# Learning in a Virtual World

Engaging students for information skills

# Students these days...

- Online delivery

- Number of hours online

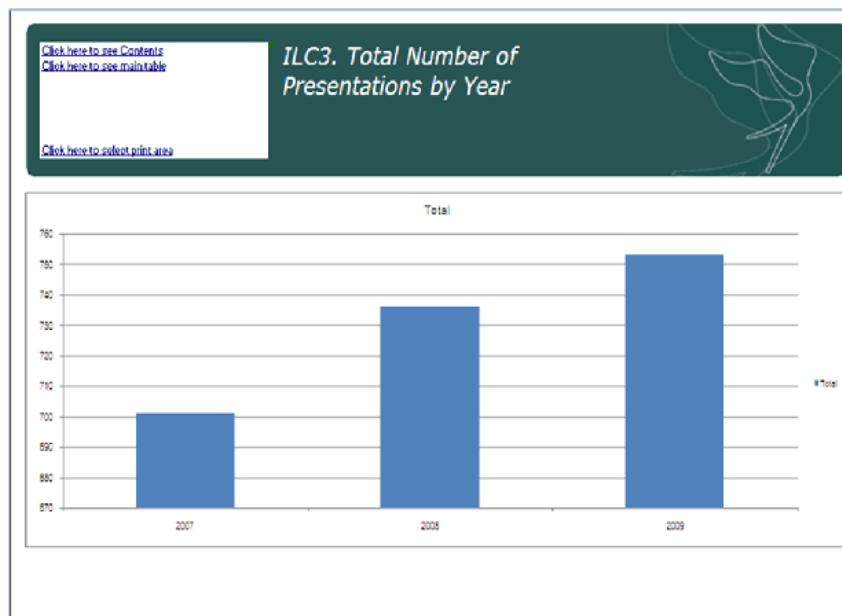- Working students

# The University of Wollongong
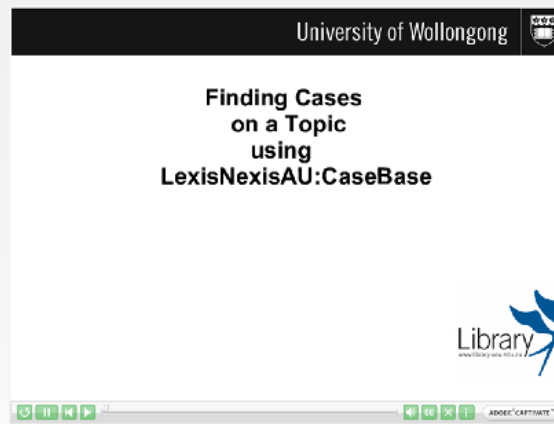
# UOW Library

# Why eLearning?

- Growth in student numbers
- Different types of students
- Growth in online resource development

# eLearning Journey @ UOW Library

## STAGE 1: INCEPTION

- Testing and trying new resources
- Developing database tutorials

University of Wollongong

**Finding Cases
on a Topic
using
LexisNexisAU:CaseBase**

Library

# eLearning Journey @ UOW Library
## STAGE 2: STORAGE

- Re-use of learning materials
- Equella CMS

# eLearning Journey@ UOW Library

## STAGE 3: MANAGEMENT

- eLearning development guidelines
- 'Show Me' branding
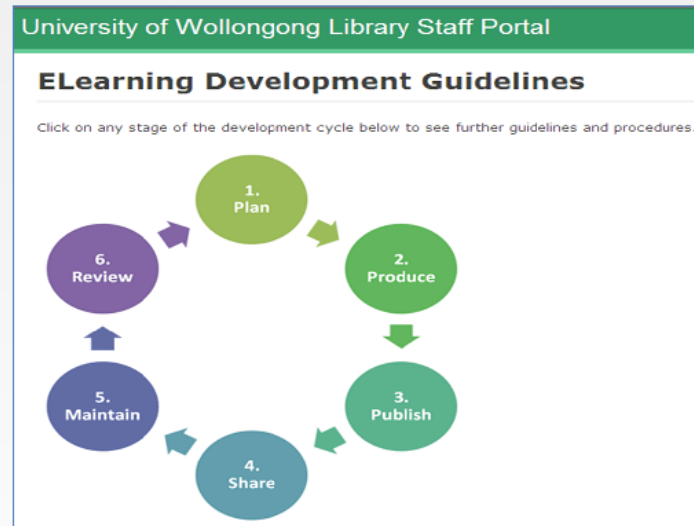
# eLearning Journey @ UOW Library

## STAGE 4: USABILITY/VISIBILITY!

- Expanding number of resources
- Promotions matrix

# 'Show Me' demonstrations

# UOW Library Innovation Grant

- Acknowledgement of Library's role
- Investment in Library staff
- Provision of funds to spend on topic of choice

