



DIGITAL PRACTICE: BLENDING IDEAS FOR A WINNING FORMULA

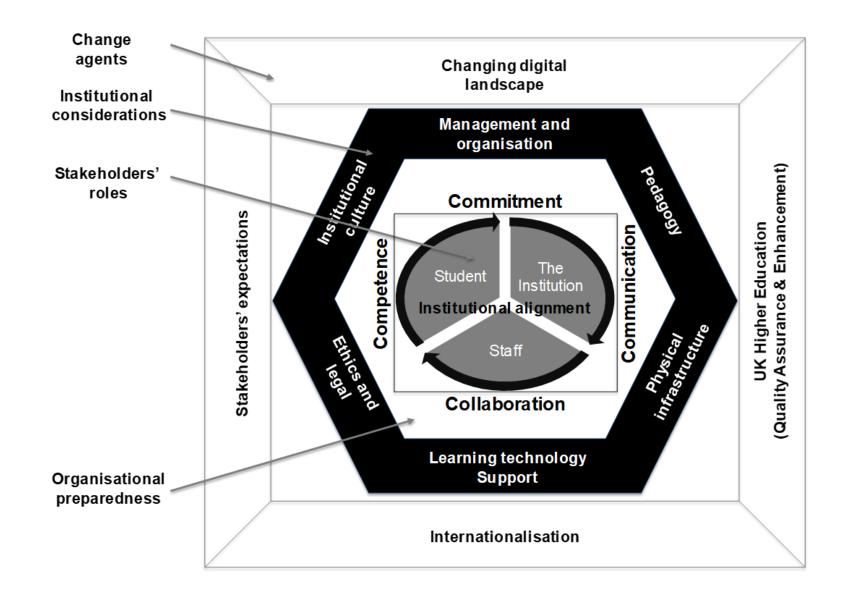
VICEPHEC 2021 keynote Dr Vicki Dale, Senior Academic and Digital Development Adviser, Academic and Digital Development Unit, <u>vicki.dale@glasgow.ac.uk</u>



OVERVIEW

- Starting point: Transitions to blended learning framework
- Blending ideas the 9 Cs
- Informing my thinking:
 - Study of teachers' perceptions and characteristics at College of Science and Engineering (CoSE) in the context of Technology Enhanced Learning and Teaching (TELT) innovation
 - The pivot to online (Contributions to a special issue of the Journal of Perspectives in Applied Academic Practice on 'Transitions to remote and blended learning')
 - Examples of good practice from CoSE
- Reflections ...

TRANSITIONS TO BLENDED LEARNING FRAMEWORK (ADEKOLA ET AL. 2017)

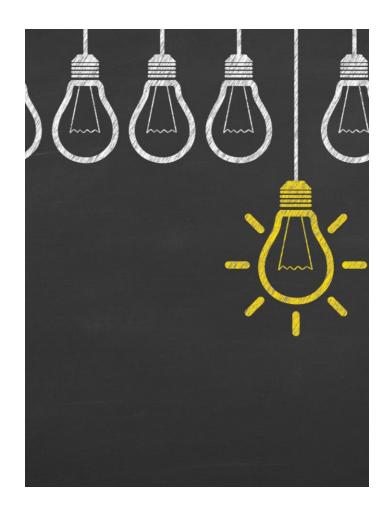


TEACHING INNOVATION IN THE CONTEXT OF TELT

Study of teachers in College of Science and Engineering, 2017-18

- What do teachers understand by the term 'innovation'?
- What characteristics do 'innovators' and 'early adopters' have versus 'mainstream majority'?
- How are these groups influenced by external factors (institutional culture)?
- How can we enhance all teachers' digital practitionership?

