



# DigitalEd Discovery Webinar Series hosted by GMIT

27 April - 11 May 2020



## Building Digital Teaching & Learning Capabilities for Staff

27 April - 11 May 2020

eventbrite



# DigitalEd Discovery Webinar Descriptions

27 April - 11 May 2020

## Creating Video for Blended and Online Learning

This webinar will look at some of the basic theory surrounding the use of video for blended learning before introducing participants to tools for video creation. Participants will learn how to operate a lightboard studio, set up a basic video shoot and edit, upload and share a video they have created.

## Digital Teaching & Learning Topics and Resources

This webinar will provide recommendations and best practice from the University of Southern Denmark (SDU) Centre for Teaching and Learning to include: from F2F to online teaching and learning, prerequisites for successful blended and flipped learning, the flipped learning approach, peer feedback and peer instruction, Adobe Connect and the role of an online teacher.

## Gamify or Not to Gamify

One of the most common goals of gamification in education is to increase student motivation and engagement. If gamification can be used to achieve these goals, and if these target outcomes positively affect academic performance, then simple logic suggests that gamification can result in better academic performance. Several studies to date suggest that, on balance and with some caveats, gamification does indeed achieve the goals in our definition. Hamari, Koivisto, and Sarsa (2014, pp 2028) reviewed 24 empirical studies, including nine focused on education, and found "the majority of the reviewed studies did yield positive effects/results". Popular gamification mechanics that are available in learning management systems include: points, leader boards, freedom to fail, challenges, badges, stories and restricted access. Rather than implement all of the gamification possibilities, potentially setting gamification targets too high and running the risk of getting bogged down in complexity at the planning stage. This webinar will illustrate how to implement these game mechanics in Moodle.

## Getting Up and Running with Digital Open Badges

This webinar is designed to familiarise participants with not only what digital open badges are, but how to use them within their context. Session 1 is a 2-hour webinar which includes defining digital badges, identifying which types of badges work best, elements focusing on the 'how to' aspect of designing, creating, issuing and receiving digital open badges using a suite of online software tools. Participants will be asked to create a digital badge and then provide feedback from their experiences in doing so in a follow-up session. Session 2 will be a 1-hour discussion session which will give participants an opportunity to share their feedback in addition to a Q&A regarding various software solutions needed for working with badges. Participants are required to register for both sessions.

## GMIT Digital Learning Forum Showcase

Each GMIT Dept/function/project group will be asked to join this session to share what is happening on the 'Digital Learning' space to include an update for each dept/project group on digital learning initiatives and a discussion on plans for further engagement. This is a closed session. A meeting link will be made available to this group.

## Introduction to DigitalEd.ie

Learn about the new digital teaching and learning platform, DigitalEd.ie, developed for the CUA institutes: GMIT, LYIT and IT Sligo! This session will highlight the range of digital supports, resources and courses available to staff to enhance their digital capabilities and support flexible, online and blended learning programmes to include:

- The Digital Discovery self-assessment tool
- Digital Resources to help you teach online and engage students
- The online Learning Pathways for academic and professional services colleagues
- Digital Stories from colleagues in GMIT, IT Sligo and LYIT and their experiences of teaching online and going blended
- Our Digital Champions in the CUA
- Joining the Digital Community



# DigitalEd Discovery Webinar Descriptions

## Continued....

### Learning & Curriculum Design for Online & Blended Delivery

This session will explore the ABC Learning Design Method and useful curriculum design resources. This method is particularly useful for designing or re-designing programmes that are moving to an online or blended format. The method uses a game-based format where teams work together to create a visual storyboard outlining the type and sequence of learning activities, choosing from a range of conventional methods and digital technologies under six categories (including Acquisition, Collaboration, Discussion, Investigation, Practice and Production). This session will explore a module design rubric and a suite of DigitalEd resources developed and reviewed as part of the iNOTE project.

### Microsoft Digital Discovery Day

Microsoft Ireland's Stephen Howell, Academic Engagement Manager, will deliver the following webinars as part of our iNOTE Digital Learning Project. We are delighted to have his technical expertise available to our staff for the DigitalEd Discovery Webinar Series.

- Supporting Students Online with Accessible Content
- Flipgrid for Assessments / MS Whiteboard for Collaborative Learning
- Windows 10 Video Editing / SWAY Presentation Software /Planner for Managing Student Projects
- Data Visualisation for Power BI
- Teaching & Learning with MS Teams

### Online, Interactive and 'Hands-on' Teaching of Software Development

This session will demonstrate how Microsoft Teams and Microsoft Remote Desktop can be utilised to provide a virtualised platform for the creation of live and interactive computer programming workshops and tutorials.