# The Project

1. ELEARNING LANDSCAPE

2. SOFTWARE + RESOURCES

3. OUR STUDENTS

**1.**
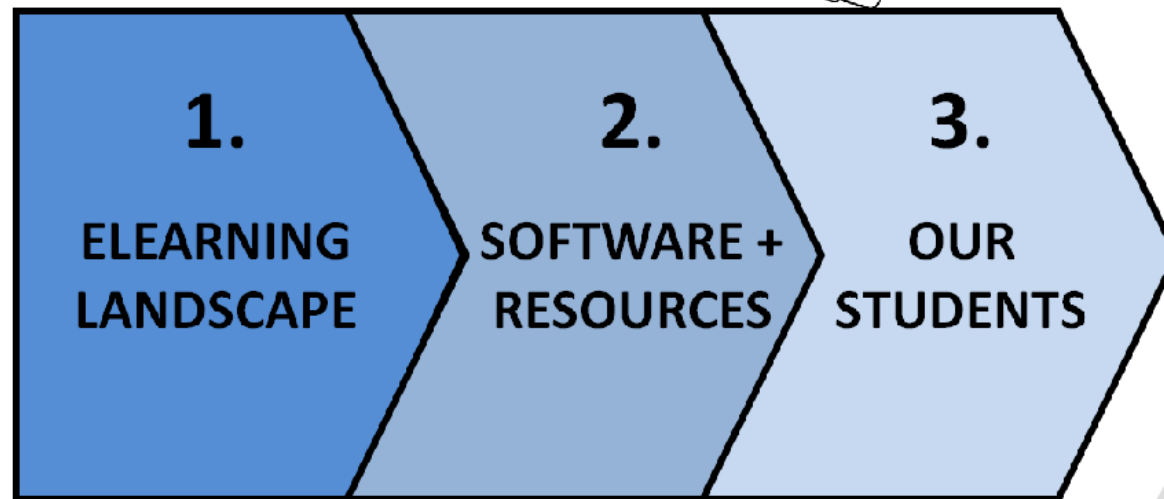
**ELEARNING LANDSCAPE**

# Libraries

- Online survey
- 34 respondents

**1.**

ELEARNING LANDSCAPE
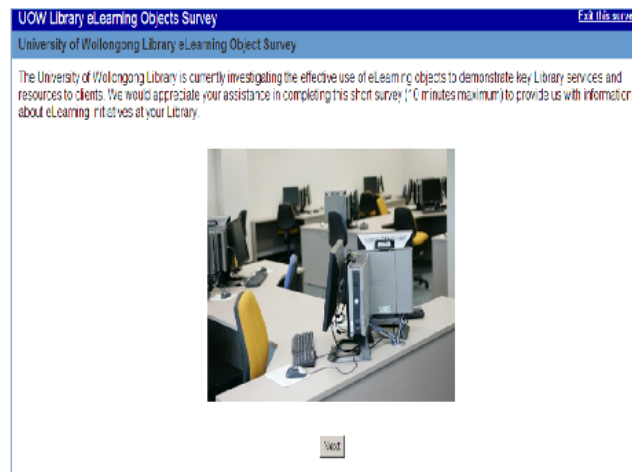
# Library Survey Results

Specific issues:
- Face to face vs. online
- Targeted vs. generic
- Promotion
- Staff development

**1.**

**ELEARNING LANDSCAPE**

# UTS Library Visit

- InfoSkills Bank
- Use of YouTube
- Culture of 'play'
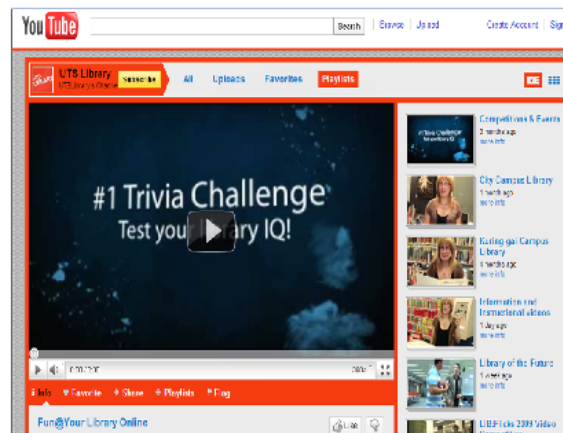
# 1.
**ELEARNING LANDSCAPE**

## USYD iResearch Project

- Planned approach
- TIES Grant
- Based on solid research

**1.**

**ELEARNING LANDSCAPE**

# Inside UOW

- Ron Wright, Educational Designer, Faculty of Health and Behavioural Sciences
- A/Prof Garry Hoban, Faculty of Education

