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## What does Learning Environments (LE) do?

Academic Services and Digital Experience

- Developers, Educational Technology support (LMS, Lecture Capture)

Video and Media

- Media production, professional development

Learning and Teaching Support

- Learning Design, Assessment support, professional development

W ebsites: <a href="https://le.unimelb.edu.au/">https://lms.unimelb.edu.au/</a>

#### What is FlexAP?

The strategy:

Flexible Academic
Programming (FlexAP)

- •Planning begins 2015
- •Implementation 2019-2023
- •Multiple activity streams

#### The challenge:

To provide students with more flexible, high quality educational opportunities that are consistent with the core educational values and mission of the University.

## Cross functional partnerships

Faculty partners:

- Faculty Project lead
   (eg Subject Coordinator)
- Teaching teams
- Teaching assistants (including students, alumni)

LE partners:

- Project Manager
- Learning Designer/s
- Educational Technologist
- Video Producer/ editors

...and the wisdom of the wider team!

### Design and development process





### EOI stage

Subject coordinators and teaching teams bring their vision,

Project Manager and Learning Designer help to define this vision

.. and the journey begins!

"All we have to decide is what to do with the time that is given us" (Gandalf)

### Initiation stage

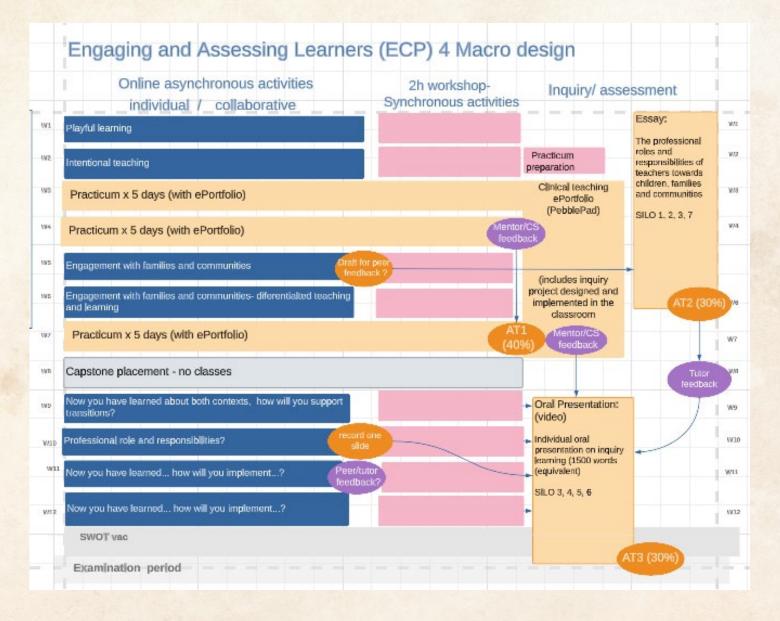
The FlexAP Project Manager:

- 1. Scopes requirements
- 2. Creates a timeline
- 3. Assembles a specialist LE team
- Learning designers
- Educational technologists
- Video producers/editors

