DigiTools showcase
Five seven-minute presentations showcasing how digital resources are used across the University, followed by 10mins Q&A. All delegates will have an opportunity to get ‘hands on’ experience of each application in the Exhibition Area from 16:40 until Day One closes.

Contributions from:

Name: Rose Dent-Spargo
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Faculty / Service: Faculty of Medicine and Health
Co-authors(s): Tamsin Treasure-Jones; Vania Dimitrova
Title: Co-designing with myPAL

Description: Technology-Enhanced learning (TEL) is used widely across Higher Education and new opportunities for TEL are regularly reviewed. However, in order to develop and implement effective TEL systems or applications it is crucial to actively involve all stakeholder groups in the design and development stages and thus implement ‘The Co-Creation of Education’. We will describe our innovative use of student co-design in the development of myPAL (My Personalised Adaptive Learning) – an application within the School of Medicine that uses feedback and exam data to help students find their learning blind spots and notice patterns in the ways in which they work and complete assessments.

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Name: Heather Kesby
Email: h.w.kesby@leeds.ac.uk
Faculty / Service: Faculty of Biological Sciences

Title: How Cloud-based blended-learning technology can be used in science practical teaching – If I can do it, so can you!

Description: In FBS technicians work collaboratively with academics to deliver practical class teaching. We invested in kuraCloud, an eLearning platform that delivers interactive practical lessons, that integrates with existing ADInstruments equipment (www.adinstruments.com/products/lt). This has allowed us to update practical content and style of delivery. kuraCloud is flexible, allowing authoring of lessons using their templates, enabling practicals to evolve with a blended-learning approach. Data collected, feedback on questions, etc., can be accessed by each group member from any device that connects to the internet. Questions can be posed in varying formats and used as assessments, with the capability of instant feedback.
Name: Christopher Lacey

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Faculty / Service: Faculty of Arts, Humanities and Cultures

Title: Padlet as a co-creation and participation enhancing tool

Description: Getting students to buy-in to the concept of co-creation and the curation of learning materials can be challenging, as issues of ownership, unbalanced participation and 'free-riding' surface. Languages for All uses Padlet – an easy-to-use interactive platform which allows you to co-create learning materials with students. It is attractive and intuitive and as the level of student participation can vary from adding a webpage link to uploading a collaborative project, and it can be introduced into the suite of module activities with success. The Japanese modules in Languages for All have been using the platform for over four years and we have built up a store of materials which can be accessed, extended, evaluated and amended by each new cohort of students. What initially began as a store of teacher-directed information and learning materials has developed into a symbiotic space in which students contribute in an increasing variety of collaborative ways and actively develop resources themselves.

Name: Michael Reynolds

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Faculty / Service: Leeds University Business School

Title: Changing Landscapes: Transforming the VLE

Description: The University of Leeds’ virtual learning environment (VLE) is often criticised but seldom engaged with as academics simply use the tool as a file store for lecture notes and seminar questions. However, there are a number of potentially powerful tools particularly with regard to collaboration, such as discussion boards and wikis. We will provide an overview of these tools in a LUBS module that is fully ‘flipped’. We will briefly demo the co-creation (between an academic and a learning technologist) of an innovative and intuitive way to present content to students using the ‘Learning Module’ function. Learning Modules in the VLE can be used organise and simplify students’ learning journeys. We will show how our innovation allows the VLE’s collaborative tools to be presented to students in a more accessible manner. We will also include student feedback and evaluate the success of the innovation.

Name: Bronwin Patrickson

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Faculty / Service: Lifelong Learning

Title: Hands-on mobile learning

Description: A hands-on introduction to mobile learning pedagogic principles. We will introduce delegates to easy-access mobile-learning games using Twitter and camera phones. Participants learn how to post a tweet to a shared hashtag stream.
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<tr>
<th>Name: Keith Tallum (OD&amp;PL), Megan Kime (ODL Student Education)</th>
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<tr>
<td><strong>Title:</strong> Designing and building for online learning</td>
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<td><strong>Description:</strong> This session will be based on the principles of constructive alignment and is designed to help individuals develop online learning units, i.e. learning outcomes, teaching and learning strategy, and assessment.</td>
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A major focus of the workshop will be on how modules and units are adapted for online delivery and how this aligns with learning models and new research. The main topics covered in the session will be:

- How Biggs’ model of constructive alignment can be used to link outcomes and learning materials / activities with a variety of formative and summative assessment methods;
- Demonstrating examples of how Evolve is used to create learning activities and opportunities for formative assessment will be provided;
- Formative assessment – writing MCQs and other forms of e-assessment;
- Writing scripts both for module units and video presentations; and
- The use of Minerva for synchronous and asynchronous sessions and how it can be used for formative and summative assessment will be discussed from a planning perspective.