### Online Teaching & Learning Symposium Day

This Online Symposium will kick-off with an Introduction to DigitalEd.ie by Dr Carina Ginty, GMIT Teaching & Learning Officer, followed by keynote addresses from **Sue Beckingham** on **Leading by Example: Being, belonging and becoming digital citizens**, and **Sheila MacNeill** on **Practical Pivoting Practice: Adapting and sharing practice in times of crisis**.

**Sue Beckingham**, a National Teaching Fellow, Principal Lecturer in Digital Analytics and Technologies in the Department of Computing at Sheffield Hallam University with a lead role in Learning Teaching and Assessment. Sue is also a Senior Fellow of the Higher Education Academy, a Fellow of the Staff and Educational Development Association, a Certified Member of ALT and a Certified Management and Business Educator. Her research interests include social media for learning and digital identity, and the use of technology to enhance learning and teaching; and she has published and presented this work nationally and internationally as an invited keynote speaker. She writes a blog called Social Media for Learning and can be found on Twitter as @suebecks. In 2015, she was shortlisted by Jisc as one of the Top 50 most influential higher education (HE) professionals using social media. An advocate of informal learning, she is a co-founder of the international #LTHEchat 'Learning and Teaching in Higher Education Twitter Chat'.

**Sheila MacNeill**, an open education practitioner, is interested in all aspects of the development and effective use of digital technology in education. As freelance consultant, Sheila works with a range of universities across the UK. She is also the Chair of ALT (Association of Learning Technology) and was awarded Learning Technologist of the Year, 2013. For more information on Sheila MacNeill, please visit: <https://howsheilaseesit.net/>



# DigitalEd Discovery Webinar Descriptions

## Continued....

### The Online Learning Employability Toolkit

This session will discuss the Online Employability Module which is a Level 7 five ECTS module aimed to develop the student both professionally and personally and to equip them with the skills and knowledge to enable them to plan for and achieve their career goals. This online course is for students who are interested in developing their self-knowledge and realising their career potential as they are brought through a 3-stage developmental programme which incorporates Self-Awareness, The Employability Toolkit and their First 100 Days in the Workplace. It aims to support students through a process of self-discovery leading to developing a successful career plan as students reflect and focus on their goals as they proceed through the module. The material provided offers a relevant structure and support for navigation of the current Recruitment and Selection process. This module can also be taken as a standalone, free of assessment.

### Universal Design for Teaching and Learning (UDL): Making a difference in higher education

This webinar will discuss what UDL is and how it can be embedded into our practice. Making a small difference in our teaching for student learning and applying UDL principles can make a big impact in Higher Education.

### Visual Pedagogies for Online Learning: Best practice influenced by research

This will be delivered as a webinar briefly outlining the following:

- Literature Review: Visual pedagogies for online learning
- A visual evaluation framework for the novel online pedagogy
- Theoretical frameworks, methodology and methods options
- Single loop developmental evaluation
- Multimodal reusable learning objects created using video, PowerPoint, stop motion, Articulate storyline, photoshop, Google images, Autodesk Sketchup and Autodesk Revit
- 3D immersive visual applied authentic competence assessment and rubric design
- Visual findings reflected in the evaluation framework for the novel online pedagogy

### What the H5P?! Creating Rich and Interactive Module Material

It may sound like something scary but H5P is actually a quick and easy way to develop interactive activities and learning resources to use online with Moodle and also for face-to-face teaching. It's a completely free and open technology, a great tool for all experience levels and it's ready and waiting for you to use. Join me for a hands-on (virtual) workshop where will take a tour of the basics of H5P, its benefits and limitations plus the wide variety of activities you can create. From quizzes, to games and interactive videos – there's a huge choice of templates and all we have to do is just fill them in. All you need to participate is a device that can access and build content in Moodle.



# DigitalEd Discovery Webinar Timetable 27 April - 1st May 2020

## Monday, April 27th

Webinar Title	Learning & Curriculum Design for Online & Blended Delivery	Digital Academic Champions Team Meeting	The Online Learning Employability Toolkit	What the H5P?! Creating Rich & Interactive Module Material
Time	10am - 12pm	12-1pm	12pm-1pm	2-4pm
Workshop Leaders	Dr Carina Ginty, GMIT	Dr Carina Ginty, GMIT	Bridie Killoran & Orla Skehill, GMIT	Orla Skehill, GMIT
Notes	Bring a module descriptor.	Closed session.		

