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Building an aesthetic VLE for creative visual learners



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Inspiring tomorrow's professionals

A photograph of a silver Apple iMac computer monitor. The screen displays a website interface for a Virtual Learning Environment (VLE). The top part of the screen shows a collage of images: a group of students in a classroom, a close-up of a person's face, and a person working with a red object. Below the images is a navigation bar with the text 'Engineering' and 'Electronic Communications, Mechanical, Manufacturing'. The monitor is on a desk, and a person's hand holding a purple pen is visible in the bottom right corner.

Engineering
Electronic Communications, Mechanical, Manufacturing

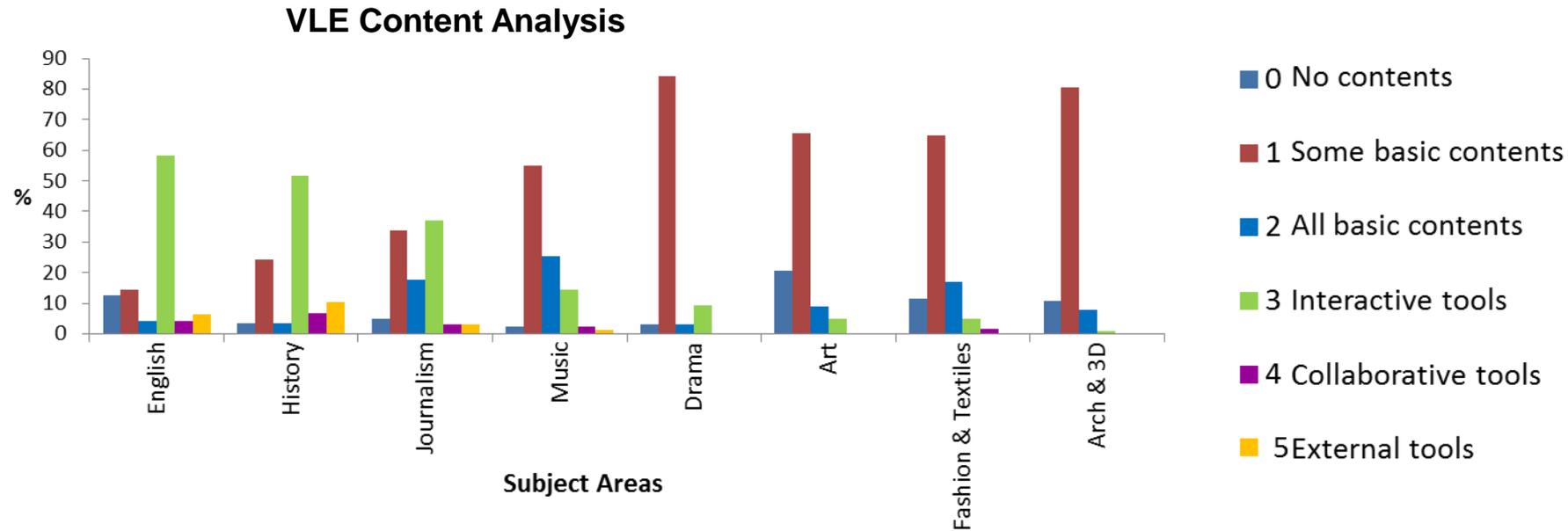
Jess Power and Vidya Kannara



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.

Findings from the VLE Audit



- 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?

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



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- 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

Research and Development – THD1340



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uni Learn

School of Art, Design and Architecture My Institution

Announcements

Announcements

Welcome to THD1340
Posted on: Thursday, September 19, 2013 2:36:51 PM BST

Welcome to this module! We are really looking forward to working with you in your final year!

How do I navigate this module on Unilearn?
You will see in the left hand column a series of tabs:

Module Information
This includes the module specifications for THD1340

Staff Information
Includes contact details for all members of staff working on this module

Assessment
Provides assignment details/briefs for different parts of this module

Learning Resources
Includes all information on lectures/seminars/professional practice. Because this module is across all departments, make sure to identify which folder you need and why so as to ensure the information you are accessing corresponds to your assignment/tutor.
Within Learning Resources you will find folders that are clearly labelled by tutor name and subject area.

Costume with Textiles Mask Making
Posted on: Tuesday, October 22, 2013 11:59:00 PM BST

We have booked in mask making sessions for all 3rd years starting Tuesday November 26th and every Tuesday up until 17th Dec from 9.15 till 1.15. You will need to bring with you

- Old paper scissors
- Hair band if you have long hair
- Old clothes and an apron
- Hand towel cleanser/ baby wipes to wash and dry face.
- News papers

THD1355-1415 (1415 - Research and Development for Fashion Design)

Welcome

Announcements

Module Information

Staff Information

Learning Resources

Assessment

Reading List

MODULE MANAGEMENT

Control Panel

Content Collection

Module Tools

Evaluation

Grade Centre

Users and Groups

Customisation

Packages and Utilities

Help

New welcome page

Welcome

Click on one of the sections below

Flats or Working Drawings (Project 1)

Pattern Cutting / Toile Making (Project 2)

Design Project (Project 3)

3 SHAPES project 4

LONDON FABRIC RESEARCH project 5

London Research and Fabric Shops (Project 5)

Learning Resources

Fashion Dept.

