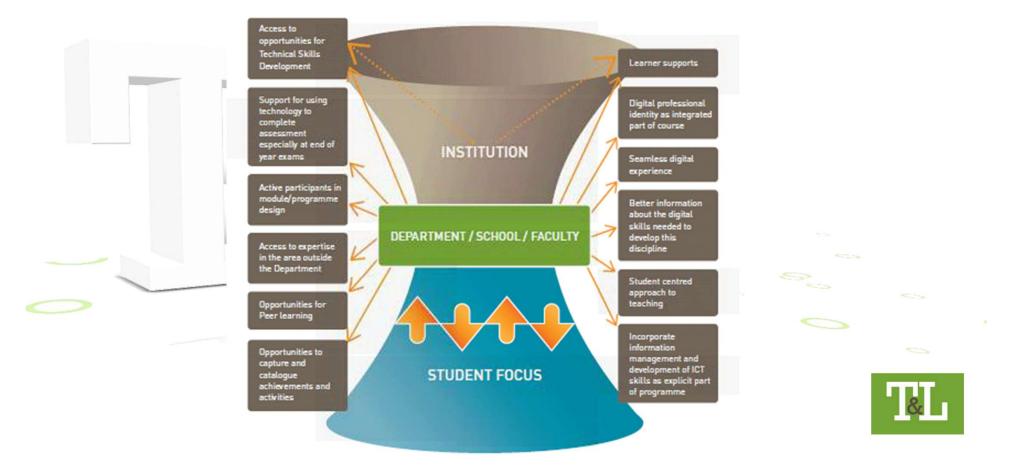


'I prefer direct face-to-face contact with students and interactive discussion, and do not encourage the use of IT equipment during my COURSES'. (Teacher HE Survey response) 'I feel confident myself in using technology, but when time is of the essence in a class situation I need to be very clear and confident that what I am using works and can be done in the time allocated, without any technical difficulties'. (Teacher HE Survey response)

## What did we learn?

- Academic Staff
- Students
- IT Staff
- Library and T&L support staff
- Senior Management

#### Who can make the changes students want?



## What did we learn?

- Academic Staff
- Students
- IT Staff
- Library and T&L support staff
- Senior Management



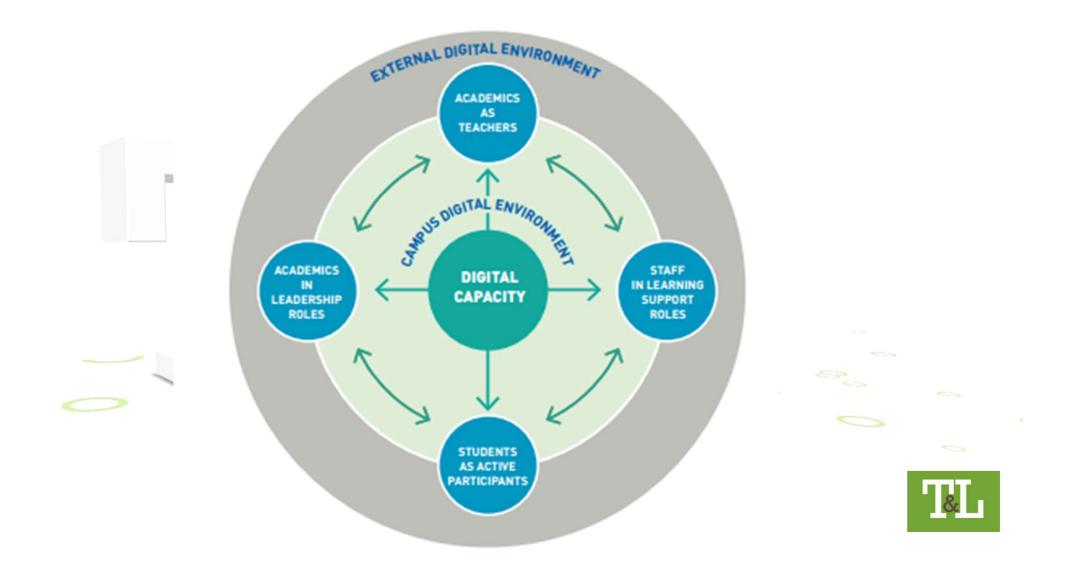
'At leadership level there was aspiration and good will towards change but little evidence of a systematic approach to support

change'

