1. On your mobile phone go to: menti.com

Mentimeter

Please enter the code

2. Enter code:

Submit

The code is found on the screen in front of you

Next Generation Learning and Teaching

oes

Time management and wellbeing support

Learning is efficient and students feel supported

- Student progress tracker
- Less readings more video/ podcast/ infographic options
- Opportunities to fast-track vs deep dive
- Personalised learning
- Wellbeing tools and support

Interactive and engaging learning

Learning is active, authentic and immersive with regular feedback

- Interactives
- Opportunities to practice and master concepts
- Authentic assessment
- Regular feedback
- Mobile first

Career focused

Courses set students up for career success via WIL and employability support

- Industry case studies, projects and placements
- Industry co creation
- Industry credentialing
- Career support e.g. career boosters, mentors

Support in adjusting to study

Students are set up for success

- On boarding activities
- Week 0
- Make learning journeys explicit (especially for 1st stage units)
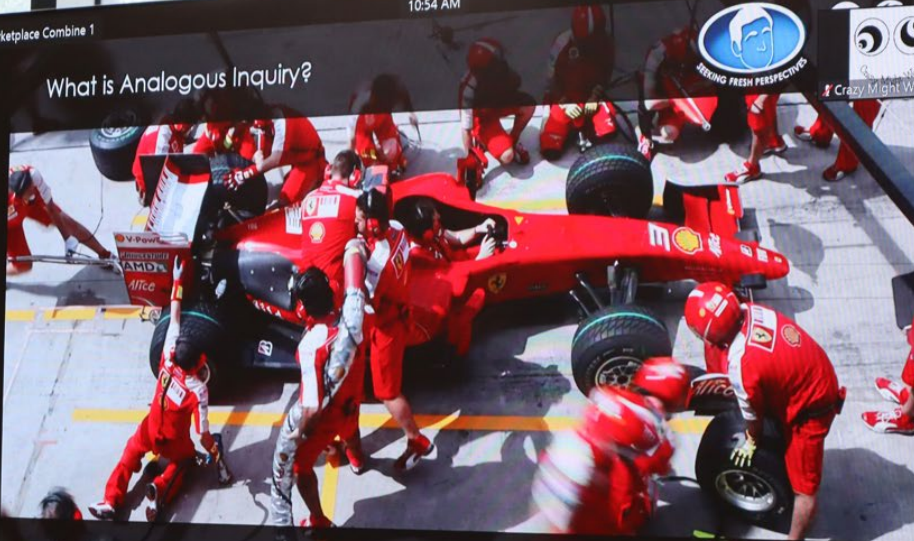
Strong sense of belonging

Students are connected with peers, teachers, university and industry

- Best use of digital communication (seamless)
- Activities that promote connection
- Accessible and inclusive learning materials

Informed by:
- Student Journey Mapping 2021
- Global themes in Learning and Teaching Research 2021 and 2022

What is Analogous Inquiry?

"Identification of parallel systems where similar challenges have been addressed in a transformative way."

HACK HEROES | How We Can Help

Veronica Moran
- Anything tech related that could enable your ideas to come to life

Sarah Arakelian
- Outbound retention interventions (outbound calls to students to support retention and progression metrics)
- High level pain points (not unit or course specific)
- Non-accredited units
- The onboarding experience from enrolment to first census (and beyond)

Brooke Walters
- Learning Management System functionality and navigation,
- 3rd party integrations for LMSs,
- STEM pedagogies, teaching models and assessments,
- Student experience,
- ELA/OLA experience,
- STEM content delivery and enabling technologies.

Andre Dowsett
- To understand the student experience and their journey
- The pain points and gain points students have
- And any other questions about research, data, or insights available in the business

Darcy Meehan
- Design thinking (double diamond).
- User Experience Design - What the student needs - what the core problem is, why it's important to solve it
- Support ideation with high empathy/low practicality to get more innovative solutions.
- General design goodness advice being agile, failing fast and often, iterating a lot etc...

Clare O'Sullivan
- Student Lifecycle Advisor
- Student experience
- Student FAQs

Alok Pokharel
- how to measure impact - identify key metrics and some secondary metrics.
- For SOL units, insights about their unit content (num of words, videos, interactives, etc) and possibly how they are correlated to key metrics like pass rate and retention

Lindsay Watters
- Training and development of eLAs and OLAs to support the delivery of initiatives
- BAU student-centric teaching and learning

Stefan Ralston
- Informal learning platforms in the Hub (like Facebook but for online learners) (SOL & WSU)
- Some knowledge on Support Programs like Student Mentor Program (SOL)
- O- Week, an online event for new student (SOL and WSU)

Meredith King
- Student experience insights (particularly PGs)
- Study habits – challenges and successes
- Orientation and first unit experiences

HACK ATHON	CLOSE TO PERFECTION	ROOM TO IMPROVE	Notes for feedback: please focus on ways to further improve the design.
1 Student satisfaction and engagement	Students will be highly engaged and are unlikely to have seen anything like this in previous learning environments.	Students will be engaged by the unit improvements. They may have experienced something like this before.	
2 Innovation and appropriate use of technology	The use of innovation/technology is integral to the learning objectives.	The use of innovation/technology shows some link to the learning objectives.	
3 Fostering collaboration and social learning	The innovation(s) will almost certainly enhance the majority of the students' sense of social connection and/or increase their sense of collaborative learning.	The innovation(s) may enhance some students' sense of social connection and/or may increase some students' sense of collaborative learning.	
4 ROI/costing	The proposal is a great use of company funds and will pay for itself many times over and/or in a very short space of time.	The proposal is a good use of company funds and will pay for itself over time.	
5 Clarity of presentation	The ideas in the presentation were clearly communicated.	The ideas in the presentation were mostly clearly communicated.	

Technology innovation Roadmap 2023

How we're improving the virtual classroom experience

INCREASED SOCIAL COLLABORATION

Trialling technologies such as Class, Engageli, and Slack for increased connection and collaboration with a virtual and remote cohort

INCREASED INTERACTIVITY

Testing and trialling tools that provide more immersive and interactive learning experiences

AI Automation

Utilising cutting edge AI tools to enhance the learning experience – providing automated feedback, automated support and making marking more efficient

DIGITAL BADGING

Analysing skills required by industry and offering validation of these skills attained throughout study as a shareable digital badge

oes

Immersive Learning at OES

2020
Mursion

2022
Talespin

2022
Talk with Ted

2023
Metaverse

Questions?

Thank you