

2018-2019 Digital Learning Objects Initiative

[**What is the Digital Learning Objects Initiative?**](#)

This initiative is a University-wide effort intending to enhance the undergraduate and graduate teaching and learning experience through the use of locally-developed digital learning objects that can be shared across courses and across disciplines. These self-contained, sharable digital elements will contribute to instructional effectiveness by utilizing innovative teaching strategies and increasing flexibility of content offerings for both students and faculty.

[**Project Leadership**](#)

IS&T Distance Education Services & Teaching Learning Assessment Center

[**Project Goals:**](#)

The initiative has the following objectives:

- **Enhance skills** involved in the creation of digital course content
- **Increase access** to digital content created by members of the WCU community
- **Test and assess new pedagogies** that center around student-centered, active, inquiry-based, resource-oriented learning through the creation of learning communities that will improve the student experience.

[**Overview**](#)

Over the last few years, West Chester University has seen very significant increases in online and blended course offerings. The use of the University's Learning Management System (D2L) and many other technology tools involved in the teaching and learning process has grown simultaneously. This initiative will fuel continued growth and encourage faculty development and use of effective digital learning objects at WCU, in online and blended courses as well as in face-to-face courses.

Learning objects can be defined as "any digital resource that can be reused to support learning (David Wiley, 2002)." The idea is to create digital course content that is interoperable, reusable, accessible, and manageable. Over time, a collection of such learning objects will offer efficient ways to facilitate teaching and learning of commonly taught concepts, procedures, skills, and application. Faculty can also readapt the learning objects for different classroom settings or user types.

Examples of digital learning objects include, but are not limited to,

- Instructional video, audio, and animations
- Open Educational Resources, including readings, activities, and interactive elements
- Collaborative and interactive course modules
- Augmented/virtual reality

This initiative seeks learning object proposals from **three different levels**. Participants will be expected to take part in a faculty learning community with the focus on technology enhanced, pedagogically sound content creation.

Level 1: Activity Based Digital Learning Objects

- Self-contained digital multimedia content to support course activities (e.g. instructional video, audio, animation, AR/VR, etc.)
- For use in individual or multiple courses
- \$500 professional development fund

Level 2: Course Module Based Digital Learning Objects

- Self-contained digital multimedia content to support a course module or chapter (e.g. a series of interactive videos, animations, VR/AR, etc.)
- For use in individual or multiple courses
- \$1000 professional development fund

Level 3: Course Based E-Textbook (iBooks Author format)

- For use in individual or multiple courses
- Replace one or more textbooks used in the course
- \$2500 professional development fund

Faculty Participation Eligibility

- Permanent, full-time faculty
- Adjunct faculty may participate with a full-time faculty sponsor

Content Terms of Use

- *By participating, you agree to share the final product for free within the WCU community, with full attribution of your work maintained. Others at WCU may use, remix, transform, and build upon the materials created for instructional and/or promotional purposes within the WCU community, without payment but with attribution.*

Proposal Selection Priorities

- Digital Learning Objects designed to support multiple course sections and large enrollment sections will be preferred but all courses will be considered.
- Digital Learning Objects for which the developer seeks to obtain creative commons licenses that are free of charge to the public (OER).

**Note: Priorities are encouraged but not required.*

Proposal Instructions and Deliverables

WCU faculty members are invited to submit an application for this initiative. 20 faculty members will be selected as a cohort and will work to develop digital learning objects throughout the fall 2018 and spring 2019 semester.

- 10 faculty will be selected to develop level 1 digital learning objects.
- 5 faculty will be selected to develop level 2 digital learning objects.
- 6 faculty will be selected to develop level 3 digital learning objects.

Each member chosen for this cohort needs to satisfy the following requirements.

- Attend required group meetings held throughout the 2018-2019 academic year.
- Meet regularly with an Instructional Designer from Distance Education Services as you plan, construct, evaluate, and revise your digital learning objects.
- The digital learning objects must be completed by June 1st, 2019 in order to receive professional development funding listed above.

Stipend Distribution: Faculty stipend or professional development fund will be distributed upon completion of all of the above requirements.

Interested faculty must submit a completed application form with signature page for consideration. Completed application forms and/or questions can be sent to Pat Brander: pbrander@wcupa.edu. The deadline for applications is **October 8th, 2018**. Cohort meetings will begin mid-October at a time and date that is convenient for the majority of the group.

Application Form

Names of Proposer(s) / Academic Department:

Description of how proposed digital learning object(s) meets project goals and priorities outlined above. (Attached another page if needed)

Signature of Proposer(s)

Signature of Department Chair

Signature of Dean