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Do we use the VLE effectively to innovate/transform learning in creative arts?

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Technology enhanced learning in the creative arts and humanities

Inspiring tomorrow's professionals

University of HUDDERSFIELD

Engineering
Electronic, Communications, Mechanical, Manufacturing

Jess Power and Vidya Kannara

Aims and Objectives

Identify knowledge gaps in digital literacy within creative arts & humanities & establish suitable strategies to close them.

- Analyse the level and type of e-learning opportunities provided across a range of undergraduate courses in creative arts & humanities.

- Identify examples of good practice in relation to technology blended teaching & learning within the VLE.

- Develop, implement & evaluate strategies to support technology enhanced blended learning in creative arts & humanities.

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Findings from the VLE Audit

VLE Content Analysis
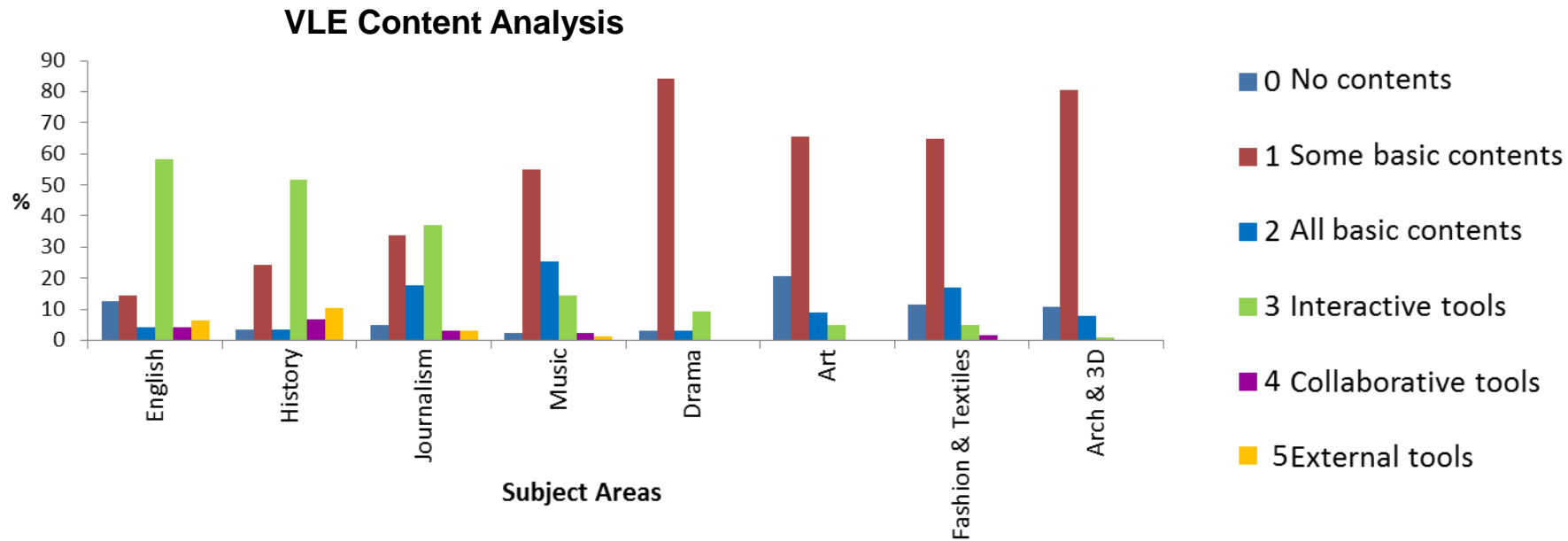
- Practical based subjects have got similar profiles from the grading criteria.
- Practical based subjects utilise UniLearn less.

Q: What are the barriers/reasons?

Q: Do we require different approaches to supporting TEL for practical based courses?

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Focus Group Themes

- Good Practice in E&M Technology.
- Knowledge Gaps in Engagement and Use.
- Mechanisms for Embedding and Enhancing Learning.