# Challenging the myths and understanding the realities

- The Myth of Diminishing Cost
- The Myth of the Disappearing Teacher
- The Myth of the Digital Native
- The Myth of Diminished Quality
- The Myth of Technology as benefactor
- The Myth of Insignificance
- The Myth of Imminent Revolution

http://www.teachingandlearning.ie/wp-content/uploads/2014/02/Insights\_MythsandRealities-2015.pdf



#### What else we learnt from the consultation

- Technology in teaching is not a magic bullet, nor is it the holy grail – teachers and learners and their human interactions remain central
- Technology in teaching still holds enormous untapped potential – there is a wide range of valuable resources that can be utilised creatively
- in the interests of teachers and learners
  - Strategic leadership is crucial in enabling digital capacity

#### The Vision For Digital Capacity in Irish Higher Education

- Culture that embraces Digital Learning
- Digital Platforms increase connectivity
- Digital Literacy and Digital Skills developed
- Students are supported
- Teachers are enabled
- Increased collaboration nationally and internationally



#### **Digital Roadmap**

**Teaching and Learning** in Higher Education A Roadmap for Enhancement in a **Digital World** 2015-2017



TEACHING AND LEARNING IN IRISH HIGHER EDUCATION: A ROADMAP FOR ENHANCEMENT IN A DIGITAL WORLD 2015-2017



### **A Clear Focus on Enhancement**

- Supports strategy development
- Informs leaders
- Identifies agreed priorities for change
- Provides an informed framework for supporting and guiding organisations address priorities

#### **The Roadmap - A Resource for Institutions**

#### Structure: 4 Recommendations

- For each Recommendation
  - Identified Priorities
  - Questions to Consider
- What Success might look like
- System-led actions to be addressed
  - How the National Forum will provide support



Prioritise the strategic development of digital capacity in institutional and national policy and quality frameworks in a way that supports innovation for impact



Strengthen and support collaboration within and between institutions, and with different parts of the higher education sector; develop shared policies and infrastructure that reflect the complexity of an



&

Develop a consistent, seamless and coherent digital experience for students in Irish higher education and actively engage with students and teachers to develop their digital skills and knowledge







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Develop a strong evidence base for enhanced pedagogy



#### **The Roadmap - A Resource for Institutions**

Structure: 4 Recommendations

For each Recommendation

- Identified Priorities
- Questions to Consider
- What Success might look like
- System-led actions to be addressed
  - How the National Forum will provide support



#### Recommendation 2 – Priority 2

Institutions should pilot stronger team-based approaches (involving teachers, students, IT and academic support staff) to teaching and learning, curriculum design and programme development; new modes of learning and innovation should be integrated from the outset of such pilots

#### Questions to consider

- · Is there evidence of collaboration within and across disciplines in your institution?
  - · How is good practice captured and shared across the institution?
  - · What opportunities are provided for fostering inter-disciplinary collaboration?
- Does your institution support disciplines to work collaboratively across clusters or multi-institutional partnerships for new programme development or existing programme review?
- How well does your institution enable and respond to contributions from wider stakeholders (employer, community groups...) to inform programme development, delivery and recognition?
- Does the programme development and review process within your institution actively engage students, librarians, IT specialist and academics as vital partners in a team-based approach?
- Is there a requirement in programme development and validation for a multi-skilled team based submission and is the institutional (or cluster) expertise in learning design, technologies and student support fully utilised at these stages?
- What scope is there for mandating consideration of new modes of teaching and learning in all new
  programme proposals and in the review of existing programmes?



