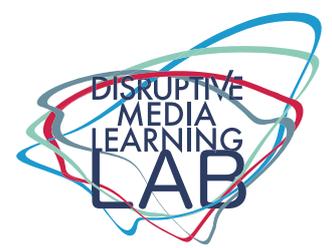


DMLL EXPO

SPRING '16



LOST

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#dmllexpo

TION?

RECLAIMING INNOVATION

@disrupt_learn

@brlamb

@jimgroom

@fionajharvey

The idea that higher education institutions and educators themselves need to be innovative is often taken for granted, to the extent of seeming now trite and meaningless, but what does innovation in teaching and learning actually mean?

Why is it so important?

What does it look like?

What is the role of technologies in all this?

What are the implications for the future of teaching as a profession?

This DMLL Expo seeks to address these questions and more, providing you with opportunities to become familiar with examples of meaningful innovation, exploring alternative approaches to mainstream teaching and learning practices.

Twitter:

At the DMLL we believe that everyone should have the ability to access and participate in our projects and events whether in or outside of the lab. We will be live streaming today's event and we invite you to join us making our online audiences feel part of the conversation by tweeting your commentary, reflections, pictures and questions throughout the day.

How can you participate in the DMLL's online network today?

- Join Twitter
- Follow the DMLL (@disrupt_learn)
- Tweet throughout the day, remember to include #dmllexpo in every tweet.

@disrupt_learn
#dmllexpo

Brian

Brian Lamb is the Director of Innovation, Open Learning at Thompson Rivers University (TRU), Canada.

Before joining TRU he spent more than a decade at the University of British Columbia as a Strategist contributing to a wide range of new media, open education and sustainability education initiatives. He founded some of the earliest campus services for blogs and wikis in higher education.

@brlamb

Visiting Keynotes

Jim

Jim Groom is the co-founder of Reclaim Hosting, an independent web hosting company focused on the higher education community.

Previously he was the director of the Division of Teaching and Learning Technologies and adjunct professor at the University of Mary Washington in Fredericksburg, Virginia.

@jimgroom

Fiona

Fiona Harvey is a Digital Education Skills and Innovation leader at the University of Southampton. In addition she is the Chair of the Association for Learning Technology (ALT).

Her expertise is in identifying technology enhanced learning trends in education to enhance students learning and applying these within the Southampton context. She works locally, nationally and internationally to support the development of the use of education technology. In particular she is also interested in digital literacies and how these skills are fundamental to engaging effectively with the online world, she has set up Open Badges to support the Student Innovation and Digital Literacies Champions (iChamps) at the University of Southampton.

@fionajharvey

Session Key:

WHY

HOW

Disruptive Media Learning Lab Lost in Disruption? Reclaiming Innovation

Location Key:

The Grass

Teaching Room

Open Café

09:00-09:30

Welcome Refreshments

09:30-09:45

Welcome by Jonathan Shaw
Director, DMML

Location:

Keynote

By Brian Lamb

Ed Tech Isn't Dead, It Just Smells Funny

It has been an angst-filled few years for educational technology as a field. The entrenchment of the enterprise virtual learning environment as institutional hegemon. The pounding waves of hype and profit driven innovations keeping educators off-balance, always responding to the latest breathless claims, and fears of being "left behind". Inside and outside the academy, we are presented with a series of unaccountable black boxes that define our media consumption, our interactions, our identities, our finances.

How did we get to this point? To what extent are we culpable? And where will we find the principles and the allies to guide and propel us ahead? Can we recapture the spirit of fun, adventure and sense of limitless possibility that once energized ed tech?

Can places of learning be a force of agency rather than algorithms?

09:45-10:30

Why Games?

Games are exciting, thrilling, transformative and oh so 'engaging'. However, there are limitations and critical issues relating to the use of games in education that need to be explored and confronted.

Location:

Why Flipped Learning?