**1.**

ELEARNING
LANDSCAPE

# Slowmation

http://slowmation.uow.edu.au

# Third party vs. in-house development

- Staff development
- Ease of update

# Software Evaluation

| FEATURE/PRODUCT | ADOBE CAPTIVATE 4 | ARTICULATE STUDIO 09 |
|---|---|---|
| Ease of use | ✔✔✔ | ✖ |
| Integration with PPT | ✔✔ | ✔ |
| Quizzes? | ✔ | ✔✔ |
| Audio Capability | ✔ | ✔✔ |
| Video Capability | ✔ | ✔✔ |
| Development Speed | ✔ | ✖ |
| Look/feel | ✔✔✔ | ✔ |
| Cost | ✔ | ✔ |
| **OVERALL** | ✔ | ✖ |
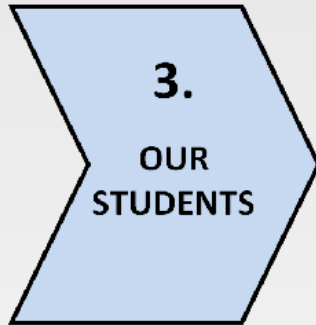
# Usability Testing Method

**3.**

**OUR STUDENTS**

http://uow.libguides.com/usabilitytest

Readability

Clarity

Interactivity

Length

Pace

Ease of navigation

**3.**

OUR
STUDENTS
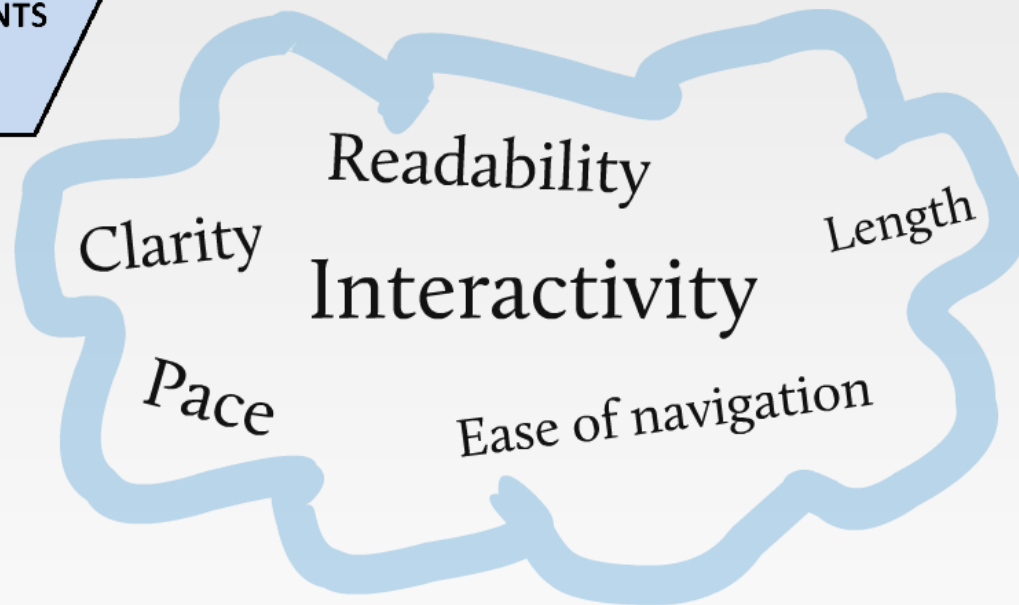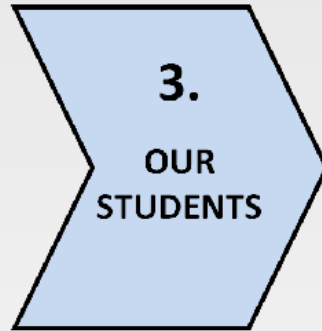
# Usability Testing

Key feedback:

- 'Show Me' Branding
- Visibility and consistency
- Language and pace
- Different students, different needs
- What students like

**3.**

OUR
STUDENTS

# Student Commentary

"There are many things I don't know, if we saw them we would learn them".

"It is nice to hear a voice, you don't have to read as much and I read through audio".
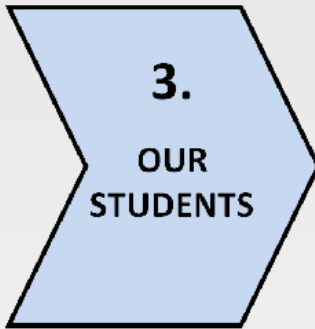
"I would like a page where they are all there".

"Where are they on the website? It doesn't stand out".

"I feel like they are trying to help me".

# Where to from here?

- Improve visibility through standardisation

- Improve accessibility

- Improve interactivity

- Library-wide eLearning involvement

# Recommendations

- Evidence-based approach
- Collaboration

# What I got out of the Grant

- Develop new skills

- Investigate an area of interest

- Collaborate with others

- Build confidence

# Learning in a Virtual World

Engaging students for information skills