(Dale, McEwan and Bohan, 2021)



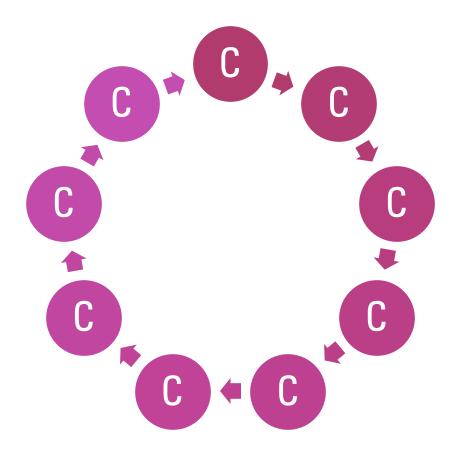
EARLY ADOPTERS VS. 'RELUCTANT' MAJORITY

Characteristics: Innovators to Laggards

Visionaries an	d Enthusiasts	Mainstrea	m Adopters	Resisters
 dream realizers drive change aren't afraid to fail explore in iterations high tolerance for risk, uncertainty and ambiguity adventurers change initiators internally motivated to change respected by EAs; doubted by the mass 	 evangelists embrace change self-efficacy like to be first to try, use, engage, buy try our new ideas in careful way inspired by the new like integrating new ideas in useful ways influencers - like to convey ideas respected by the majority 	 pragmatists accept change (sooner than LM) deliberate adopt if practical - weigh out pros & cons; think it out go along; seldom lead helps it gain mass appeal wait until it has been successful in practice 	 skeptics accept change (later than EM) adopt after proven often adopt out of necessity, not choice goes along w/peers like to know rules creatures of habit jumps in when sees "everybody" is doing it 	 change averse value tradition not leaders suspicious of new innovations often wait until forced to adopt feel threatened or very uncomfortable by uncertainty and change not going to buy in to new ideas

Characteristics Image by The Center for Creative Emergence 2011 Main Sources: Diffusion of Innovation by Everett Rogers Crossing the Chasm by Geoffrey Moore

9 CS; THE WINNING FORMULA



1. CHANGE

On the response to Covid-19:

• "Despite over two decades of development/discussion across United Kingdom higher education (UK HE) about digital futures (Weller, 2020), the sector was largely unprepared for this move and had to demonstrate "extraordinary flexibility and speed of action" (QAA, 2020, p.1) ... As recently as 2020, the Jisc Digital Insights Survey suggested that, despite the growth of digital, significant gaps remained in provision, support and willingness to adopt digital teaching practices (Killen & Langer-Crame, 2020), and many academics lacked belief that digital technology could enhance their teaching."

(Specht et al., 2021)

2. CONFIDENCE

Confidence (self-efficacy, especially in technology use) is important for teaching innovation (e.g. Ertmer and Ottenbreit-Leftwich, 2010)

From the Jisc Digital Insights teachers HE survey (Langer-Crame and Killen, 2020):

- 72% either very or quite confident at trying our new technologies
- 50% used digital tools/platforms confidently in the classroom

Does this chime with your experiences and/or your colleagues?

3. CAPABILITY



 Bennett (2014) derived a digital practitionership framework of digital capability from Beetham and Sharpe's (2010) digital literacies model

https://www.jisc.ac.uk/guides/developing-digital-literacies

CAPABILITY - ACCESS

			% SD	% D	% N	% A	% SA	p=
Access	I have access to necessary hardware for engagement	I/EA				•		.074
	in TEL	EM				•		
		LM			•			
	I have access to necessary software for engagement	I/EA				•		.090
	in TEL	EM				•		
		LM			•			
	I have reliable access to wi-fi	I/EA				•		.207
		EM				•		
		LM				•		
	I have access to learning technology professionals	I/EA			•			.857
	who can support me in using TEL	EM			•			
		LM			•			

-	0%		25%		50%		75%		100%
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			% SD	% D	% N	% A	% SA	p=
Skills	I can manage the blurring of boundaries between	I/EA			•			.569
	private and work time	EM			•			
		LM			•			
	I can teach myself to use new software (e.g. apps)	I/EA				•	•	.008'
		EM				•		
		LM				•		
	I can teach myself to use new hardware (e.g.	I/EA				•		.056
	devices)	EM				•		
		LM				•		
	I can evaluate the suitability of digital content for my	I/EA				•		.416
	students	EM				•		1
		LM				•		