# Co-design stage

1: Macro design

High level map of student journey



Includes Faculty team and Learning Designers

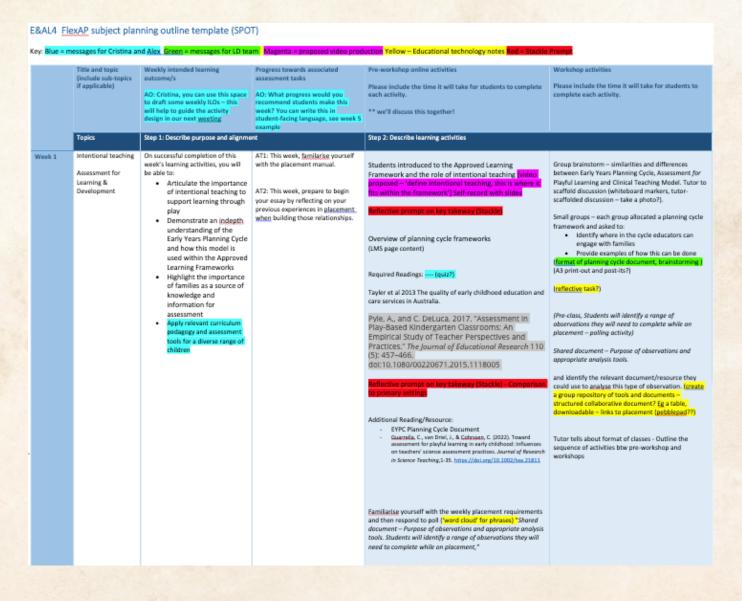
# Co-design stage

1: Macro design

2. Subject Planning Outline Template (SPOT)

Detailed plan of activities and resources.

Faculty team and



Includes Faculty team and Learning Designers

## Co-design stage

- 1: Macro design
- 2. Subject Planning Outline Template (SPOT)
- 3. Media production agreement

Planning, design and scheduling video/media production



#### **Production Overview**

#### **Target outcomes**

The Learning Environments Video and Media team aims to provide the Medicine, Dentistry and Health Sciences faculty with 8 x high- quality video presentations filmed in the Elisabeth Murdoch Building Studio as part of the FlexAP program. The resulting videos will provide students with a diverse range of perspectives, anecdotes and explorations of methodology from experienced practitioners within the family social work field.

In addition to the studio sessions, the Learning Environments team will provide video editing support for preexisting role play material that will be reworked into smaller segments to align with activities on the LMS.

#### Project deliverables

Item	Description		Duration
Orientation video	Professionally shot presentation to camera filmed in VAM Studio 3 + support visuals	1	3 -5 min
Expert Interviews	Professionally shot interviews filmed in VAM Studio 3 + support visuals	7	7 -10 min each
Edit support	Existing role play videos to be edited into smaller segments to align with subject build	3	TBC

#### Project schedule\*

Milestone	Party Responsible	Date	
Commencement	Client & Producer	Nov7	
Script / interview development	Client & Producer	Nov 7 - 29	
Filming in studio	Client & Producer	Nov 30 - Dec 6	
Production End Date	Client & Producer	Dec 6	
Post Production / Reviews	Client & Producer	Dec 7 - Jan 31	
Final Delivery	Producer	Jan 31, 2023	

\*Dates are representative of the blocks of time available for each phase of production and not the amount of time required for each task. Studio access dependent upon University policy re: COVID-19 restrictions.

Includes Faculty team, Video Producer, Educational Technologists, Learning Designers

## How did you find the co-design journey?



## What was it like to co-design with students?

'Involving the student in the team made us always ask the question, "How are students going to respond to this?"

'H aving Ella in the process made us more aware of keeping the student in mind.

And because she's also completed the subject, she could tell us where things could be improved.'

A/Prof Ralph Hampson, Faculty project lead



FlexAP partner/Social W ork student Ella Cattach interviews Ralph H ampson.

# Co-development stage

- Purpose-designed activities/resources
- Sustainable practice
- Capacity-building
  - For teaching team
  - For LE team

#### 2.2 Pre-seminar activity: Case study response \*

#### Step 1: Read the case study

To prepare for the seminar activity, please read the case study and then respond to the questions below.



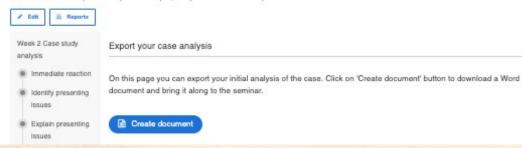
Illana (31) lives with her daughter Rebecca (15), and there are no other children. Rebecca's father, Peter, lives separately and Illana never sees him. Rebecca however, has contact with him. The family have been referred to a family support agency because of Rebecca's truancy, difficulties at school and suspected stealing. An issue of contention between Ilana and Rebecca is Rebecca's contact with her father. Rebecca's parents are both from an Italian background but were born and grew up in Melbourne, Australia.