# **Implementing Strategy**

Designed to Support the Development of Digital Capacity by Discipline-based units

### **Building Digital Capacity**

- Digital Roadmap Provided a resource for the sector
- Funded Collaborative Projects
- Scoped National Projects

#### **Teaching and Learning Enhancement Fund**

- 2 million euro per annum for 3 years
- Annual call linked to strategic priorities
- Competitive Process International Panel
- Open and Transparent Process 6 monthly reviews
  - Open Access

#### **Digital Skills – the 'problem'**

- Students need high levels of skills and confidence for employment
- Academic staff/faculty need skills to provide up to date learning experiences
- Support staff need skills to develop their specialist expertise

#### **Digital Skills – a typical 'solution'**

- Embed digital skills training in the curriculum, formal, credit-bearing courses
- Professional Development workshops for Academic staff/faculty
- 'Competency framework' produced for support staff, with skills defined per role/grade

All underpinned by comprehensive policy document



#### **Digital Skills – the new problem**

- Efforts directed towards implementation and compliance
- Learning becomes mere performance of structured tasks
- Role demarcations and barriers strengthened
- Little guarantee of connection with wider world/life



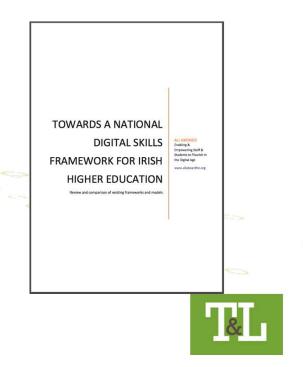
#### **Digital Skills – the new problem**

# Yet another set of formal documents and policies

#### **Digital Skills – the new problem**

 60 pre- existing digital literacies & skills frameworks for education were reviewed!

• If so many, then why still an issue??



## In Short.....

missing!

# The joy, the fun, the excitement and the creativity – are all

#### A different approach?

Ways of encouraging participation and accessibility?
– of relating to wider life?
– of overcoming the alienation and disempowerment of technologies?
– of creating a sense all being learners together:

- faculty, staff and students?
- of introducing some 'fun', some colour and creativity?



# ALL ABOARD www.allaboardhe.org

Enabling & Empowering Staff & Students to Flourish in the Digital Age













## Comments and the second s National Digital Skills Framework

Koutoulos



Collaboration Tools Video Resource<sub>Audio</sub> Resources Operating Systems Jargon Busting Search Sharing Data

Simulations

Lecture Capture

Devices & Hardware Classroom Technologies
Course Design
Time Management

 Time Management
 Screencasts
 Learning Design

 Interactive Displays
 Discussion Boards

 Messaging
 Blogs
 Social Networks

Flipped Classroom Producing Content Key Wagital Footprint Databases Security Filetypes Presentation Skills Learning Design Sources Search Engines

Presentation Tools VLE Smartphones Digital Cavitatera Confects Reimechnologies Critical Streaming Evaluation Safety

Project Management Accessibility Tools Privacy Online Teaching Metacognition Publication Types Animation Referencing Reputation Web Mechanics

