Digital Skills – the ‘problem’

- Students need high levels of skill 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

- Yet another set of formal documents and policies
Digital Skills – the new problem

- Yet another set of formal documents and policies

- In our work we reviewed over 60 pre-existing digital literacies & skills frameworks for education!

- If so many, then why still an issue??
Digital Skills – the new problem

- Yet another set of formal documents and policies
- 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

- In short: *the joy, the fun, the excitement and the creativity - all missing!*
A different approach?

Ways of encouraging participation?
  ◦ 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’, of colour and of creativity?
Enabling & Empowering Staff & Students to Flourish in the Digital Age
- Digital Skills Framework
- Learning materials development
- Assessing & accrediting learning
- Student partnership
- Technologies & next steps
National Digital Skills Framework
Digital Skills, Knowledge, Attributes

- Tools & Technologies
- Communicate & Collaborate
- Create & Innovate
- Find & Use
- Identity & Wellbeing
- Teach & Learn
Connecting with each other and sharing ideas, regardless of distance or time.

The skills and literacies needed to find relevant information and data and how to apply such information in an effective way and subject it to scrutiny, whether for effective learning or for research, scholarship and professional purposes.

The technical and the practical aspects of the range of tools and technologies available and useful in the support of learning, teaching, research, managing and thriving in the digital age.

How to get the most out of technologies and materials to encourage engaged learning and make sense of new knowledge.

Understanding the nature of your online self, data and information, privacy and protection, and taking care of yourself, others and information, in ways that are ethical and respectful.

Being confident and empowered over the use of technologies to make new resources, express yourself, and take opportunities to develop new approaches and ways of interpreting ideas and the world around us.

The skills and literacies needed to find relevant information and data and how to apply such information in an effective way and subject it to scrutiny, whether for effective learning or for research, scholarship and professional purposes.
Navigating the Digital Skills Framework
Travelcards

- Essentially a course, where ‘stations’ correspond to lessons.

- Define travelcards for different purposes/groups, eg:
  - Students starting out
  - More advanced student skills
  - Tutors and lecturers
  - Creative skills
  - Research and publication

- Interest from other sectors:
  - Teaching
  - FE
  - Parents

- 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
allaboardhe.org

- Basic mock-up
- Coming soon!
- LearnDash, OBF
- Open for browsing, downloading
- Edugate authentication for badging

Short, interactive lesson
Badge
Workshop toolkit
Downloadable (SCORM) materials
Advanced badge claim

Links & other resources
Content development

Workflow

- Curator for each line
- Creative workshops
- ‘Open Curriculum’
- Lesson ‘descriptor’
  - LOs, Learner Activities, Media/Content, Assessment, Badge Criteria
- Style Guide/Template
- Packaged (SCORM/Tin Can)
- Review & Revise
- Batch release (per Travelcard)
Visual representation of an achievement or skill

Encoded/encrypted containing
- Who awarded badge
- Exactly what the holder had to do
- Examples of their work

Standards compatible with range of
- ePortfolios
- LMS/VLE
- Social (& Professional) networks (eg LinkedIn)

Increasingly recognised by employers & professional bodies
Badge Examples

Outreach, Volunteering & Communications

Non-formal & Informal CPD

Skills Development embedded in courses

Study Skills

Employability & Leadership

Graduate Attributes
DIGITAL CHAMPIONS ONLINE 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.
Capturing badges, storing CVs, linking to publications and allowing re-export to other platforms (eg LinkedIn), embedding in websites, etc.

Compliance with OBI

Open Badge Passport

Personal Profiles

Alternatives (bespoke)

‘Hallmarks’ (Using Digital Badge system)

Intermediate, component achievements
Student Partnership
DIGITAL CHAMPIONS

Develop and showcase your digital skills

http://www.digichampsnuig.com/
Survey/profile

Pilot evaluation of iTest (students)

- Over 1,000 respondents
- 95% enjoy using online resources for learning
- 2/3 worry about risks of dependency on digital tech
- Nearly 80% worry about technology distracting them from studying
- 70% don’t have a LinkedIn profile
- Differences in different years, subjects and gender
Recruitment, selection, training and awards
- Working with students
- Working with staff/services
- Creating Content

Workshops
- Digital Identity & Wellbeing
- Social Media
- Content Creation:
  - Infographics, Blogging, Podcasts
Content, Technologies & Processes
Technologies

WP based website (HEAnet hosted)
- Self-assessment tool
- Page per ‘station’
- Online lessons, resource packs, introductory video, posters, links and Badge Criteria
- Metro ‘Travelcards’
  - Collections of lessons/mini-course/curriculum
  - Number of different perspectives:
    - Intended audience
    - Skillset
    - Links with disciplines/subjects
- Resource packs for T&L and LT units/colleagues
  - Devolved badge issuing rights (criteria/rubric)
- Downloadable in SCORM/Tin Can API/zip packages
  - Can deploy in any VLE/LMS
- LearnDash/Grassblade (LRS) for individual study

Open Badge Factory for issuing/tracking
- Integrates with WP, Bb, Moodle, etc
- Allows sub-issuers at institution level
- Conforms to open standards and seamless link with Open Badge Passport (Salava – open source)

Content Authoring
- ‘Open Curriculum’ approach
- Prioritisation/development sequence via survey/consultation
- Articulate Storyline for core materials
- Evaluation of Adapt (advantages for mobile platforms, etc)
- Style Guide and learner activity models
- Repurposing/remixing
Next Steps

Focus on content/lessons development & production
- Toolkit for Design and Authoring of shareable lessons/materials
- Creative workshops
- Hosting and distribution
- Release cycle (travelcard batches)
- Self-assessment tool

Evaluate student-partnership models
- Toolkit for any institution to implement, bundled with reusable resources
- Network internationally

Continue badge pilots
- including Graduate Attributes mapping
- CPD for staff
- Internal vs external badging
- Toolkit for Badge implementation in any institution/course

Partnership with other projects/organisations
- Focus on capacity building & sustainability
- Liaison across sectors and internationally

Liaison with other developers
Integrated approach
Targeted dissemination
Extended collaborations