



Innovations Grants: Information Session

9 September 2022
A/Prof Andrea Lynch
Dean, LTSE

Categories

Focus: Digital innovation (not digital business as usual)

A: Online and/or digital assessment and feedback

B: Active learning and student engagement

C: Immersive learning



Why online and/or digital assessment and feedback?

Contemporary approaches to assessment

- Assessment-as-learning
- Authentic – real-life or life-like situations reflecting the expectations of graduates
- Technology enabled – using technologies of the workplace
- Feedback that informs learning
- Practices that support acting with integrity
- Security for summative assessments – **not exams**, assessments that are key decision making moments for the course

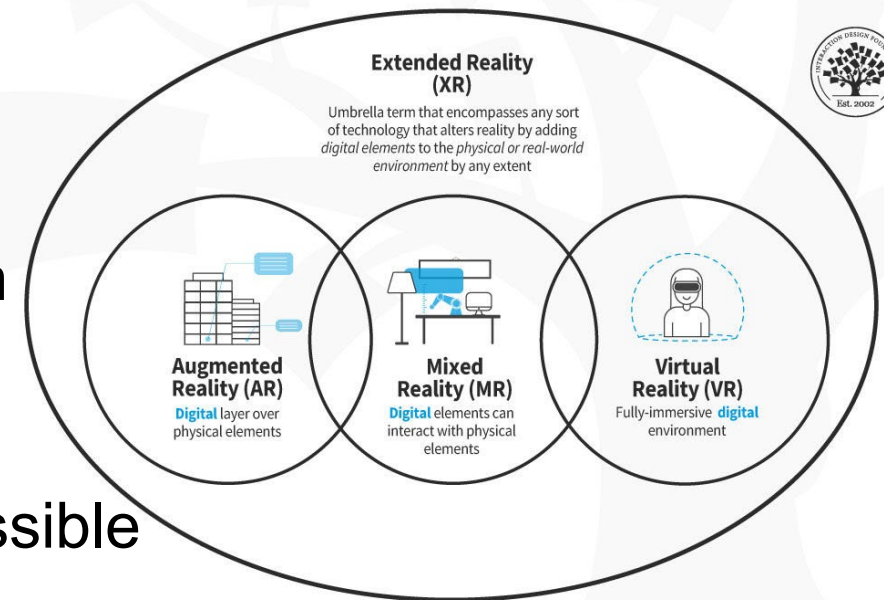
Why active learning and student engagement?

- Active learning builds autonomy and 'ability' to learn
- SES (Student Experience Survey) data shows learner engagement as area of focus
- Student feedback at forums and via surveys indicates a desire to engage with academics and with their peers

Why immersive learning?

Immersive learning: an opportunity to experiment

- AR – augmented reality
 - No special equipment, uses apps for mobile devices
 - Low immersion
- VR – virtual reality
 - Virtual tours, data visualization, high immersion
- MR – mixed reality
 - Merging of real and virtual with interactions possible



Two types of grants

Type 1: small grants of up to \$5 000 [5 grants available]

individual or small team (up to 3)

small scale e.g., a subject in a SP, first year experience activity, student support activity

Type 2: larger grants of up to \$10 000 [4 grants available]

team (minimum of 3)

larger scale e.g., whole course, clusters of subjects

Category A: Online and/or digital assessment and feedback

- engage with the concept of **assessment-as-learning**, that is, “assessment that necessarily generates learning opportunities for students through their engagement in seeking, interrelating and using evidence” (Yan & Boud, 2022, p. 13); and/or
- support the development of **feedback literacy**, “a process through which learners make sense of information from various sources and use it to enhance their work or learning strategies (Carless & Boud, 2018, p. 1); and/or
- promote (student) behaviours that support **academic integrity**; and/or
- advance programmatic assessment in support of **assessment security** (Dawson, 2021, pp 137-138).

Category B: Promoting active learning and student engagement

Trial practices or use of technologies that promote active learning, student engagement, or an enhanced student experience in the online and blended environment including, but not limited to,

- ‘nudging’ strategies (Brown, et al., 2022),
- strategies, activities and/or tools that build a sense of community,
- strategies, activities and/or tools that promote belonging and wellbeing.

Category C: Immersive learning

- Pilot innovative learning experiences that utilise AR/VR/MR tools to enhance teaching and learning
- Engage students as co-creators of knowledge
- Integrate AR/VR/MR experiences into subject learning designs and/or assessment activities
- Utilise AR/VR/MR to engage with the community and solve 'real world' problems

Approvals prior to submission

- Immersive learning equipment: Technology Solutions Directorate
- Enterprise L&T solutions: Learning, Teaching and Student Engagement and/or Technology Solutions Directorate

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Ethics

If applicants are intending to publish from the project, please ensure ethics application is submitted prior to intended commencement time.

Ethics approval will be required before funds can be disbursed.

Criteria

- Data-informed rationale
- Capacity to deliver intended project outcomes
- Budget – fit for purpose
- Appropriate timeline
- Scholarly engagement

About budgets...

- **Venue hire and catering will not be funded**

Funded items include:

- Teaching release
- Software, tools or equipment (remains the property of the College or work unit). **MUST** be approved by TSD or LTSE as relevant. Please include a quote or screenshot indicating price in AUD and availability
- External reviewer
- Support staff (e.g. project officer)
- Travel for dissemination or project activities (Conference support limited to \$1k)

The process and accountabilities

- Website is now live: <https://www.jcu.edu.au/learning-and-teaching/awards-and-citations/jcu-learning-and-teaching-innovation-grants>
- Identify support needed (e.g., LTSE, TSD, Estates)
- Applications due to LTSE no later than close of business **Monday 28 November 2022**
- Assessment panel: Dean LTSE, DAQs, ADLTs

- Projects must commence in 2023 and must be **completed no later than 31 December 2023**. No extensions.
- All budgeted funds should be expended by Accounting Period 12 2023.
- Dissemination is required: poster session, showcase video, as directed.
- Final report within 3 months of project completion

Questions?