See On [Pinterest](#)

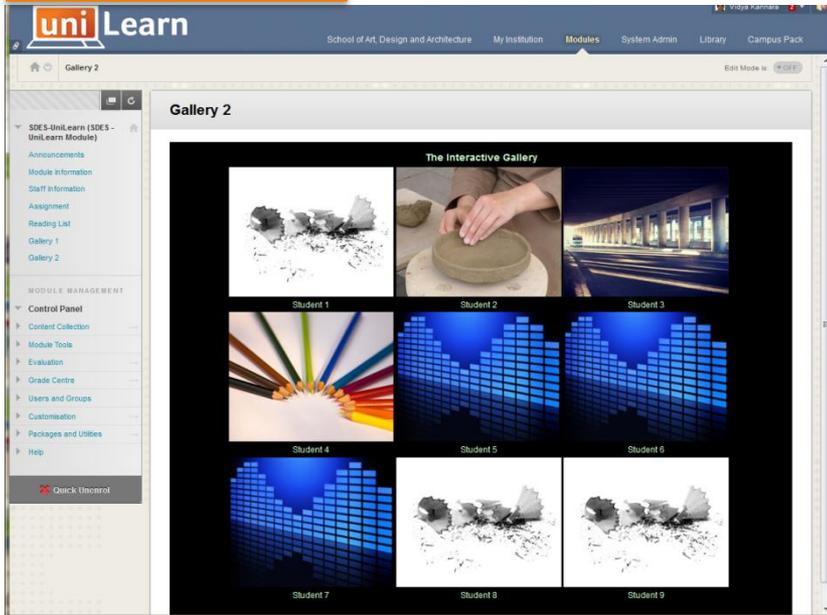
Old welcome page

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THE AWARDS
AWARD WINNER
UNIVERSITY OF THE YEAR

Gallery to showcase student work

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”.

Staff & Student Feedback



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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

The modules were more easy to navigate, and they were spilt in to sections with pictures **and I found this a lot more helpful when looking for something.**

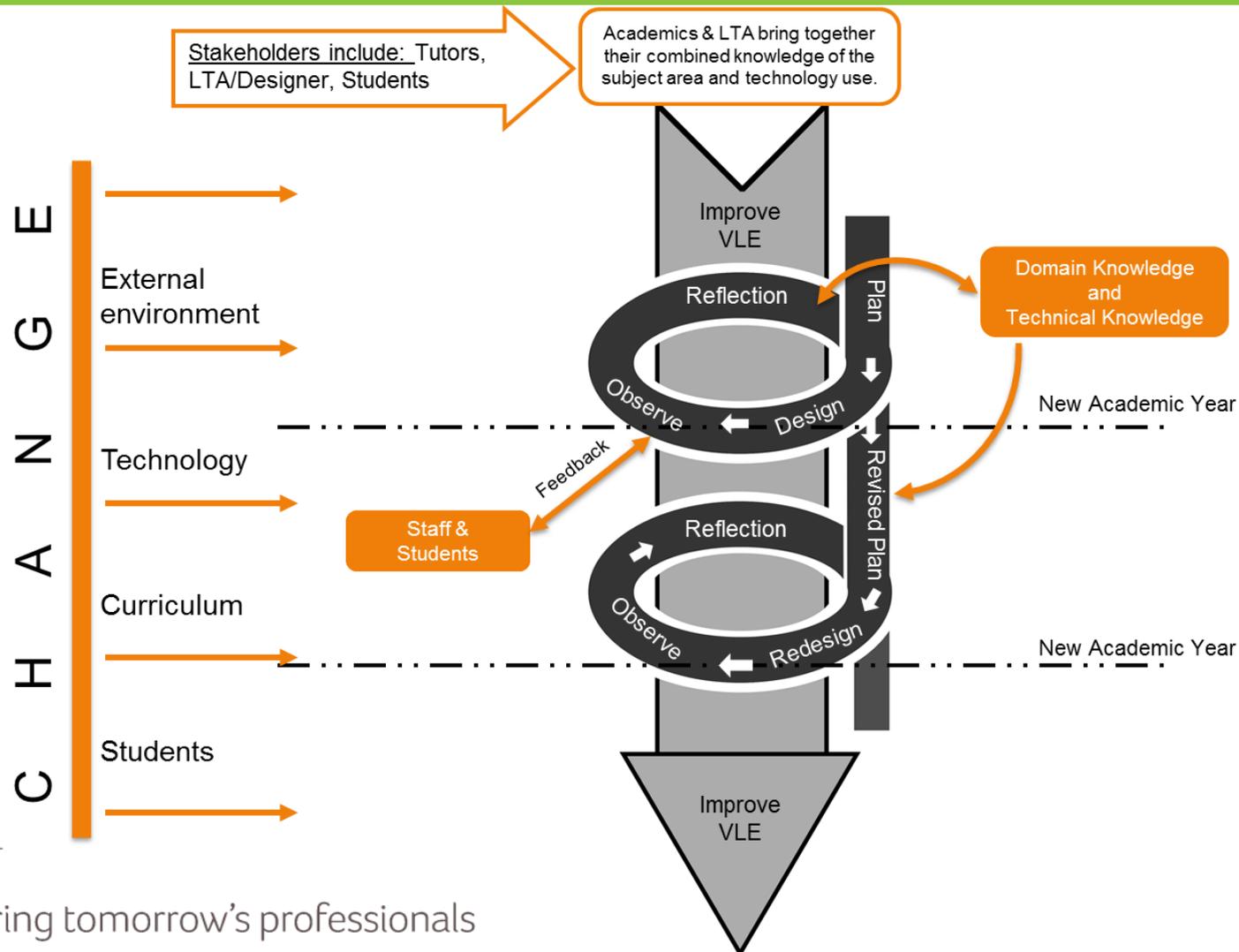
Liked the **pictures** and the ease of the modules.

Layout **easier** to access things



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Best practice model



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Discussion points:



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- What is good practice in terms of aesthetics and navigation within VLE?
- Do academics need to be technology experts, is this best practice?
- What are the standards/ norms for measuring successful engagement with the VLE, and its impact on Learning in your institution?

Questions

