Innovations Grants: Information Session

25 July 2023
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Dean, CEE

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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

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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
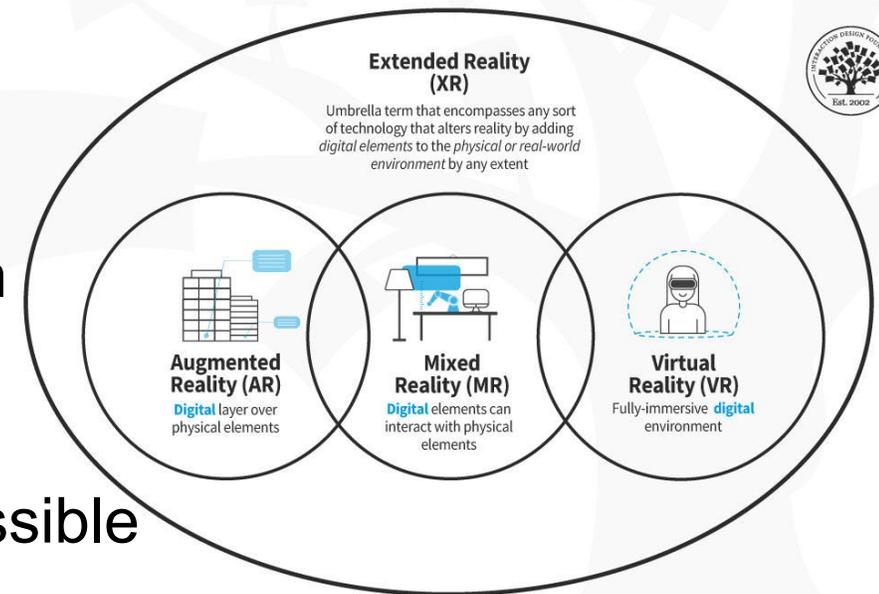
Why active learning and student engagement?

- 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

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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

Extended Reality (XR)
Umbrella term that encompasses any sort of technology that alters reality by adding *digital elements* to the *physical or real-world environment* by any extent

Augmented Reality (AR)
Digital layer over physical elements

Mixed Reality (MR)
Digital elements can interact with physical elements

Virtual Reality (VR)
Fully-immersive **digital** environment

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Image source: https://www.interaction-design.org/literature/article/beyond-ar-vs-vr-what-is-the-difference-between-ar-vs-mr-vs-vr-vs-xr

Two types of grants

Type 1: small grants of up to $5 000 [6 grants available]

 individual or small team (maximum of 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 [6 grants available]

 team (minimum of 3)

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

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Category A: Online and/or digital assessment and feedback

Trial innovative and authentic online assessment and feedback practices that promote academic integrity.

Applications should focus on practices that:

- engage with the concept of **assessment-as-learning** support the development of **feedback literacy**, and/or

- promote (student) behaviours that support **academic integrity**; and/or

- advance programmatic assessment in support of **assessment security**

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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

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Approvals prior to submission

- Immersive learning equipment: Technology Solutions Directorate

- Enterprise L&T solutions: Centre for Education and Enhancement and/or Technology Solutions Directorate

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Ethics

If applicants are intending to publish from the project, the formal process for ethics approval must have commenced at the time the application is submitted.

Ethics approval will be required before funds can be disbursed.

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Criteria

- Data-driven rationale

- Focus on scholarly engagement

- Capacity to deliver intended project outcomes

- Budget – fit for purpose

- Appropriate timeline

- Dissemination strategy (large grants only)

See the Application Guidelines for further information

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About budgets…

N.B. Venue hire, catering, and teaching buyout will not be funded

Funded items include:

- Software, tools or equipment (remains the property of the College or work unit). MUST be approved by TSD or CEE 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)

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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., CEE, TSD, Estates)

- Applications due to CEE by midday, **Monday 30 October 2023**

- Assessment panel: drawn from Dean CEE, Director APQ, ADLTs

- Projects must commence in 2024 and must be **completed no later than 31 December 2024.** No extensions.

- All budgeted funds should be expended by Accounting Period 12 2024.

- Dissemination is required: poster session, showcase video, as directed.

- Final report within 3 months of project completion

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Questions?

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