

Distance, Blended & Flexible Learning

Available Support and Role of the eLearning Team

Ian Hutt
EPS eLearning Team

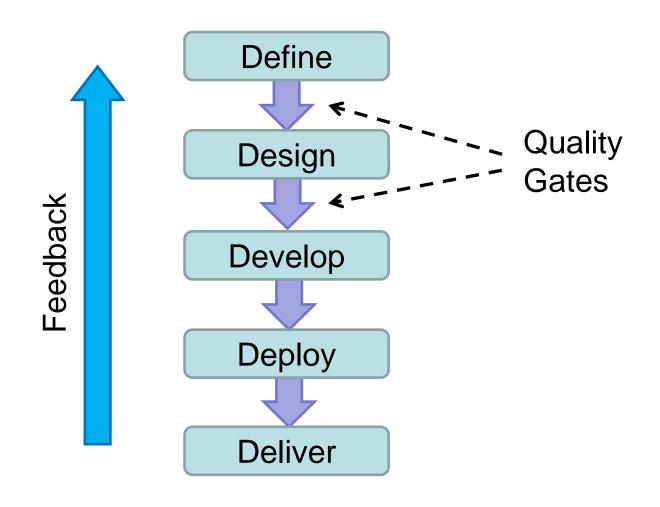


EPS eLearning Team

- Support areas
 - Technical, pedagogical & project advice
 - Build
 - Equipment, training & support

- Funding
 - Smaller-scale: project-based
 - Large-scale: dedicated resource

The 5D Process





The 5D Process – "Define"

- Project Management
- Agree requirements
 - Timescales & resources
 - Support & sustainability
- Roles & responsibilities
- Communication plan



The 5D Process – "Design"

- Knowledge transfer
- Formative testing/feedback
- Interaction group & individual
- Assessment
- Practical/Lab work



- Lab demo videos
 - PolymerCharacterisation
 - Data AnalysisExercise

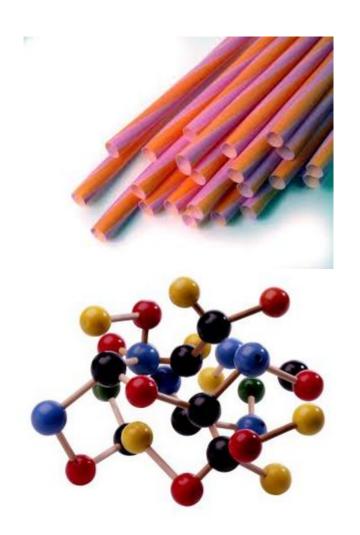








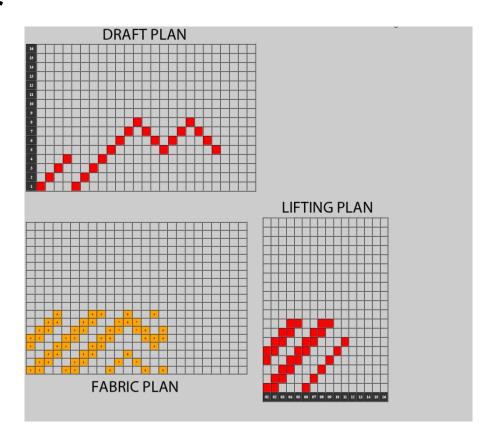
- "Home Labs"
 - Colouration/Corrosion
 - Easily obtainable ingredients
 - H&S considerations



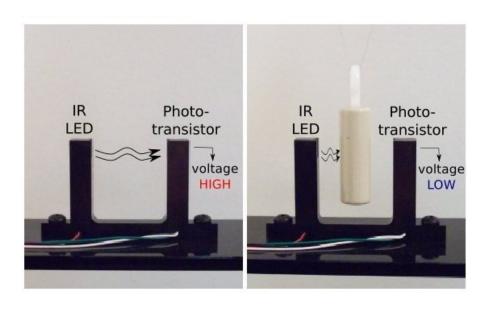
- Sedworks / Mapworks
 - Earth Sciences
 - Virtual environments
 - Game engine
 - Sample readings



- Weaving Simulator
 - Online tool
 - CAD package
 - Paper forms



- Enhanced Video Expts
 - Foundation Physics
 - Demos in lectures
 - Video + annotation
 - In development



- "Self-service" field trips
 - Environmental Science
 - Augmented Reality
 - Geo-tagging
 - In development





The 5D Process – "Develop"

- Structure & navigation
- Create self-test quizzes
- Online submission set-up & training

- Content development
 - Passive: text, video, slideshows, links
 - Discovery, problem-based learning



Lecture Capture

Narrated Slides

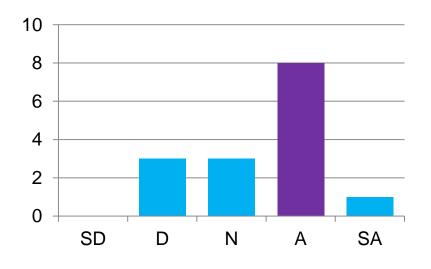
Use Case Development What is a Use Case? := Outline Primary purpose of a Use Case is to describe how users will perform tasks on a project: 1. Use Case Development 2. Use Case Development 3. What is a Use Case? A use case includes two main parts -4. What does a Use Case describe - the steps a user will take to accomplish a task 5. How do you write a use case? - the way the project responds to a users actions 6. Kenworthy (1997) Steps to use of 7. Kenworthy (1997) Steps to use c 8. Kenworthy (1997) Steps to use of 9. Who is the 'actor'? A use case begins with a users goals, and ends when 10. Actors in the context of the Ass that goal has been achieved. 11. Important things to consider 12. Module Assessment 13. Module Assessment 14. Template for Use Case

Video



Problem-based Learning

- Humanitarian Aid
 - Bland Tomkinson
- Group PBL
- Online trial
 - Skype, forums
 - Wikis
 - Journals



My group was able to collaborate effectively online.



The 5D Process – "Deploy"

- Set up Bb9 space
- Integrate with other systems (e.g. VLS)
- Communication / collaboration tools
 - Set-up
 - Training
 - Support



The 5D Process – "Deliver"

- Ongoing support & maintenance
 - 0.25 FTE per MSc
- Intro Workshops for new intakes
- eTutor training
- Review & continuous improvement



Critical Success Factors

- Dedicated administrative contact
- Dedicated technical support
- Leadership
- Industrial contact
- Engagement with teaching team

The 5D Process

