





Digital by Design: Education for the Post-Pandemic World

The COVID-19 pandemic forced us all to scramble to put everything online swiftly. Following this pandemic pivot, our focus in education can now shift to Digital by Design: to more mindfully and artfully design digital learning environments that support all learners. The future of digital learning must be about options: options to facilitate learning in distributed, online environments, to scaffold face-to-face and in situ learning via mediated communities of practice, and to provide ways for learners to access education that support iterative learning and ongoing career progression.

Objectives:

- Identify ways in which technology exacerbates existing social biases;
- Use the principles of Human Centred Design to ameliorate social biases in digital education;
- Support the creation of inclusive, digital by design educational environments; and
- Support engagement and collaboration for sector transformation.



WHOIS%



eCampusOntario is a not-for-profit organization that supports Ontario's colleges, universities and Indigenous institutes that connects our campuses to the future of learning.

We build systems that are open, collaborative, and responsive to shifts and opportunities in the educational landscape.

FOR DISCUSSION

From the education of business, to the business of education

- + Social Imperatives
- + Digital By Design
- + Human Centred Design
- + Design for Inclusion
- + Collaborating to compete together



CONTEX

Social Context

- + Join the fight against anti-Black racism and anti-BIPOC racism
- + Support Equity, Decolonization, Diversity and Inclusion in everything we do
- + Create high quality learning and social experiences for all of our learners.

We will seize this moment to rebuild and support an environment that prioritizes inclusion, representation and voice.



LEARNER CENTERED DESIGN

Digital by Design

Digital learning is about options to:

- + Facilitate learning in distributed, online environments,
- + Scaffold learning from online, hybrid and face-to-face via mediated communities of practice,
- + Provide ways for learners to access microcredentials that ladder into certificates, diplomas and degrees in support of ongoing career progression.

How can we work together to mindfully and artfully design digital learning environments that support all learners?

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EDUCATION

No wrong door; No dead end

Digital by Design:

- + Greater learner control over learning
- + Increased learner access to learning: articulated; laddered
- + Increased collaboration and resource sharing across the PSE sector
- + Decreased total costs to the system/students
- + Prepared citizens to participate meaningfully in the economy

LEARNER CENTERED DESIGN

Digital by Design

Best practices for extensible online learning include providing options: from face to face to online, hybrid and scaffolding from learning to work

- + Structured supports for the *whole learner*
- + Iterative evaluation for formative and summative feedback
- + Staged content let people dive deeper into content areas, access remedial detours as required, supported by communities of practice
- + Address issues of social isolation, support and mentorship

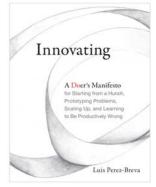
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CONTEXT

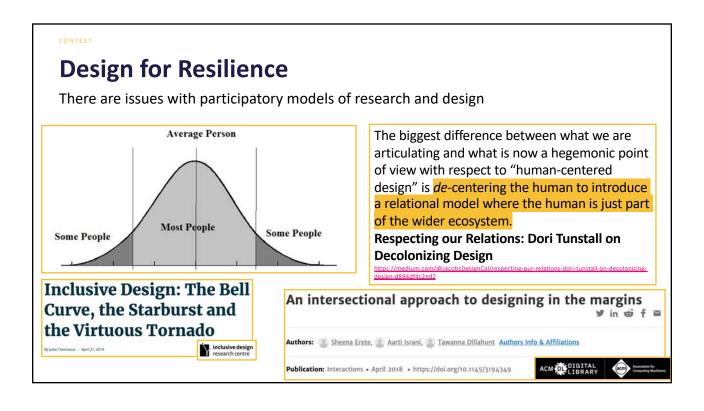
Human Centred Design

Putting the needs of the learner and the social contexts in which we all live at the centre of our curriculum design

- + Iterative, Agile, Participatory Co- Design
- + Talking to people
- + Personas and Use Cases
- + Done is better than perfect



Innovating: A Doer's Manifesto for Starting from a Hunch, Prototyping Problems, Scaling Up, and Learning to Be Productively Wrong Ry Liuis Perez-Rreva





