



## ACODE 65

**“Blended Learning: The journey continues, the future beckons...”**

**Program**  
July 3 2014

University of the Sunshine Coast  
Sippy Downs QLD  
Building E – EG18 Tiered Learning Space

Time	Presentation
8.30	Tea and Coffee, registration
9.00 – 9:10	Welcome: <b>Professor Birgit Lohmann</b> , DVC, University of the Sunshine Coast
9.10 – 9:20	<b>Ms Maureen Klinkert</b> , Director, IT Services, USC; Immediate Past President, CAUDIT
<b>Session 1</b>	<b>Where we’ve come from...</b>
9:20 – 9:30	<b>A short overview of twenty years of technology’s impact on blended learning</b>  <b>Ian Wright</b> , Blended Learning Coordinator, C~SALT, USC
9:30 – 10:00	<b>Pooling recollections and reflections: what has changed in your professional lifetime? What are the three things you know now that you wished you’d known when you started?</b>  <i>ACODE participants reflecting on their observations of the last 20 years (or less!)</i> (Collaborative activity)
10:00 – 10:45	<b>The UWS Experience: How one university tackled blended learning as a core initiative. What they learned, what worked and what they would do differently next time.</b>  <b>Dr Carol Russell</b> , Senior Lecturer in Higher Education, University of Western Sydney

10:45 – 11:15	<b>Morning Tea</b>
11:15 – 12:00	<p><b>What blend worked for you?</b></p> <p>Three presentations by USC academics who have taken a blended approach that paid off.</p>
12:00 – 12:15	<p><b>Quick look at USC's small Open Online Course (sOOC) – "Blended Learning Demystified"</b></p> <p>Dean Ernst, Digital Learning Resource Developer, C~SALT</p>
12:15 – 12:45	<p><b>Presentation on SEET Survey (Students' Experiences and Expectations of Technologies)</b></p> <p>Assoc Prof Jo McKenzie, Director, Institute for Interactive Media and Learning, UTS</p>
12:45 – 1:30	Lunch
<b>Session 2</b>	<b>Where we are going...</b>
1:30 – 2:30	<p><b>The Engineering Learning Hub: a leap into the virtual unknown</b></p> <p>USC is building a new engineering building that will contain a 3D immersive environment (think CAVE2), a large touch-enabled video wall. These spaces will complement a new immersive 3D space already commissioned. The exciting thing about these spaces is that they are primarily for learning and teaching – an Australian first and possibly a world first. The University has analysed Engineering curriculum to identify programs with content that can be delivered in these spaces. An Advanced Computing Lab is also being established for content development.</p> <p>Ms Kylie Readman, Director of C~SALT and Project Manager; Dr Ruth Greenaway, Learning Designer - Learning Spaces Project Officer with C~SALT and Assoc Prof Selvan Pather, School of Science and Engineering, will talk about the process thus far and their plans and hopes for these spaces.</p>
2:30 – 3:00	<b>Quick tour of the Engage 3D Immersive Laboratory</b>
3:00 – 3:30	<b>Afternoon Tea</b>
3:30 – 4:30	<p><b>Let tomorrow's students speak: How the world appears to them</b></p> <ul style="list-style-type: none"> <li>• Video comments from primary aged children – <i>students of the future</i></li> <li>• Panel of late secondary students – <i>students of tomorrow</i></li> <li>• USC students on tables with participants – <i>students of now</i></li> </ul> <p>(Collaborative activity)</p>
4:30 – 4:45	<p><b>Wrap Up: Wither (blended) learning?</b></p> <p>Pooling insights and reflections from the day. ACODE participants. (Collaborative activity)</p>