0% 25% 50% 75%	100%
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CAPABILITY - PRACTICES

			% SD	% D	% N	% A	% SA	p=
Practices	I design TEL activities to suit my students' learning	I/EA				•		<.001
	needs	EM			•	٠		
		LM			•			
	I explore the capabilities of a technology for learning					•		<.001
		EM				•		
		LM		•				
	I evaluate my digital academic practice	I/EA				•		<.001
		EM				•		
		LM		•				
	I reflect on innovations within my teaching practice	I/EA				•		<.001
		EM				•		Ν
		LM		•	•			

CAPABILITY - IDENTITY

			% SD	% D	% N	% A	% SA	p=
Attributes	I am confident in my attitude to TEL	I/EA				•		<.001
		EM				•		
		LM		•				
	I am willing to invest time in exploring and evaluating	I/EA				•		<.001
						٠		
		LM			•			
	I am able to balance the risk of innovation with its	I/EA				•		.003**
	potential for learning	EM				•		
		LM			•			
	I am convinced of the potential of technology to	I/EA				•		.003**
	enhance and transform learning	EM			•	•		\mathbf{N}
		LM			•			

_	0%		25%		50%		75%		100%
---	----	--	-----	--	-----	--	-----	--	------

				% Never used	% Not at all useful	% Not very useful	% Somewhat useful	% Useful	% Extremely useful	p=
Self-	-	evant journal articles and	I/EA				•			.007
directed, informal	book chapters		EM				•	•		
learning			LM			•				
		Massive Open Online	I/EA			•				.059
	Courses (M blended/onl	OOCs) on ine/innovative learning ar	nd EM	•	•					
	teaching		LM	•						
		ormally from and with	I/EA					•		.392
	colleagues		EM					•		
			LM					•		
0%		25%	50%			75%			100%	

"...it's very informal, but the colleagues that I sort of associate with have mutual interests ... it's kind of informal and just kind of like bumping into p eople and something comes up and not necessarily when you're expecting it. So I find a lot of my ideas and so on come from just happenstance." *(early adopter)*

On learning from different disciplines versus own/cognate disciplines:

- "... you'd be surprised that a First Year Course Coordinator in Physics has as much in common with a First Year Course Coordinator in Theatre Studies. But it's exactly the same problems with very different kind of bent and direction. The problems we had, everybody could identify with, and so there was that kind of common thread." (early adopter)
- "I quite like some of the [central] CPD events that [...] run at lunchtime. I've been to some of them ... especially if it's something at your own college it would be more relevant to you and you're going to learn some things that they're doing ..." (early majority)

5. CREATION ('INNOVATION')

CoSE staff survey definitions

- Using new technologies or tools
- Enhancing student learning
- Using new teaching methods/approaches/techniques
- Using existing technologies in new ways

CoSE staff focus group quotes

- "...anything which enhances the student learning. Even if it's a small ... increase in their interest, if you can use technology to do that, I mean, that would be...to me, that would be an innovation." (early adopter)
- "As head of first year in [my subject] ... I'm interested from that viewpoint, you know, how we can use technology to provide better support to students." (early majority)

6. COLLABORATION (STUDENT-STUDENT)

								% Use	p=
To pro	ovide easy access	to cours	e materials and admi	nistrative	e information		I/EA		.397
							EM		
							LM		
To pro	ovide up-to-date, a	dditional	learning resources a	t point o	f need		I/EA		.943
							EM		
							LM		
To pro	ovide a space for s	student q	uestions and staff an	nouncen	nents		I/EA		.240
							EM		
							LM		
To en	igage students in c	leep thin	king through online d	iscussio	าร		I/EA		.040
							EM		
						(LM		
To pro	ovide an online spa	ace for b	uilding knowledge				I/EA		.350
							EM		
							LM		
	0%		25%		50%	75%		100%	

COLLABORATION (STAFF-STUDENT)

UofG chemistry staff-student projects – Dr Linnea Soler

- Lab pivot: A project to create two interactive on-line lab experiments for Quant-1 lab (using Genially) (co-supervised with Smita Odedra)
- Lab pivot: A project to create two e-learning resources to replace two Synth-2 lab experiments (using Moodle H5P & Moodle Quiz) (cosupervised with Ciorsdaidh Watts)

Screenshots of some of Genially resources made:

OBJECTIVES





02 What experimental techniques are involved

03 Data Analysis



Positive student feedback:

Just wanted to send a quick email to say how much I love Valerio's labs 🙂

Being completely honest with you, Chemistry is not one of my favourite subjects but he has somehow managed to make me actually enjoy the labs 🖨

They always make me laugh and I feel I actually learn more as a result.

Impact of Online Synthesis-2 Lab Experiments on the Student Learning Experience:

a pedagogy-led resource development in response to COVID-19 pandemic restrictions

Dr C Watts & Dr L Soler School of Chemistry University of Glasgow



Introduction

Due to the COVID-19 pandemic, laboratories must be delivered to students **remotely.** This project converts two Synthesis-2 lab experiments into an online format with **three main research goals**:

- Investigate effectiveness of the online labs
- Compare effectiveness to in-person labs
- Postulate potential future uses of the resources

Background

A key theory underpinning the design of the produced resources is **Cognitive Load Theory (CLT)**. CLT states that the sum of intrinsic, extraneous, and germane cognitive load must not exceed working memory for **effective learning** to occur¹. To produce effective online learning resources you must **manage cognitive load, increase engagement, and promote active learning**² – e.g. by the inclusion of **quizzes**³.

Method

Quiz



 Why is the condenser in the Dean Stark appartus left un-stoppered when in use?

 O The condenser is left un-stoppered to prevent the build up of pressure in the system

 O Actually, the condenser should be stoppered at the top because leaving the condenser system instead of condensing back into the Dean Stark apparatus.

 O Stoppering the condenser would prevent the proper flow of water in the condenser, thus

 O Leaving the condenser open at the top assists in cooling down the gasses, thus increas

 O Crick

. .

Figure 1-2: Video (Commentated/interactive subtitles) and Quiz (Interactive/instant feedback) compiled into an Interactive Book on Moodle

Over 85% of students stated that they would be confident performing the lab in-person after engaging with the resources

Results

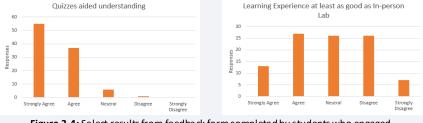


Figure 3-4: Select results from feedback form completed by students who engaged

"... theory and lab technique videos "Practical lab work were delivered very well, with allows for a better appropriate visuals and clear narration." experience"

ab work "All of the aspects of this learning unit a better could help a lot in future laboratories"

Figure 5: Select student responses from feedback form open questions

Discussion

Student feedback from the forms was **relatively positive** – showing support for many of the online lab features (**theory video**, **technique videos**, **quizzes**). Though, as shown in **Figure 4/5**, some students voiced their **concerns** on not being able to physically handle equipment and that, although well-made, **videos could not replace this experience.**

Conclusion

Answering the main research questions of this project, analysis of student feedback suggests that the online labs are:

- Effective in delivering the lab material
- Whilst a good solution, unable to replace physical experience of in-person labs
- Desirable as pre-lab resources in the future

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 ¹ - Paas, F., Renkl, A. & Sweller, J. Cognitive Load Theory and Instructional Design: Recent Developments. Educational Psychologist 38, 1–4 (2003).
 ² - Brame, C. J. Effective Educational Videos: Principles and Guidelines for Maximizing Student Learning from Video Content. LSE 15, es6 (2016).
 ³ - Dobson, J. L. The use of formative online quizzes to enhance class preparation and scores on summative exams. Advances in Physiology Education 32, 297–302 (2008).