Barriers

➢ Navigation/interface
➢ Technology competence
➢ Student related
➢ Time

Factors affecting use TEL

➢ Nature of course
➢ Better systems
➢ Format of course

Model for ADA

- VLE as the central point to access all teaching and learning activities

- Embed or direct students to external content

- Clear and simple interface

- Work on a various devices (mobiles, tablets and computers)

- VLE shouldn't try to do everything – blended learning

- Maintaining VLE spaces should be easy

- Technology expert to build the visual interface and improve navigation

Gallery to showcase student work

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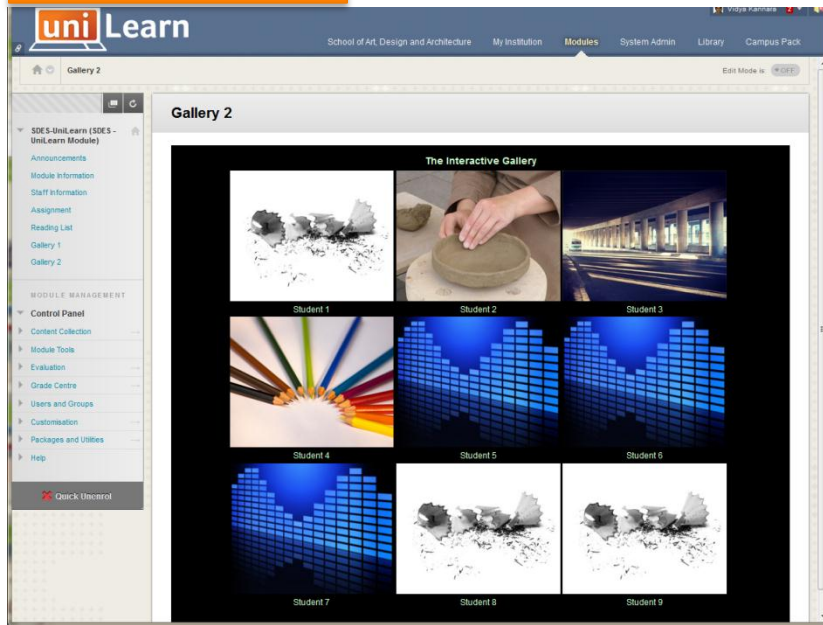
Prototype 1

Prototype 2
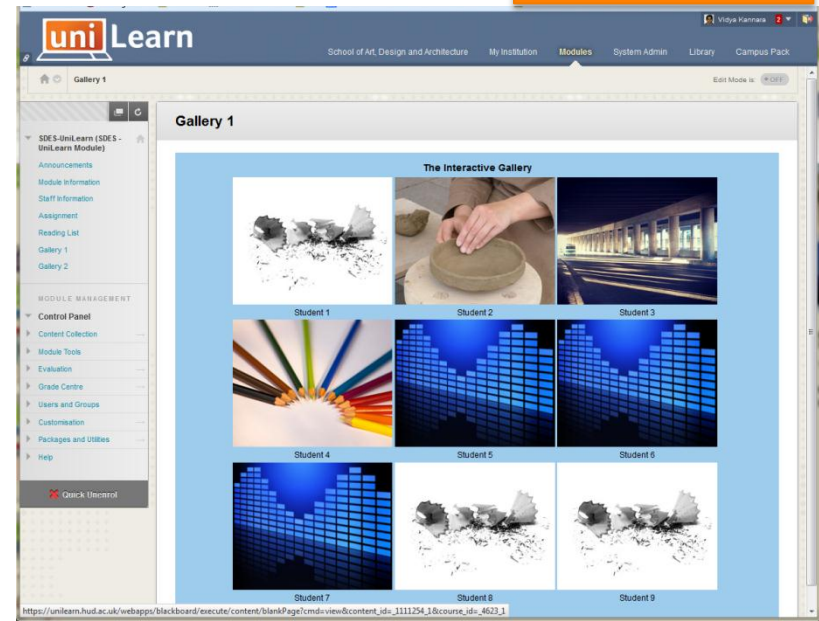
Paul Blindell (Interior Design Course)

"The development of a new image interface allowed us to visualise the potential for greater impact and reflection within the VLE".

