


GLOBAL PERSPECTIVES


In the bid to support and encourage the next generation of scientists studying in higher education, a small team set out to develop a pre-orientation learning package entitled Global Perspectives. The aim was to develop an online student portal that explored what it means to be a scientist and varying cultural perspectives as well as providing academic knowledge diagnostic and learning modules for both language and numeracy skills. This student portal would be available to anyone either interested in studying science or those who were recently accepted to study science at university.

INNOVATIVE LEARNING APPROACHES


Innovation in learning approaches and educational technologies has influenced how we design and develop learning media. Trends in mobile learning, open education resources (e.g. MOOCs) and badges present new ways in which students interact and consume learning media. It was envisaged that this resource would be characterised by these trends in innovative learning.




Anytime on any device



Anywhere for everyone



Assist cognitive development



Motivate self-regulated learning

Fletcher, J., & Tobias, S. (2005). The Multimedia Principle. In M. R (Ed.), The Cambridge Handbook of Multimedia Learning. Cambridge: Cambridge University Press.
 Haug, S., Wodzicki, K., Cress, U., & Moskaliuk, J. (2014). Self-regulated learning in MOOCs: Do open badges and certificates of attendance motivate learners to invest more. U., & CD (Eds.), EMOOCs, 66-72.
 Terras, M. M., & Ramsay, J. (2012). The five central psychological challenges facing effective mobile learning. British Journal of Educational Technology, 42, 820-832.

METHODS AGILE PROJECT MANAGEMENT






In order to minimise risk of failure and maximise success, the project adopted an agile design and development process, that allowed for flexibility in addressing issues as they arose (Karlesky & Voord, 2008).



Karlesky, M., & Voord, M.V. (2008). Agile Project Management (or, Burning Your Gantt Charts). Paper presented at the Embedded Systems Conference, Boston.

PLATFORM EVALUATION

The authoring tool and hosting platform were considered driving factors that would determine to what extent the project goals would be achieved.

- LMS**
-  Cost
 -  Ease of student enrolment
 -  Administration of badges and SCORM compliance
- Learning objects**
-  Mobile compatibility (HTML5 output)
 -  Custom interactivities



Diana Taylor
Madelon Heperi