ECAMPUSONTARIO PLATFORM BUSINESS MODE

Collaborating to compete together

The business of education is changing

Collaboration is a competitive advantage

- + Shared services
- + Collaborative development
- + Micro-credentials



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ECAMPUSONTARIO PLATFORM BUSINESS MODEL

Shared Services

*CCampus*Ontario

Educational Technologies Sandbox

In partnership with <u>eCampusOntario's SXD Lab</u>, the sandbox provides a testbed for potential long-term <u>shared service</u> offerings. This page includes a list of the educational technologies that are currently in our pipeline, either to pilot or undergo rapid review by our community.

https://www.ecampusontario.ca/sandbox/

ECAMPUSONTARIO PLATFORM BUSINESS MODE

Through the Central Virtual Learning Platform, member institutions can:



Connect with professional services to increase capacity across the system to support the development of digital learning materials



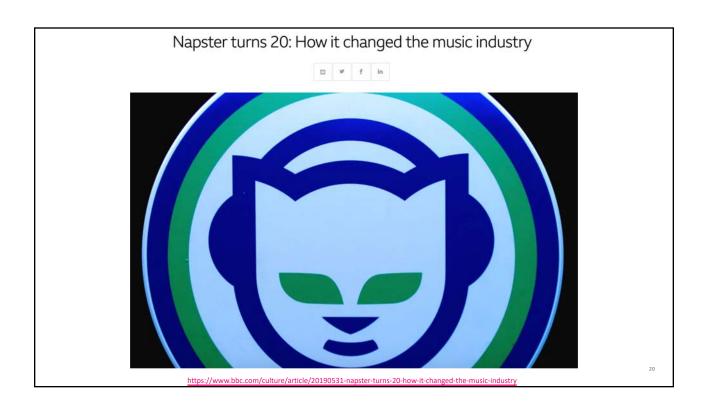
Promote licensing options and content repositories to support easy and effective content sharing across the province

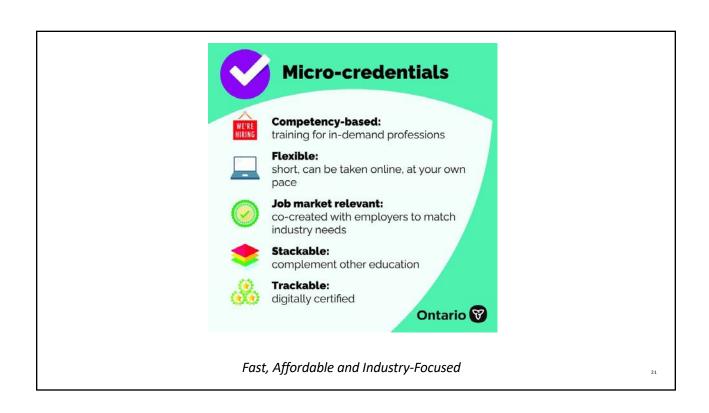


Access expertise to ensure that content generated is aligned to eCampusOntario digital repository requirements

https://vls.ecampusontario.ca/cvlp/

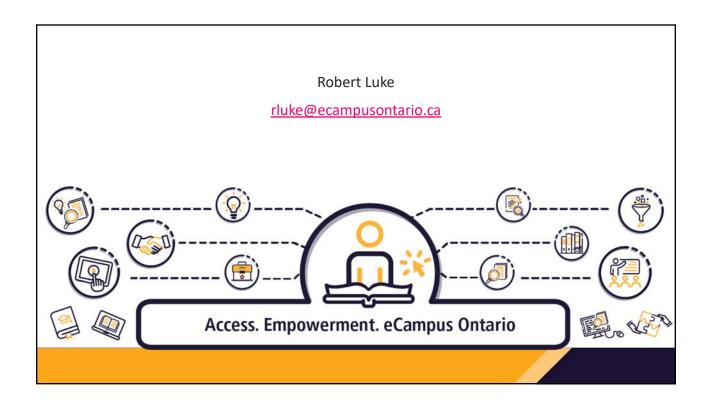








The business of education has already been disrupted.





Goodman Group

Thank you for joining us.

Join us on February 24 for "Has COVID Delivered to Death of Retail or Kickstarted a Vibrant Renewal" with Deepak Chopra, Former President and CEO of Canada Post

Taking businesses, careers and ideas to the next level