THE AWARDS
AWARD WINNER
UNIVERSITY OF THE YEAR

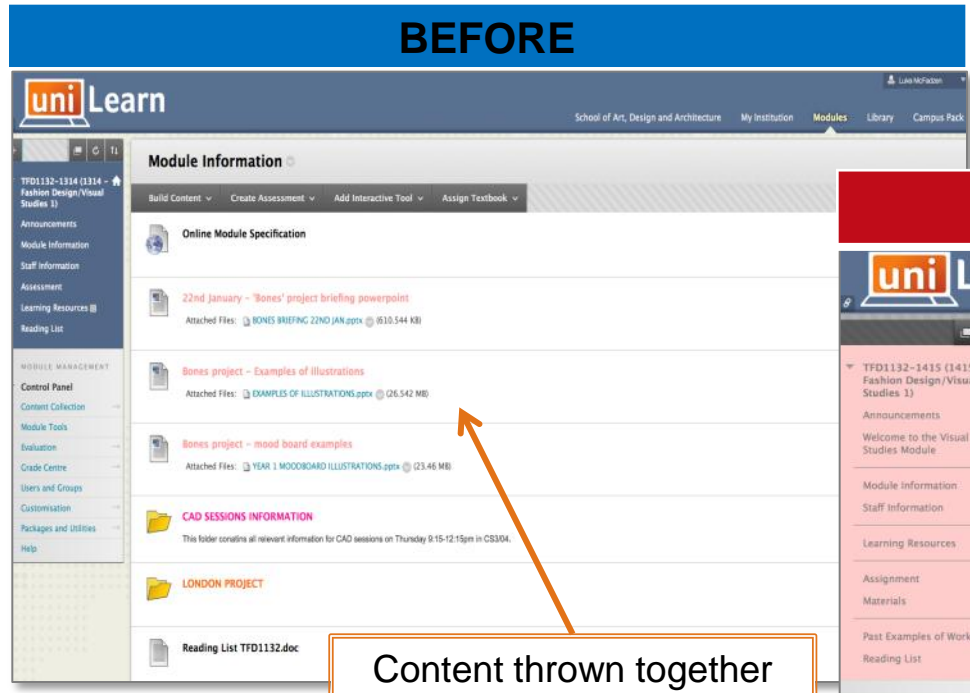# Module 1: before and after enhancement

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BEFORE

AFTER

Navigation

Split between the
areas of the module

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Module 2: before and after enhancement
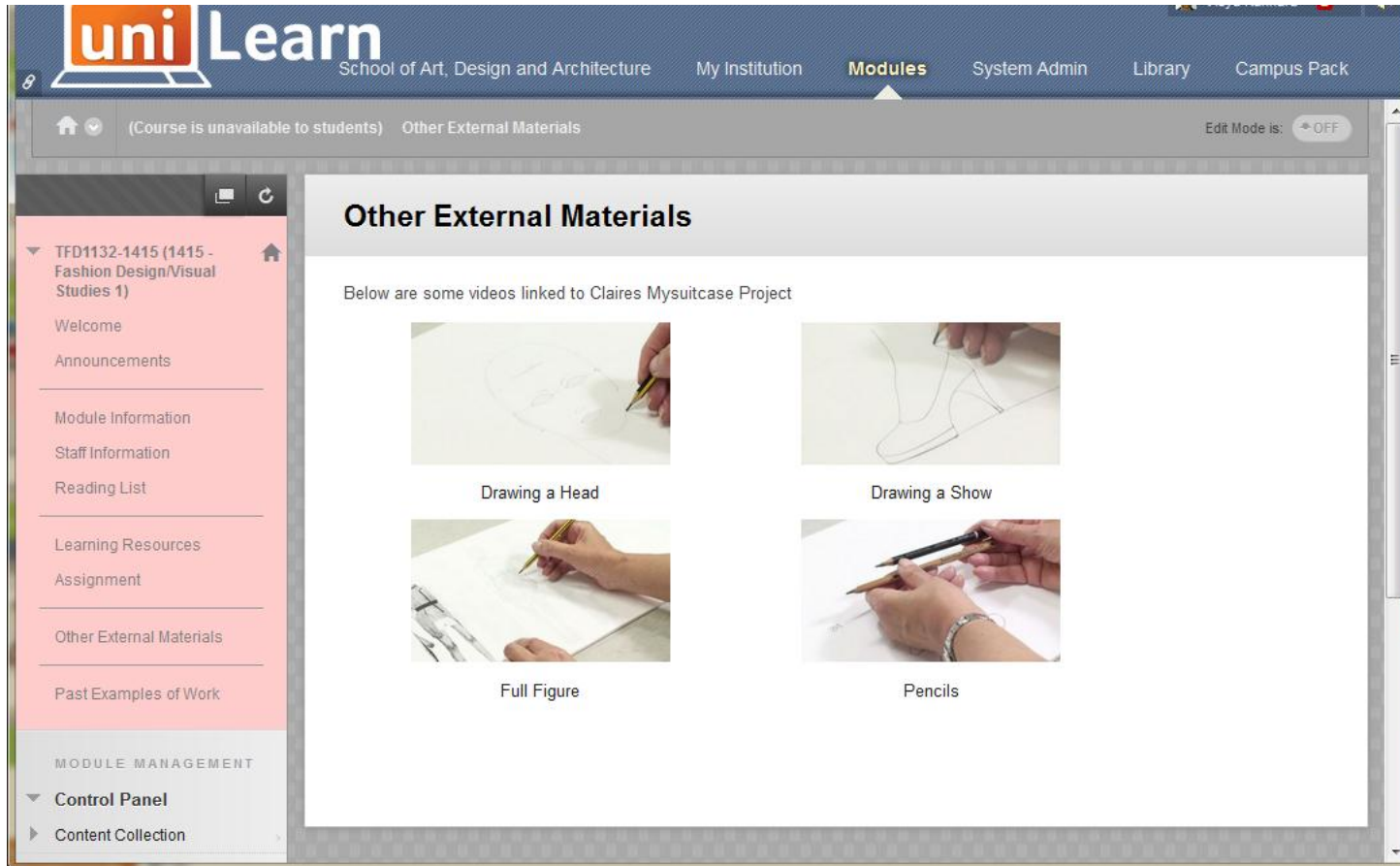
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BEFORE

