

THE FESTIVAL OF HIGHER EDUCATION

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**UNIVERSITY
OF LONDON**

Practical innovation and education change

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Hear how Adobe impacts
the way students learn
and prepare for their
futures



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Your education innovation mission

Design a learning encounter and formative multimodal assessment concept.

Thinking about

- Knowledge
- Technical skills
- Broader skills: communication, collaboration

The examples are deliberately subject-agnostic.

You'll only have 15 minutes!

We'll hear some of your ideas and then you'll have some time to answer the question:

“What three things would you need to make this happen?”

These could include:

- Access to specific resources
- Institutional knowhow
- Leadership appetite
- Etc

At your tables, share which of these are the most difficult to change – pop a sticker on the trickiest ones

We'll gather up your ideas and the change they would need and (anonymously!) review them and look for common themes and concepts.

At our upcoming Education Espresso event on **Wednesday 4 December** we'll share what came out of the exercise and seek comment from our expert panel.

Join us then if you can!



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Design a learning encounter (synchronous or otherwise) and associated formative assessment for **one** of the following scenarios (or choose your own)

Transitioning students – foundation, first year, or PGT. The learning objective is around getting to know each other and building a foundational sense of belonging in the academic sphere.

Live business brief – students working in a group to respond to a business or industry challenge. The learning objective is about effective collaboration and about communicating the ideas generated efficiently and impactfully for an industry audience.

Open educational resource – students producing a resource that can help future students with study skills, subject knowledge, or professional practice. The learning objective is about engaging communication that is tailored to a student audience.

A campaign – students creating a resource that informs thinking, changes behaviour, or persuades others to take action. The learning objective is about influencing and shaping audience perceptions.

Staff development – preparing staff to apply for a digital innovation grant in which the assessment is the application. The learning objective is about project design and making an effective business case for the impact of the project.



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