 Word Processing
 Wikis
 Online Navigation
 Browsers

 Online Communication
 Avoiding Plagiarism
 Ethics

 Digit Rigital Geopyright
 Data Protection

Tablets Accessible Content Accessible Content Collate Content

Web Content

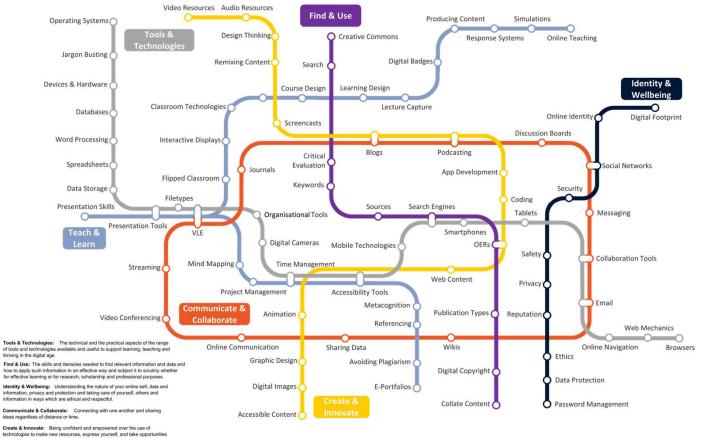
Spreadsheets

OERs

Podcasting Data Storage

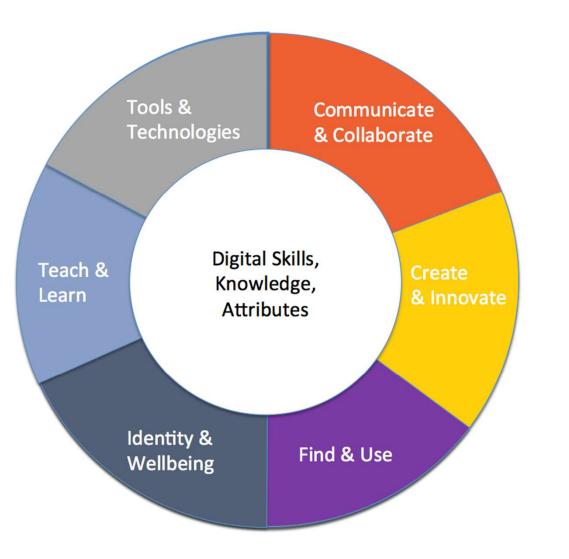
#### Video Resources Producing Content Simulations **Operating Systems** Design Thinking Creative Commons Response Systems Online Teaching Jargon Busting **Remixing Content** Search Devices & Hardware Course Design Learning Design Classroom Technologies Lecture Capture Databases Online Identity Digital Footprint Screencasts Learning Design Discussion Boards Word Processing Interactive Displays Blogs Podcasting Critical Spreadsheets Evaluation Social Networks Journals App Development Coding Flipped Classroom 100 Keywords Security Data Storage Filetypes Presentation Skills Sources Search Engines **Organisational Tools** Messaging Tablets Presentation Tools Smartphones VLE Digital Cameras Mobile Technologies OERs **Collaboration Tools** Mind Mapping Time Management Safety Streaming Web Content Privacy Project Management Accessibility Tools Email Metacognition Publication Types Video Conferencing Reputation Referencing Web Mechanics Animation Sharing Data Wikis **Online Navigation** Browsers Online Communication Ethics Avoiding Plagiarism Digital Copyright Digital Badges Data Protection Digital Images E-portfolios Collate Content Password Management Accessible Content

## ALL ABOARD Mapping Digital Skills in Irish Education

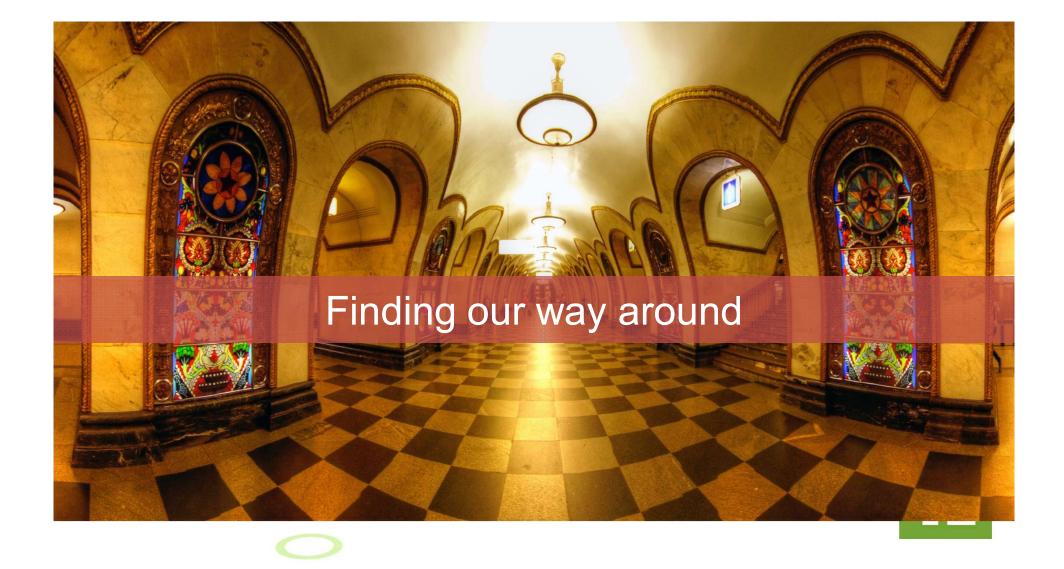


to develop new approaches and ways of looking at things. Teach and Learn: How to get the most out of technologies and materials

to encourage engaged learning and make sense of new knowledge.