## Tuesday, April 28th

Webinar Title	Universal Design for Teaching & Learning (UDL): Making a Difference in Higher Education	Using MS Teams for Delivering an Online Class	Introduction to DigitalEd.ie	Introduction to Technology Enhanced Learning Tools for Blended Learning
Time	10am-12pm	10am-1pm	12pm-1pm	2pm-4pm
Workshop Leaders	Laura Hegarty, GMIT	Annette Cosgrove, GMIT	Dr Carina Ginty & Orla Skehill, GMIT	Annette Cosgrove, GMIT

### LEGEND

- Academic Staff
- Academic & Professional Services Staff



# DigitalEd Discovery Webinar Timetable 27 April - 1st May 2020

## Wednesday April 29th

Webinar Title	Online, Interactive & 'Hands-on' Teaching of Software Development	Online Learning from an Industry Perspective	Online, Interactive & 'Hands-on' Teaching of Software Development	Visual Pedagogies for Online Learning
Time	10am-11am	11am-12pm	2pm-3pm	3pm-4pm
Webinar Leaders	Dr John Healy, GMIT	Orla Skehill, GMIT	Dr John Healy, GMIT	Irene Hayden, GMIT
Notes			Repeat session.	

## Thursday, April 30th

Webinar Title	GMIT Digital Learning Forum Showcase	Using MS Teams for Delivering an Online Class	Introduction to Technology Enhanced Learning Tools for Blended Learning
Time	10am-12pm	10am-1pm	2pm-4pm
Webinar Leaders	Dr Carina Ginty, GMIT	Annette Cosgrove, GMIT	Annette Cosgrove, GMIT
Notes	Closed session.	Repeat session.	Repeat session.

## Friday May 1st: Microsoft Digital Discovery Day

Webinar Title	Supporting Students Online with Accessible Content	Flipgrid for Assessments / MS Whiteboard for Collaborative Learning	Windows 10 Video Editing / SWAY Presentation Software /Planner for Managing Student Projects	Data Visualisation for Power BI	Teaching & Learning with MS Teams
Time	9am-10am	10am-11am	11am-12pm	12pm-1pm	2pm-3:30pm
Webinar Leaders	Stephen Howell, Microsoft & Annette Cosgrove, GMIT				

### LEGEND

- Academic Staff
- Academic & Professional Services Staff

# DigitalEd Discovery Webinar Timetable

5th May-11 May 2020

## Tuesday, May 5th

Webinar Title	<b>Getting Up &amp; Running with Digital Open Badges (Session 1)</b>	<b>DALTAI Project: Learning Analytics Webinar</b>	<b>Gamify or Not to Gamify</b>
Time	10am - 12pm	11am-1pm	3pm-4pm
Workshop Leaders	Dr Wayne Gibbons, GMIT	Dr Carina Ginty & Phelim Murnion, GMIT	Dr Mark Glynn, Dublin City University
Notes	<i>Participants required to register for Session 2 on Friday, May 8th.</i>		

## Wednesday, May 6th: Online Teaching & Learning Symposium

Webinar Title	<b>Welcome, Introduction to DigitalEd.ie &amp; Online Teaching &amp; Learning Keynote Speakers</b>	<b>What the H5P?! Creating Rich &amp; Interactive Module Material</b>
Time	10am-12pm	2pm-4pm
Workshop Leaders	Dr Carina Ginty, GMIT; Sue Beckingham, Sheffield Hallam University; Sheila MacNeill, ALT	Orla Skehill, GMIT
Notes		<i>Repeat session.</i>

### LEGEND

- Academic Staff
- Academic & Professional Services Staff

# DigitalEd Discovery Webinar Timetable 5th May-11 May 2020

## Thursday, May 7th

Webinar Title	Creating Video for Blended & Online Learning	The Online Learning Employability Toolkit	Learning & Curriculum Design for Online & Blended Delivery
Time	10am-1pm	2pm-3pm	2pm-4pm
Webinar Leaders	Dr Cormac Quigley, GMIT	Bridie Killoran & Orla Skehill, GMIT	Dr Carina Ginty, GMIT
Notes		Repeat session.	Bring a module descriptor, repeat session.

## Frida, May 8th

Webinar Title	Getting Up & Running with Digital Open Badges (Session 2)	Introduction to DigitalEd.ie
Time	10am-11am	12pm-1pm
Webinar Leaders	Dr Wayne Gibbons, GMIT	Dr Carina Ginty, GMIT
Notes	Participants required to register for Session 1 on Tuesday, May 5th.	Repeat session.

## Monday, May 11th

Webinar Title	Digital Teaching & Learning Topics and Resources	Online Learning from an Industry Perspective	Teaching Online is Different: Perspectives from the #Openteach Project
Time	10am-1pm	2pm-3pm	2pm-4pm
Webinar Leaders	Inger-Marie Christensen, University of Southern Denmark	Orla Skehill, GMIT	Dr Orna Farrell & Caitriona Ni She, Dublin City University
Notes		Repeat session.	

### LEGEND

- Academic Staff
- Academic & Professional Services Staff



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27 April - 11 May 2020



For further information on GMIT's DigitalEd Discovery Webinar Series, please contact:  
**Dr Carina Ginty**, GMIT Lead iNOTE Digital Teaching and Learning Programme or  
**Jessica Duffy**, GMIT iNOTE Project Coordinator

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