AFTER

Content grouped together logically

Content thrown together

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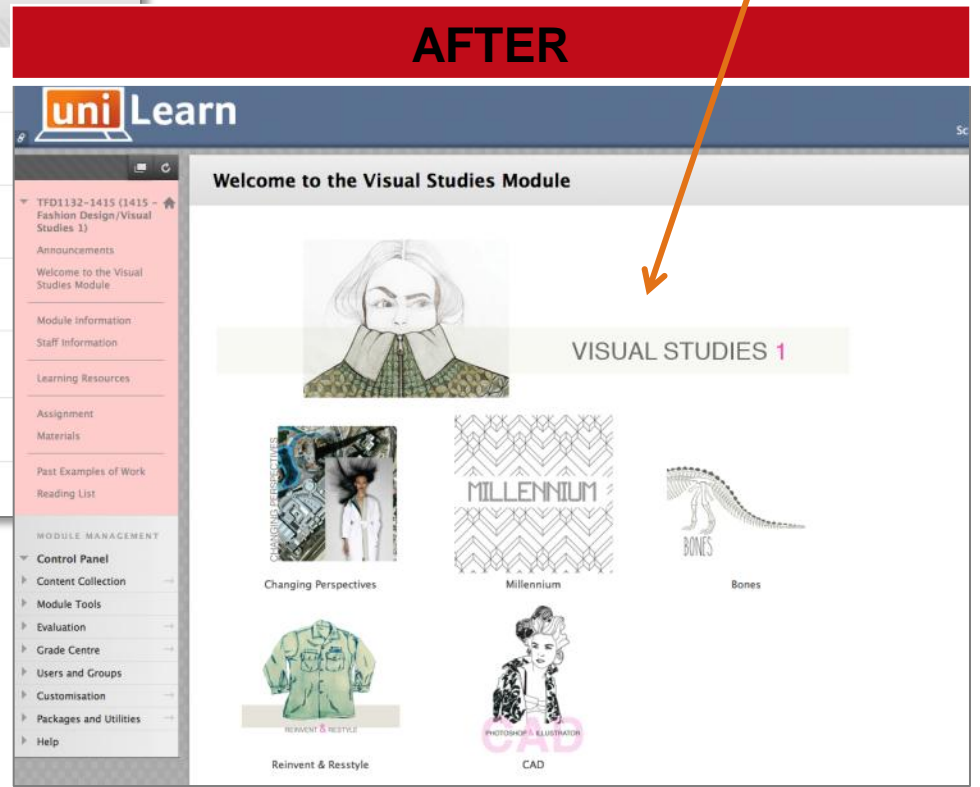
Module 2 visual interface for help videos

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Benefits to Staff

I've been really encouraged by the improvements made to the module (Marketing and Production), it's opened up new ideas that I would not have thought of and having someone there to work on the module has given me an opportunity to look over the module while having new ideas that could be used for further modules
— Claire Evans

Students are constantly using software on their phones and tablets. The module page for Fashion Design was clunky, needed to have a clearer interface and some consistency in the navigation. The new gallery supports student's learning, while the module visual appearance looks clear and is user-friendly. This project has allowed me to consider new areas of the design module and organising the information already on there
— Kathryn Brennand

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Questions

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