

8. How are we embedding digital experiences into the curriculum?

- » All courses/modules have a minimum digital requirement e.g. resources available via the VLE
- » Students are signposted to digital networks, resources and opportunities that can extend their learning experience
- » Digital content is available to learners and used by teachers e.g. multimedia resources, e-learning packages, gaming, questions/quizzes
- » Digital technologies are used to enhance face-to-face learning e.g. for polling, presenting, searching, interacting
- » Students carry out online research, work with data, and/or communicate ideas using digital media
- » Students have alternative routes to assessment including in digital media, and examples of digital outcomes that have received good grades
- » Students undertake learning activities that leave a digital footprint e.g. web page, blog post, wiki edit, video, multimedia production, app
- » Learning has been significantly transformed by technologies e.g. is borderless/open, online/blended, uses technology in a 'flipped' classroom

Benefits:

Second year student: ‘In our group we decided to present our findings as an animation. I’d never done one before so I learned a lot about the technical side, but I think knowing other people would be seeing it and commenting on it really inspired us to make it better.’

External examiner: ‘Examples of student work are varied and innovative. They reflect the new ethos of the course and show students gaining media skills as well as tackling important issues in the field.’