

It is student driven, team based and agile: Learning Design for digital environments

Emerging technologies are providing the platform and opportunities to challenge current ways of working as learning designers. The demand for flexible, learner-driven design that uses social technologies with an emphasis on interactive and engaging learning experiences is on the increase and is rapidly becoming the benchmark for Higher Education, as is evidenced in the NMC Horizon Report 2015 (Johnson, et al., 2015). We will argue that since the paradigms are evolving and changing in digital learning we need to rethink our practices. To this end, we will provide a theoretical framework for this new practice and introduce you to Agile project management methodology.

At RMIT University we have responded to these future learning paradigms by developing a Learning Design (LD) framework that has at its core the student as end user and designer (Nicolettou & Soulis, 2014). Our LD framework uses Agile project management methodology which incorporates the principles of: adaptive, iterative, straightforward and promoting communication (Chookittikul, et al., 2011). Further to this, concepts such as constructive alignment (Biggs & Tang, 2007) meta-design and socio-technical systems (Fischer & Herrmann, 2014) are incorporated in our framework.

Workshop

This hands-on workshop is for teachers, academics, academic developers, educational designers and those engaged with learning design at any level.

During the workshop:

1. We will show how students can be actively engaged in the learning design process.
2. You will explore the issues that impact on LD in the current and future learning environments using the Horizon report as a premise for discussion.
3. You will experience for yourself the Agile methodology to engage with the key issues relevant to LD for digital environments.
4. Collaborating with workshop participants, you will create a LD model from concepts presented at this workshop.

Presenters:

Spiros Soulis, RMIT University

Spiros is a Project Manager with 20 years experience in facilitating workshops, leading teams and recently incorporating Agile methodologies in Learning and Teaching.

Angela Nicolettou, RMIT University

Angela is the Manager of the Digital Learning Team at the College of Design and Social Context. Experience includes working as a lecturer in Higher Education with a focus on curriculum design and assessment.