

## 8. How are we embedding digital experiences into learning programmes?

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

Enhancing the digital learner experience: a self-assessment framework



notes:

benefits:

