

Symposium

Realities of reuse, migration and repurposing of elearning designs

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Successful dissemination of elearning designs and digital resources created to support them implies real use by others. Continuing discourse at institutional and national level on strategies for dissemination implies that observed reuse remains limited. To achieve this on a broad scale benefits must be greater than the efforts of meeting the challenges faced. The goals of this symposium are to:

- Bring together people who have either experienced a migration/ reuse/ repurpose and lived to tell the tale and reflect on the experience, and/or who have researched such lived experiences;
- Promote discussion about experiences, issues and recommendations for facilitating use in universities of existing elearning designs and the digital resources created to support them.

The realities, rather than the rhetoric, of dissemination, adaptation and use will be the focus of this symposium.

Keywords: reuse, repurposing, adaptation, migration, dissemination, elearning, role plays, staff development

Overview

Migration, reuse and repurposing are all terms used to describe circumstances in which learning designs and the digital resources to support them are originally created for one teaching and learning situation and then used with some form of adaptation in another. There is a widely held view that such use is beneficial and is to be encouraged and supported. The Carrick Institute for Learning and Teaching in Higher Education commissioned reviews of dissemination strategies and achievements early in its establishment (McKenzie et al 2005; Southall et al., 2005). Littlejohn and colleagues (2003) devoted considerable attention to the state of play and the issues arising. The realities of the lived experience of migration, adaptation and reuse, however, are not widely reported.

This symposium aims to make that 'lived experience' more visible. The symposium papers will inform discussion about the issues and strategies found in individual experiences, and the implications thereof for institutional policies and practices.

Symposium papers:

- Devonshire, E. Re-purposing an online role play activity: exploring the institutional and pedagogical challenges;
- Pizzica, J., Mahony, M.J. & Devonshire, E. Repurposing an online tutor training resource;
- Lloyd, K. & Butcher, M. Reusing learning designs: role play adaptations of the Mekong and Ha Long Bay e-Sim;
- Wills, S. & McDougall, A. Facilitating uptake of online role play: reuseability, learning objects and learning designs.

References

- Littlejohn, A. (Ed.). (2003). *Reusing online resources: A sustainable approach to eLearning*. London: Kogan Page.
- McKenzie, J., Alexander, S., Harper, C., & Anderson, S. (2005). *Dissemination, adoption and adaptation of project innovations in higher education*. Report for the Carrick Institute for Learning and Teaching in Higher Education.
- Southwell, D., Gannaway, D., Orrell, J., Chalmers, D., & Abraham, C. (2005). *Strategies for effective dissemination of project outcomes*. Report for the Carrick Institute for Learning and Teaching in Higher Education.

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