## Navigating the Digital Skills Framework







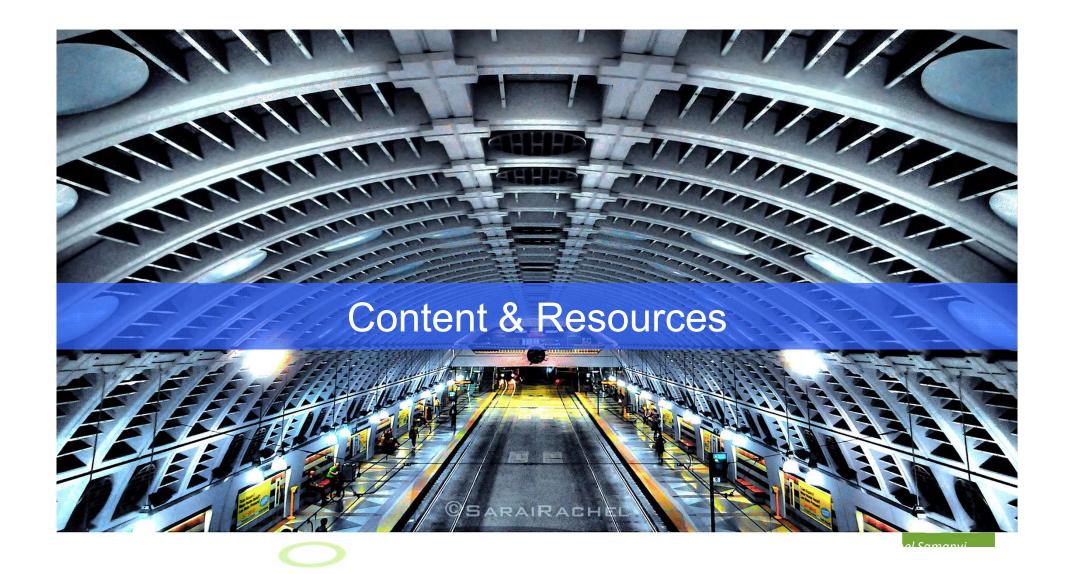


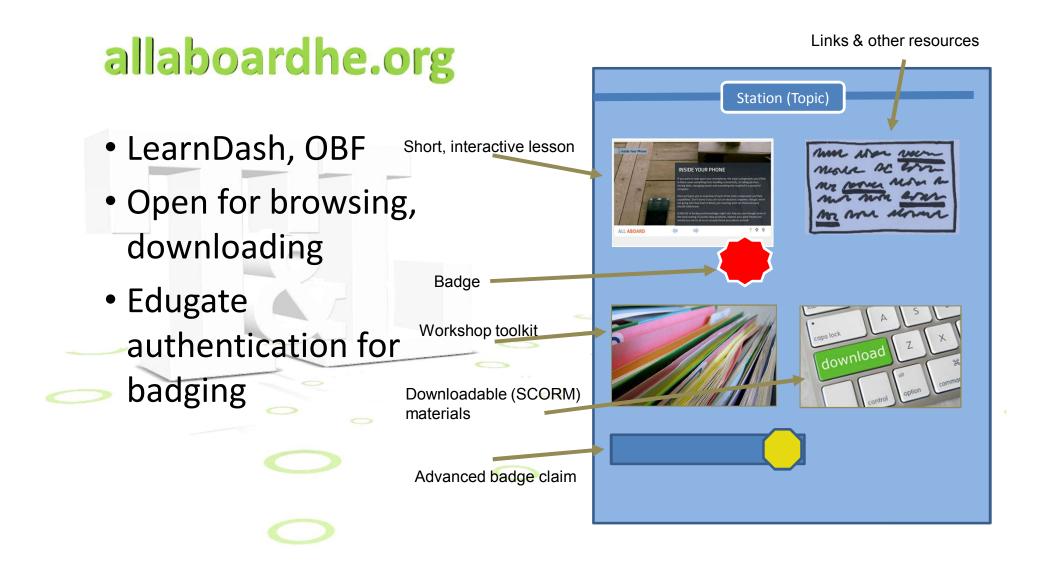
## **Travelcards**



- Understanding your smartphone
- Introduction to finding information online
- Protecting your online identity
- Social Media protecting & enhancing your online reputation
- What is a VLE/LMS?
- Tools for Learning







## Criteria, issuing

## **Open Badge Factory**

+ Institutional VLEs

#### **Policy & Guidelines**

Order by last modified Order by title

#### Open Badge Factory



## **DIGITAL CHAMPIONS** NLINE IDENTITY WORKSHOP

Badge Earners participated in a hands on workshop to explore their Online Identity as part of the Digital Champions at NUI Galway initiative.

