13. How do we engage students in developing the digital environment?

» Students are involved in user groups for relevant systems (IT, library, e-learning, VLE etc.)

» Course reps have a good understanding of digital technologies in learning and can have input to the planning of content, teaching methods etc.

» On their courses, students create digital artefacts, engage in public knowledge sharing, and contribute to course content

» Students are engaged in all major IT and estates initiatives e.g. advising, piloting, giving feedback, supporting implementation

» There are regular conversations about the digital experience with the student union or guild (e.g. via a nominated officer)

» Students are empowered to develop their own digital tools and services e.g building apps, creating their own personal learning environment

» Some innovations are led by student developers or staff/student partners e.g. through bids to a pot of funding, an elevator pitch, hackathons

» Students lead or advise on some workshops/development opportunities on digital issues that are attended by staff

Enhancing the digital student experience: conversations that count

Benefits:

Student developer: 'Our solutions are better because we make things that will actually make life easier for students, not someone else's idea of what students want. And we're not afraid to ask questions, like when someone says "you can't do that" we can say "well, we just did it…"'.

Head of IT Training: 'We've been amazed at the commitment the students have shown for a fairly small investment from us. Even if they aren't that comfortable with the technical side of things, they can help to set up a workshop or they can go out and interview other students for their views.'