



A space to play with 'disruptive' technologies for learning

This exemplar is relevant to Digital Student challenge:

Deliver a robust, flexible digital environment

Coventry University has recently launched the Disruptive Media Learning Lab, located on the top floor of the university library. DMLL is an intellectual and physical space for exploring the possibilities of media learning. Seeking to disrupt existing notions of learning and knowledge creation, the Lab acts as a hub for students, teaching staff, researchers, librarians, learning technologists, community and business development officers, to collaborate and pitch project ideas. Funding is available to support projects that are likely to have an impact within the University or beyond. The Lab is a unique environment with experimental teaching areas (including a wooden hill), creative project rooms, student Macs/PCs and group working areas with screens and whiteboards. It runs a programme of workshops which bring external presenters as well as showcasing the University's own research and innovation, and there are discovery sessions with different technologies to hand.

The Lab draws on areas where the University has an established track record of innovation and is comprised of staff across multiple faculties and groups. Its philosophy is grounded in ideas from the Centre for Disruptive Media, and the internationally successful Open Media classes (e.g. [Phonar](#), [Picbod](#) and [Creative Activism](#)). Also at Coventry, the [Serious Games Institute](#) has pioneered the use of gaming logics and virtual worlds, and the [Learning Innovation Applied Research Group](#) has worked on virtual worlds, liquid learning, and pedagogical agents.

The Lab is an open space where staff and students can learn more about these developments, identify what works for them, and play with new approaches. Jonathan Shaw (co-Director of DMLL, along with Shaun Hides) describes the ambition: *'We are interested... in shaping a new learning landscape, where collaboration and openness are at its heart'*. And Ian Dunn (Deputy Vice-Chancellor for Student Experience) has said: *'We believe that we need to reconstruct the classroom, both physical and virtual, for twenty-first century learners. The DMLL is that multi-million pound investment in our students.'* The first students to use the space do seem impressed: *'I love the open spaces, the white walls and there is so much light in here. I feel really inspired working in here'; 'This space is so cool; it is gonna be really popular for group projects'*.

How does this meet the challenge?

- New ideas can emerge, be shared and be followed through thanks to a range of support staff and internal funding opportunities and external technology partnerships.
- Innovative and creative teaching and learning spaces allow for real learning about what works. New approaches can be tested and refined before they are rolled out

at scale.

- The Lab integrates the expertise of externally-facing research centres into the heart of learning to enhancement of student experience at Coventry.
- Students use spaces in common with staff, and on equal terms.

Find out more

- [Web site](#)
- [Twitter account](#)
- [Instagram account](#)
- [Centre for Disruptive Media](#)
- [Background: Open Education: A Study in Disruption](#)

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