



Learning design workshop

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Half day. Maximum participants 20. Intended audience: Participants interested in educational design including university teachers and learning designers. No specific level of technical expertise required.

Objectives

This purpose of this workshop is to

1. Introduce participants to the concept of reusable, adaptable learning designs
2. Provide participants with hands-on experience in using latest research based learning designs and design tools

Activities

Introduction

The presenters will introduce themselves and explain the nature and purpose of the workshop.

The participants will be asked to introduce themselves, explain their background, and share their prior knowledge and conceptions of reusable learning designs.

Presentation - Introduction to Learning Design

This presentation will briefly cover the definitions of learning design, how it emerged, and key concepts from the recent research.

Hands-on – Reviewing Learning Designs

Participants will be provided with a learning design pack containing six learning designs which are the outcome of a recent research project. Participants will be given a short time to review the designs before selecting one which they will work with throughout the rest of the workshop.

Hands-on – Working with a Learning Design

Participants will be guided through a series of steps to develop a customised version of their chosen learning design.

The workshop presenters will circulate through the group, posing questions and discussing options with individuals.

Discussion – Design Outcomes

Participants will share their customised designs with the group.

The workshop presenters will facilitate a discussion about the pros and cons of re-using a learning design.

Break

Hands-on – Using CompendiumLD

Participants will now take their customised design and use a visualisation software tool, *CompendiumLD*, to represent their ideas and develop them further.

The session will begin with a brief introduction, after which participants will work by themselves on their designs.

A key benefit of this tool is enabling participants to examine linkages between the activities they set for learners, the resources and supports they need to provide, and the assessment process.

The workshop presenters will support this process by circulating through the lab, answering questions and discussing participants' designs.

Hands-on – Using Cloudworks

In the final hands-on activity, participants will be introduced to *Cloudworks*, an online community for sharing teaching and learning ideas, strategies and designs.

Participants will first be introduced to the site and invited to browse through the options available, guided by the presenters.

Participants will then be able to either upload their draft designs to the site, or add their reflections on the design process they have undertaken as part of the workshop.

Discussion – Using tools for designing and sharing

The final discussion will focus on participants' experiences in using the tools provided.

The presenters will facilitate the discussion and answer any questions participants have about these and other design tools available.

Conclusion

The presenters will thank participants and invite any feedback on the workshop (written or oral).

About the presenters

Sue Bennett is an Associate Professor in the University of Wollongong's Faculty of Education and Coordinator of the Cognition and Learning Design Laboratory. Sue has over 15 years experience as a university teacher and designer of technology-supported learning. Her research into learning objects and learning designs has attracted competitive grant funding and resulted in a significant body of publications. Sue currently leads a collaboration between the University of Wollongong, the Open University of the Netherlands and Janison Solutions to develop *The Learning Design Framework* which integrates learning objects and learning designs to support effective design of online learning.

Shirley Agostinho is a Senior Lecturer in Educational Technology in the Faculty of Education at the University of Wollongong. Prior to becoming a lecturer, Shirley was a Research Fellow and Post-Doctoral Fellow researching the concept of learning designs and learning objects. She was the Project Manager for an Australian nationally funded project during 2000-2002 that focused on producing innovative reusable learning designs.

Grainne Conole is Professor of E-Learning in the Institute of Educational Technology at the Open University in the UK. Previously she was Professor of Educational Innovation in Post-Compulsory Education at the University of Southampton and before that Director of the Institute for Learning and Research Technology at the University of Bristol. Her research interests include the use, integration and evaluation of Information and Communication Technologies and e-learning and the impact of technologies on organisational change. Two of her current areas of interest are focusing on the evaluation of students' experiences of and perceptions of technologies and how learning design can help in creating more engaging learning activities.

This is a new workshop designed specifically for the ASCILITE conference, however, it is based on previous workshop activities run by the presenters at the University of Wollongong and the Open University (UK) as part of design activities for university academics and learning designers.

References

Bennett, S. Agostinho, S., & Lockyer, L. (2005). Reusable learning designs in university education. In T. C. Montgomerie & J. R. Parker (Eds.), *Proceedings of the IASTED International Conference on Education and Technology* (pp.102-106). Anaheim, CA: ACTA Press.