#### Step 2: Prepare your case study response

Now respond to the prompts below. Please download your responses and bring them to the seminar.

Please note: These responses are personal to you, and you can choose what you would like to share in the seminar discussion.



# Co-development stage

- Purpose-designed activities/resources
- Sustainable practice
- Capacity-building
  - For teaching team
  - For LE team

#### 5.1 Case study: SUTU \*

Before diving into the creative play activities, we will first hear from a practitioner about what creativity is and feels like in the creative arts. Watch the following interview with SUTU, an Australian visual artist.

Time: Allow 20 minutes for these activities.

#### Step 1: Watch a Case study example - SUTU

Take notes as you watch the interview with SUTU, and jot down any comments that you find particularly salient to your own creative practices, regardless of which domain they are in.

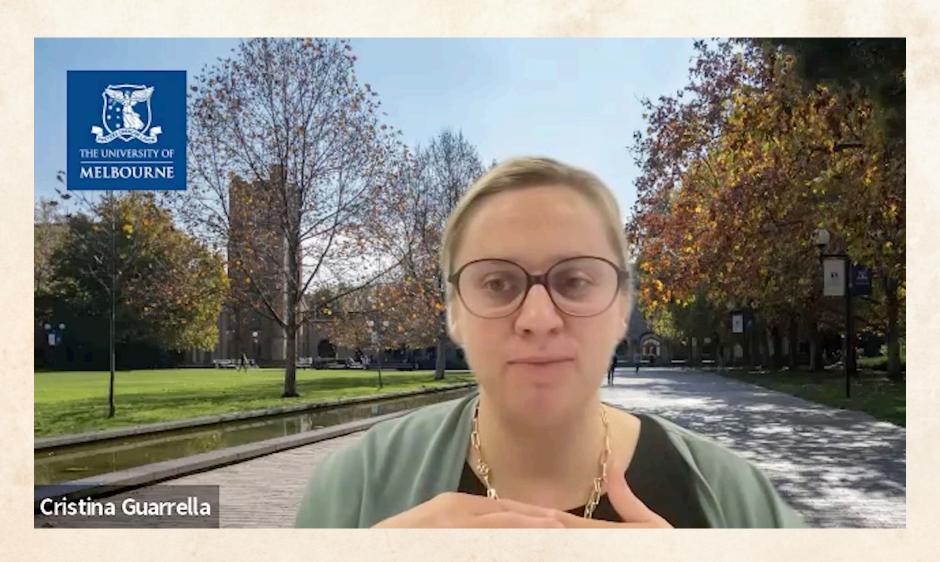


SUTU. (2020). Case study: SUTU The University of Melbourne. [Download transcript]. [Listen to audio only version]

#### Step 2: Reflect on Assignment 2 (Case study)

In light of what you have just watched, think about Assignment 2 (Case study). In what ways are various aspects of the creative process described by SUTU similar or different to your own? What can you learn, or what can you implement into your assignment, from what you have seen and heard?

## What was your experience of co-development?



## The impact

- 69 projects completed or in progress
- 115 subjects delivered
- 350+staff involved in development and skills-enhancement

"To date, almost 34 per cent of all student study has been enhanced through the FlexAP initiative".

UOM Annual Report 2022, p.53.

## Reflections on the journey.. and the sequels!



## Thank you for sharing your experience!:

Cristina Guarrella

Lecturer in Science Education - MGSE

Ralph Hampson

Lecturer in Social Work - Health Sciences - MDHS

Solange Glasser

Lecturer in Music Psychology - MCM - FFAM

Kate Leigh

Lecturer In Learning Interventions – MGSE

and special thanks to Handy Kartika and Evan Bittner from LE!

## Enquiries about co-designing with LE?

Email James W ooldridge, Program Manager, Learning Environments:

james.wooldridge@unimelb.edu.au

Or visit:

https://le.unimelb.edu.au/about/our-services