- Attended Online Identity Workshop and Seminar
- Participated in Visitor and Resident Mapping of Online Presence
- · Reflected on current Online Identity and use of Social Media
- Examined the practical steps that could be taken to manage, develop and build their Online Presence/Identity
- Provided feedback on issues/concerns relating to Online Identity (Privacy/Security)

reflect on this feedback and develop an action plan where appropriate.

## **Personal Profiles**

Capturing badges, storing CVs, linking to publications and allowing re-export to other platforms (e.g., LinkedIn), embedding in websites, etc.



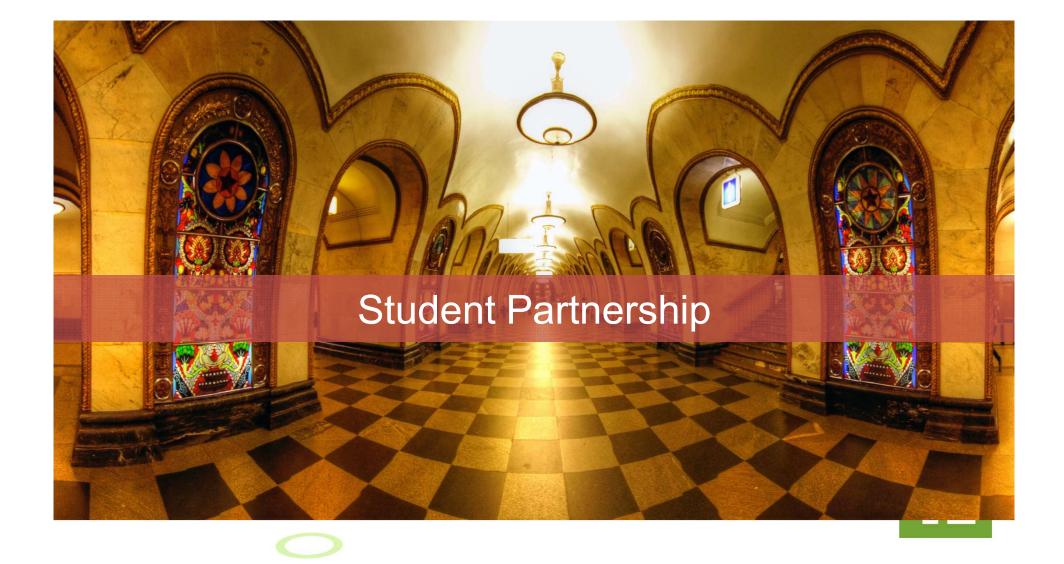
'Hallmarks' (Using Digital Badge system)