'Flipped' is a term utilised ad nauseum within Higher Education, but what does it mean in reality? How can you utilise this technique to reduce administrative overhead whilst providing a killer student experience? Could the instrumentalisation of 'flipping' within the current marketisation of HE lead to possible dystopian futures?

Location:

Breakout Workshops 1
10:30-11:15

Location:

Break
11:15-11:30

Breakout Workshops 2
11:30-12:15

Flippin' Heck

This session will provide an overview of Coventry University's approach and ethos for flipping the classroom, alongside tools and techniques that have proven effective within our institution.

Location:

Applying Game Science

This workshop is a gamified session exploring creativity in the use of narratives and visual cues when describing abstract concepts. The session will employ cards, tokens and team competition. The themes will include Flipped Learning, Game-based Learning and Self-directed Learning.

Location:

14:00-14:30

DMML Projects Ignite Presentation

Location:

Lunch
13:00-14:00

Keynote

By Fiona Harvey and Jacqui Speculand
Open Badges

Open Badges are digital representations of skills and knowledge gained and evidenced by individuals. They can be used for formal and informal education, and are particularly suitable for employability and portfolio evidence. Badges earned can be displayed on the earners social media and online profiles.

In the past five years, the Open Badges movement has gained momentum and evolved out of its gaming roots and into the mainstream. It is particularly relevant in education, where Open Badges are increasingly being used to recognise skills, learning and achievement. Badges are not an alternative to assessment, but a means of recognising and rewarding extra-curricular activity. They have value and reach beyond the educational environment and their digital nature means that they are portable from one environment to another. In this talk, we will discuss the use of Open Badges in education and work environments and consider the potential for disrupting traditional models of self-presentation and online identities.

12:15-13:00

Keynote

By Jim Groom

"Knowing our ed-tech history is completely necessary for building an ed-tech future." Audrey Watters

One of the greatest dangers of the rhetoric around innovation and disruption in Ed-Tech is its ahistoricism. How do we understand the current state of digital culture in higher education as part of a digital revolution that is couched within the impossibility of privacy, the omnipotence of data, and the educational affordances of a surveillance society. This presentation will go back to the possible futures of higher ed in the not-so-distant past: the 1990s. We will look at an earlier context of educational technologies as it first comes into contact with the World Wide Web in order to suggest alternative paths for innovation and disruption that are premised on reclaiming privacy online, controlling one's personal data, and creating a cooperative web built and managed by an intellectual community.

14:30-15:15

Location:

Break
15:15-15:30

Week in Review with Brian Lamb and Jim Groom

Our visitors (Jim and Brian) have been meeting with learning technologists and faculties at Coventry this week, discussing potential projects and hashing together prototypes. This session will showcase whatever outcomes have emerged, and summarize the themes and learning that has emerged over these days. Hopefully the experience will frame a series of questions that can work to amplify future work. What do we know? What do we need to know? What can we do now? What more do we need?

Location:

Breakout Workshops 3
15:30-16:15

[Open] Badge your stuff

Open Badges are increasingly being used to recognise and accredit learning, skills and knowledge in education and industry. They are being used to enhance employability through greater transparency of skills and to engage potential employers through the creation of skills-specific badges. As one of the innovation projects in the DMML, we have developed a framework that you can use to design your own badge. In this session, learn more about badges and how they can be positively adopted in your practice.

Location:

16:15-17:00

Closing Plenary Debate

Location:

Performance

Highly Sprung: Commotion

Exploring Forces, Light, Sound and Electricity through performance, experimentation and participation, this interactive performance will look at teaching physics through performance and movement. Combining dance, drama and interactive workshops, Commotion aims to explore and test the physics theories surrounding sound, light, electricity and forces with a comprehensive and engaging approach. Commotion has proved its ability to engage and inspire children and make a positive impact on their learning and asks you to rethink how we can inject creativity into teaching and learning at all levels.

Location: