Call for Proposals: Learning Design Bootcamp 2018-2019

Publication of call: Monday 19 November 2018

Submission deadline: Friday 15 February 2019 17:00

https://learningdesignbootcamp.wordpress.com/

ABOUT THE LEARNING DESIGN BOOTCAMP

The Learning Design Bootcamp provides a flexible three months programme for UK Learning Technologists and academics engaging in the design and development of a 15 or 30 credit module of their choice.

The Bootcamp aims to target 3-6 teams. A team represents a university and requires one or two Learning Technologists and an academic from the same institution. The teams will be supported by mentors and coaches in the design and development of their module following the CoDesigns Learning Design Framework.

WHEN WILL THE PROGRAMME START?

The programme will start in April 2018 ending in July 2019.

WHAT WILL THE BOOTCAMP INVOLVE?

The Bootcamp will start with an intensive day hosted at a university in London in April 2019, and another intensive day half way through the Bootcamp (June 2019). At least one member of the team (Learning Technologist or academic) will have to commit to attend both days. During the Bootcamp, the teams will design and develop their modules supported remotely by their mentors and coaches with clear deadlines.

At the end of the Bootcamp, the teams will attend a final day (July 2019) in which they will present their final designs, as well as the final module developed in their university's Virtual Learning Environment (VLE) or the VLE provided by our sponsors. Please note at least one member of each team will have to commit to be available to present their final designs during that final event at a London location.

A panel of experts will evaluate the final designs and developments. The best team will receive a prize.

The activities and experiences of the teams will be followed by the Bootcamp committee members and documented for research and dissemination purposes. The findings after the Bootcamp will be shared at different Learning Technology forums including ALT-C 2019, ALT Online Winter Conference 2019, Advance HE, among others.

The teams are expected to provide feedback to the organising committee in relation to their involvement and experience in the programme.

The parallel research project will be governed by the ethics committee of one of the sponsor universities. Participants will have to agree to have their progress monitored and appraised, involving data collection, for the purposes detailed in the research ethics consent form to be provided at the beginning of the Bootcamp.

WHY A LEARNING DESIGN BOOTCAMP?

"The Learning Design Bootcamp aims to inspire and empower Learning Technologists, Learning Designers and academics from different disciplines to acquire a Learning Design mind-set, to communicate and connect with mentors and coaches, and finally to aspire for creating value and innovative Learning Design solutions for UK Higher Education institutions."

IS THE BOOTCAMP FREE?

The Bootcamp is free to UK teams. The teams will need to cover their travelling and accommodation expenses. Student bursaries may be available depending on funding.

CALL GUIDELINES

The Learning Design Bootcamp provides a flexible 12 weeks programme for teams of UK Learning Technologists and academics engaging in the design and development of a 15 or 30 credit module of their choice.

Please carefully consider the specific requirements below before preparing your application.

The Bootcamp

The Learning Design Bootcamp is an innovative activity that aims to inspire and empower Learning Technologists, Learning Designers and academics from different disciplines to acquire a Learning Design mind-set, to communicate and connect with mentors and coaches, and finally to aspire for creating value and innovative Learning Design solutions for UK Higher Education institutions.

The project covers 3 phases: training, design and development and pitch.

Phase 1: Training

The Bootcamp will start with an intensive day hosted at a university in London in April 2019, and another intensive day half way through the Bootcamp (June 2019). At least one member of the team (Learning Technologist or academic) will have to commit to attend both days.

Phase 2: Design and Development

The teams will continue their design and development process supported remotely by their mentors and coaches with clear deadlines. Mentors will organise a Webinar with their teams every other week from April 2019 until July 2019.

Mentors will keep in touch with their teams, reviewing their designs as they progress. Mentors will also review the team's ePortfolios. The ePortfolio will collect the teams' reflections and updates as their designs progress.

Phase 3: Pitch

At the end of the Bootcamp, the teams will attend a final day (July 2019) in which they will present their final designs, as well as the final module developed in their university's Virtual Learning Environment (VLE) or the VLE provided by our sponsors. Please note at least one member of each team will have to commit to be available to present their final designs during that final event at a London location.

The team considered to have produced the highest quality output will receive a prize.

Target Group

The teams will consist of one or two Learning Technologists or Educational Technologists/Curriculum Designers and an academic from the same institution.

Learning Outcomes

By the end of the Learning Design Bootcamp, the participants will be able to:

- Explain the pedagogic composition of their learning designs;
- Identify the learning activities that best suit the learning outcomes for each week of the 15/30 credit module;
- Explain the split and number of hours allocated for weekly activities;
- Implement their designs using online and blended learning activities in their institution's VLE or the VLE supported by the sponsors;
- Critically appraise their learning designs and developments;
- Present and pitch their final designs to a panel of experts.

Application Process

The application form includes the following sections:

1. **Team information**
   1.1 Name of your university
   1.2 Lead Learning Technologist/Educational Developer
   1.3 Lead Academic

2. **Team Pitch**
   2.1 Capacity and strength of the team
   2.2 Your objectives and goals
   2.3 Why is the Learning Design Bootcamp relevant to the team and your institution?

3. **Module information**
   3.1 Module title
   3.2 Module rationale
   3.3 Credit value
   3.4 Level
   3.5 Responsible School/Faculty
   3.6 Target students
   3.7 Module aims
   3.8 Learning outcomes
   3.9 Assessment profile

The application form is available at: https://goo.gl/forms/GEyn7c8zFfJIupgB3

The deadline for submission is Friday 15 February 2019 17:00. If you have any questions regarding this Call, please contact Maria Toro-Troconis at: mtroconis@ceg-uk.com or Manuel Frutos-Perez at: mfrutosperez@ceg-uk.com.

Evaluation Process

All applications must pass the eligibility criteria outlined below. An external review panel will score each proposal based on the evaluation criteria. The results of the evaluation and selection will be informed to the teams by beginning of March 2019.

Eligibility Criteria

In order to be eligible for evaluation, all the Bootcamp proposals must:

- Be completed and submitted via the application form before the deadline 15 February 2019 17:00;
- Be submitted by a UK Higher Education institution;
- Involve Learning Technologists and academics from the same institution;
- Commit to spend the time required during the 12 weeks of the programme to engage in all the activities specified above.

Evaluation Criteria

The review panel will evaluate proposals according to the following criteria:

- Clear commitment from the team to work on the project to a successful completion;
- Viability of the proposal;
- Clarity of the proposal, its aims and expected outputs;
- Pedagogic underpinning of the proposal;
- Learning & Teaching focus of the proposal.

Further information

For further information and questions on preparing your application, please contact Maria Toro-Troconis at: mtroconis@ceg-uk.com or Manuel Frutos-Perez at: mfrutosperez@ceg-uk.com.

www.cegdigital.co.uk