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COLLABORATION (STAFF-STAFF)

"Togetherness: The central tenet of an effective institutional online pilot" (Bellamy et al., 2021)

- developing exemplar specifications for model courses
- trialling early adoption of new technology platforms
- mediating central messaging to each teaching unit
- sharing good practice within and between teaching units
- developing remote labs
- incorporating student experience in a dynamic feedback loop
- supporting student wellbeing

	Contextual factors		% SB	% B	% N	% E	% JL	P
7. CULTURE	Level of support from head of school or	I/EA				•		.017*
	management re: engaging with TEL	EM			•			
		LM			•			
	Level to which TEL is seen as an institutional	I/EA			•			.313
	priority				•			
		LM			•			
	Colleagues attitude to, and support for, use of TEL				•			.085
		EM			•			
		LIVI						
	Presence of a community of practice of educators	I/EA			•			.008**
	using TEL	EM			•			
		LM			•			
	Recognition and reward for engaging In IEL	I/EA			•			.079
CD - Cignificant harrior		EM			•			
SB = Significant barrier B = Barrier		LM		•				
N = Neither E = Enabler								
SE = Significant enabler	0% 25%		50%		7	5%		100%

"A supportive *institutional culture* is recognised as essential for successful educational change (Garrison & Kanuka, 2004, Kezar & Eckel, 2002)...

Management and organisation is seen as pivotal in:

- providing institutional commitment and leadership (Garrison & Vaughan, 2013);
- providing strategic seed funding (Garrison & Kanuka, 2004, Porter et al., 2014);
- incentivising staff through recognition and reward (Moskal et al., 2013, Porter et al., 2014);
- providing time for blended learning in the workload model (Garrison & Vaughan, 2013, Porter et al., 2014); and
- continuing to evaluate the benefits of blended learning (Garrison & Kanuka, 2004, Moskal *et al.*, 2013, Porter *et al.*, 2014)."

(Adekola et al., 2017, p.12)

8. CARE

On the emergency pivot to online:

• "we are not building online courses or converting your face to face courses to online learning [...] we are trying to extend a sense of care to our students and trying to build a community that's going to be able to work together to get through the learning challenges" (Robin DeRosa, quoted by Kamenetz, 2020)

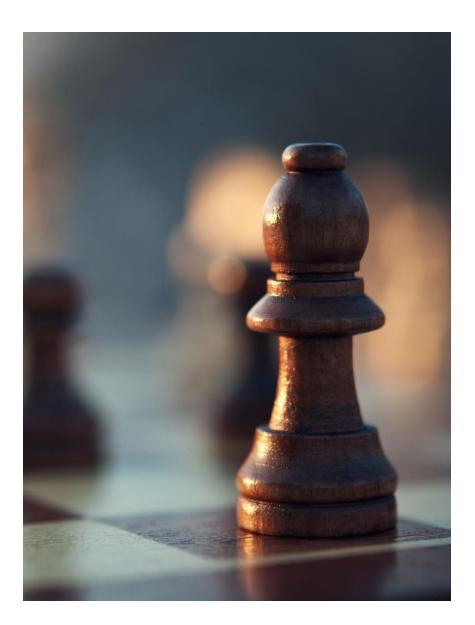
Issues around suitable study space, sense of isolation and digital equity issues (Griffiths et al., 2021)



<u>"File:Maslow hierarchy.jpg"</u> by <u>U3155259</u> is licensed under <u>CC BY-SA 4.0</u>

9. CONTEMPLATION (REFLECTION)

- What have we learned from the pivot to online?
- How do we keep progressing blended learning, rather than regressing to traditional education?
- Importance of early adopters in driving change; is there still a 'reluctant majority?'
- How can we continue to develop ourselves as caring, competent educators?



THE WINNING FORMULA

- 1. Change how do we harness this?
- 2. Confidence in using learning technologies
- 3. Capability digital practitionership (practice and identity)
- 4. Community (-ies of practice) / CPD
- 5. Creation innovation, using TELT to enhance student learning
- 6. Collaboration active learning, staff-student partnership working, inter-disciplinary staff working
- 7. Culture needs to be enabling, tolerant of (responsible) risktaking
- 8. Care for learners, ourselves, and our colleagues
- 9. Contemplation opportunity to stop and reflect. Where next?



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THANK YOU FOR LISTENING.

ANY QUESTIONS?

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