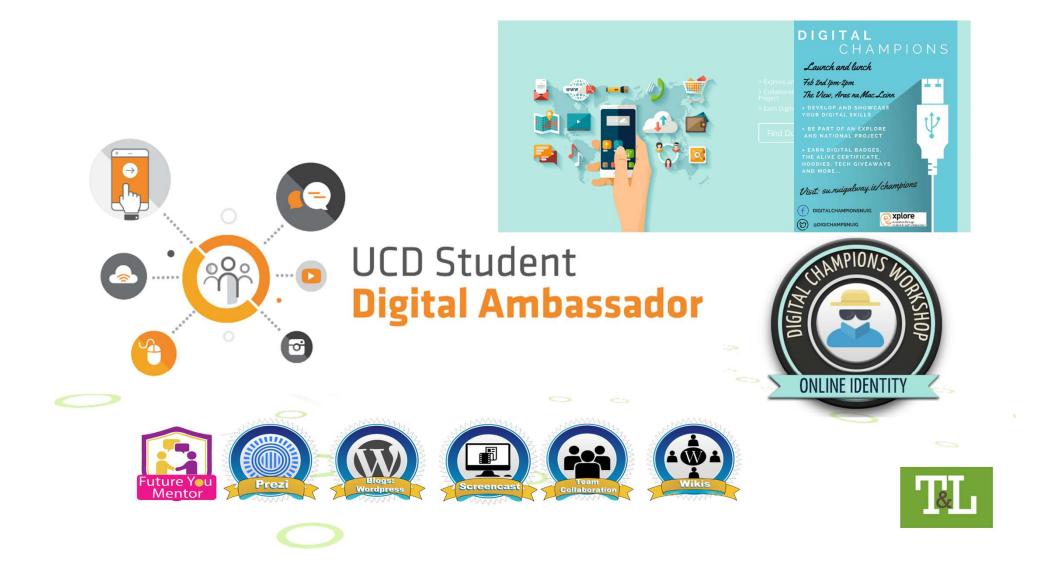
Intermediate, component

chievement

Compliance with OBI

Alternatives (bespoke)

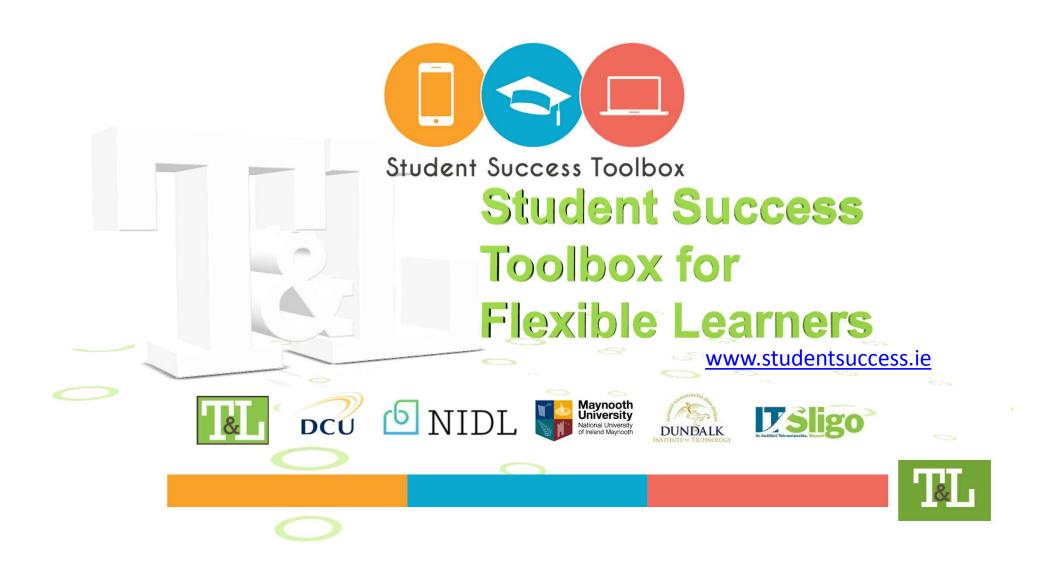




## **All Open Access**

Already translated into a number of languages!

Currently working with the school system to adopt the digital skills framework across all education levels



## The Toolbox



Home **Project Overview** Project Partners Publications The Toolbox Events Blog Contact Us



Tool 1: Am I Ready for

Study?



