Innovating today’s learning and teaching to engage tomorrow’s learners and teachers

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Our Conversation

A MOOC was created, connected to our staff and the world, and then consumed into our own learning and teaching program.
Carpe Diem - From MOOC to Unit
One way to design your learning

Carpe Diem
CARPE DIEM LEARNING DESIGN PROCESS

1. Blue Print
2. Storyboard
3. E-tivity Creation
4. Reality Checking
5. Review and Adjust
6. Planning
Where the Carpe Diem MOOC participants came from

1029 participants (100+ from Swinburne)
155 provided formal feedback
Connecting the MOOC into our Graduate Certificate in Learning and Teaching

Graduate Certificate in Learning and Teaching

Design and Delivery for Online Learning Unit

Carpe Diem MOOC

Carpe Diem Content
How we encourage innovation in our learning and teaching
Reusing the MOOC
Feedback
Resource in the Carpe Diem MOOC
1. Introduction to Carpe Diem

Welcome to the Carpe Diem course

A Pep Talk from Kid President to You
Duration: (3:28)
User: soulpancake - Added: 25/01/13

Watch Video

Carpe Diem - Seize The Day... and a pep talk to get us started.

Together, we will explore the Carpe Diem process to design an active and interactive learning environment. The course will provide you with the opportunity to experience the Carpe Diem process and apply it to your own work.

The course will feature weekly learning activities which are referred to as "e-tivities". It will also include a series of weekly e-tivities which will lead you through the Carpe Diem process and provide the opportunity to practice and apply the concepts on your own.

Carpe Diem MOOC Welcome

Welcome and introduction to the Carpe Diem MOOC (Carpe Diem MOOC)
Week 2: e-tivity 2.2 Imagining your course

"Will you be my Valentine?" by Felix Francis is licensed under the Creative Commons Attribution 2.0 Generic license.

Purpose: To decide on the look and feel of your course.

Introduction: It is interesting to explore what people want to see the course look like. We call this the course’s "look and feel". In this e-tivity, you will decide on the look and feel of your course.

Individual contribution: Select the 5 words that best describe the look and feel of your course. Share your selected words with your group by posting them to the discussion board.

Resources: Look and Feel Descriptors

Dialogue begins / Response: Read at least 2 posts and contribute your sense of the "look and feel" of the course based on the 5 words provided.
2.2 activity: Imagining your unit

Enabled: Statistics Tracking

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**Introduction:** It is interesting to explore what people want to see a unit look like. We call this the unit's "look and feel". Our impressions of our units are not just the content and assessment of the units, but also about the classrooms, the time of day, the other students, the other teachers, the website... as part of the blueprint it is time to decide what impression we want our unit to have.

**Purpose:** To decide on the lasting impression of a unit, on the "look and feel" of a unit.

**Task:** Having set-up your popplet account and set your popplet account details to the convenor, you now have shared access to the 'EDU60014 - Look and Feel' popplet created for this unit. Looking at the words, select 3 words that best describe the look and feel of our shared unit and then add your own popple, listing your selection on the 'EDU60014 - Look and Feel' popplet. You can see this popplet [here](#) (but remember you need to have an account and had this popplet shared with you to be able to edit it).

**Time:** Please complete your individual contributions before the start of next week. This activity should take 15 minutes.

**Next:** Move to 2.3.

**Assessment Link:** The "look and feel" you create for your own unit can be an artefact for your portfolio assessment. If you would like feedback from the participants, please feel free to post your own unit's "look and feel" words in the discussion forum. Any feedback you receive or give will add to the development of your "look and feel" and this evidence of consideration would add to your artefact details.
## Participation in the Carpe Diem MOOC

<table>
<thead>
<tr>
<th>Week</th>
<th>e-tivities</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Penguin 1 General Discussion</strong></td>
<td></td>
<td>This forum is for our group to have discussions that are not directly linked to activities or weeks.</td>
</tr>
</tbody>
</table>
| **Week 1: e-tivities** (click here to access) | | This week focuses on online socialisation, where participants get to know each other. This is a great opportunity to share your experience and feel what it’s like to be a participant in an online course.  
*This week’s e-tivities will involve:*  
  - establishing communication and motivation.  
  - ways to encourage participation.  
  - selecting a topic to work on the Carpe Diem process to build a learning module. |
| **Week 2: e-tivities** | | Focusing on the first step of a Carpe Diem process, you will be looking at Blueprint Creation and team building. This step enables you to build learning outcomes as well as visualising the look and feel of the unit that you will start to create during the course.  
*This week’s e-tivities will involve:*  
  - establishing unit learning outcomes.  
  - visualising the look and feel of the unit.  
  - key aspects of the Carpe Diem model and how it works.  
  - the importance of reflective learning. |
| **Week 3: e-tivities** | | Last week you developed a Blueprint for your unit with learning outcomes and a look and feel. You will use this to create a Storyboard for the unit.  
*This week’s e-ivity will involve:*  
  - creating a storyboard.  
  - using storyboard tools.  
  - working in a team. |
Continued in the Design and Delivery Unit

<table>
<thead>
<tr>
<th>Carpe Diem Course</th>
<th>Any general questions, queries or concerns in regards to the carpe diem course as a component of this unit.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Carpe Diem - Week 1</strong></td>
<td>1. Introduction to Carpe Diem</td>
</tr>
<tr>
<td></td>
<td>Post in this discussion forum for this week’s activities.</td>
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<tr>
<td><strong>Carpe Diem - Week 2</strong></td>
<td>2. Create a Blueprint</td>
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<td>Post in this discussion forum for this week’s activities.</td>
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<tr>
<td><strong>Carpe Diem - Week 3</strong></td>
<td>3. Develop a Storyboard</td>
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<td>Post in this discussion forum for this week’s activities.</td>
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<td><strong>Carpe Diem - Week 4</strong></td>
<td>4. Design Learning Activities</td>
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<td>Post in this discussion forum for this week’s activities.</td>
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<td><strong>Carpe Diem - Week 5</strong></td>
<td>5. Be a Reality Checker</td>
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<td>Post in this discussion forum for this week’s activities.</td>
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<td><strong>Carpe Diem - Week 6</strong></td>
<td>6. Focus on the Future</td>
</tr>
<tr>
<td><em>This forum is currently unavailable.</em></td>
<td>Post in this discussion forum for this week’s e-tivities.</td>
</tr>
</tbody>
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Sustainable
Flexible
Reusable
to
Develop
Innovate
Engage
Thank You
Any Questions?

Daniela Signor: dsignor@swin.edu.au

Interested in our Graduate Certificate in Learning and Teaching

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