Tool 2: How Much Work

Is It?



Tool 3: Who Can I Ask?



Tool 4: My Computer Skills

#### https://youtu.be/m9Sr6eEK1iE









Tool 5: My First Assignment

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Tool 6: Get Ready For Success

Tool 7: Study Tips For Me

Tool 8: Online Orientation

# Feedback

Supporting Transition: Enhancing Feedback in First Year Using Digital Technologies

Project Update to the National Forum for the Enhancement for Teaching and Learning March 1 2016

## TEL Weeks – Take 1 Step





## Assessment for Learning: Resources for First Year Undergraduate Mathematics Modules





#### Audience Response System – the UniDoodle Apps

- An audience response system which will allows teachers to ask questions and gather responses from students through their smart-phones and/or tablets.
- Students can submit graphs, drawings and calculations and lecturers can view the responses
- instantly.
  - Apps for both IOS and Android systems.







## **Building Digital Capacity**

- Digital-Roadmap Provided a resource for the sector
- Funded Collaborative Projects
- Scoped National Projects

## **Building Digital Capacity**

Scoped National Projects

- Technical Infrastructure
- Learning Analytics
- Enabling Policies in a Digital world
- Open Access and OER

## A Useful Thinking Tool

#### Menu of aims

Add to the curriculum		Increase equity of outcome	Increase equity of experience	Change student outcomes	Change student experience	Increase equity of access	Change teaching and learning	Change the environment, artefacts to	Change power relations
	or economy						practices	become more enabling	between students an staff

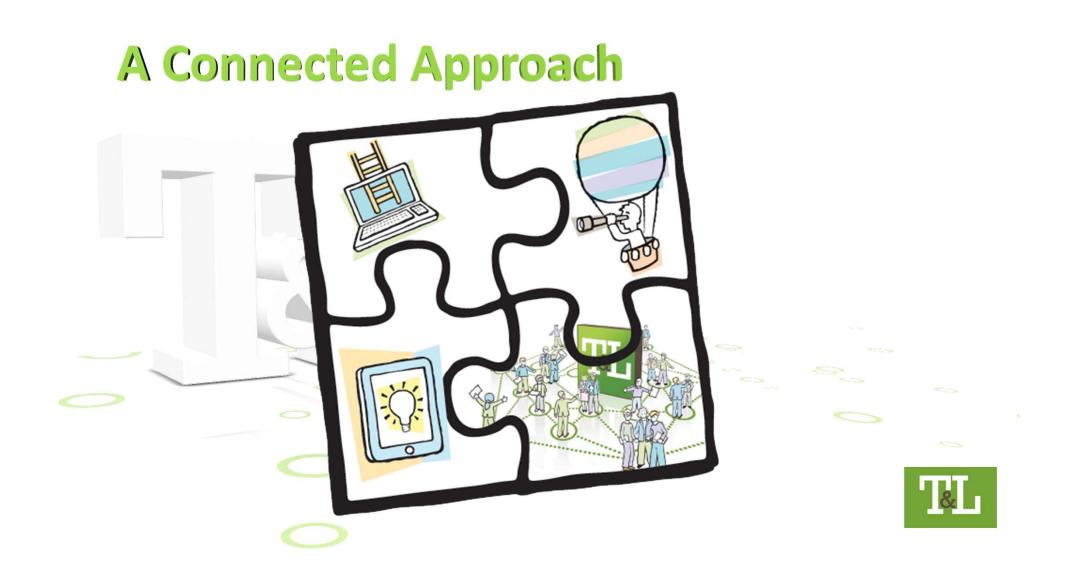
#### Degree of change

Enhancement as in (Reform agenda)	crementalism	(Transformational agenda)				
Do the same in the old way but better	Add new things to old things and do them in the old way	Do completely different things in the old way	Do completely different things in some new ways	Do completely different things completely differently		





Trowler, Ashwin and Saunders (2014)



# Is what we are doing working? Are we having an impact

## **The Geologists**





## **Next Steps**

- Interim Review
- All Aboard 2017: Building confidence in Digital Skills For Learning
- Partnership with EU

