Call for application: Learning Design Bootcamp 2021

BOOTCAMP
LEARNING DESIGN

Publication of call: Friday 12 February 2021

Submission deadline: Friday 5 March 2021 17:00

ABOUT THE LEARNING DESIGN BOOTCAMP

The Learning Design Bootcamp is now in its 3rd year, providing a supported programme for learning technologists and academics engaged in design and development of modules.

In 2019 and 2020 the Learning Design Bootcamp provided a flexible four months programme for Learning Technologists and academics engaging in the design and development of a 15 or 30 credit module of their choice. The Bootcamp provided a programme for module designers to apply the CoDesigns Learning Design Framework with online learning and mentor support.

This year, the Bootcamp will aim to respond to the current climate by providing a series of facilitated online workshops for teams to participate in. Each will focus on a key theme for learning design, led by experienced facilitators from a range of institutions and providing opportunities for participants to both learn and to share their own experiences.

DO THE TEAMS NEED TO BE UK BASED?

The Bootcamp is open to teams based in any country. However, the teams will need to be available to participate during the online workshops which will delivered during UK working hours.

WHEN WILL THE PROGRAMME START?

These are the key dates to keep in mind for the 2021 Call and the anticipated timings for the online workshops*:

Publication of Call	Friday 12 February 2021
Submission Deadline	Friday 5 March 17:00
Participants informed	Friday 12 March
Introductory workshop	Thursday 25 March – 2-3.30pm
1st online themed workshop	Thursday 8 April – 2-3.30pm

2nd online themed workshop	Thursday 29 April – 2-3.30pm
3rd online themed workshop	Thursday 20 May – 2-3.30pm
4th online themed workshop	Thursday 10 June – 2-3.30pm
Final presentations and bootcamp wrap-up	Thursday 1 July 2-3.30pm

*Please note that these are intended dates and timings but there may be some adjustments to ensure facilitator availability

WHAT WILL THE BOOTCAMP INVOLVE?

The Bootcamp will consist of 4 facilitated themed workshops along with opportunities to develop your designs and your work in between the workshops, working with a community of practitioners and a mentor/coach assigned to your group.

At each workshop you will be introduced to a key theme relating to learning design and then tasked to undertake an activity within a small group. At all times, this will be led by an experienced facilitator and learning design practitioner.

As you progress through the Bootcamp, you will complete a structured reflective diary enabling you to capture your experiences and providing you with an opportunity to reflect and develop your approach based on your Bootcamp learning.

At the end of the Bootcamp, the teams will be invited to present back on their experience and in particular any changes to their practice and to their module/s that have come about as a result of the Bootcamp.

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."
Dr Maria Toro-Troconis - Bootcamp Founder and Director

IS THE BOOTCAMP FREE?

The Bootcamp is free to all university teams. The teams will need to cover any expenses relating to their time for participation in the online workshops and associated activities.

CALL GUIDELINES

The Learning Design Bootcamp provides a structured programme over the course of 4 months, based around a series of themed online workshops.

The Bootcamp is particularly useful for and aimed at staff engaging in the design and development of a 15 or 30 credit module, whether that's designing from scratch or enhancing the module based on experience of delivering it during the pandemic. The team can already be using a Learning Design methodology or open to exploring new ways of designing their modules. We recommend joining the Bootcamp as a small team from your institution if possible to get the most out of the experience.

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 develop their Learning Design mind-set, to communicate and connect with colleagues from other institutions and with facilitators, and finally aspire to create value and innovative Learning Design solutions for Higher Education institutions.

The Bootcamp covers 4 key aspects of learning design:

Student Journey

Developing your design

Evaluation

Quality and evaluation of online/blended learning programmes

Following an initial introductory session, we will work through 4 structured online workshops covering each of the above themes. We have chosen these as key aspects both for upfront learning design and for quality enhancement of existing curriculum.

We will start by considering the journey for our students, and utilising techniques both to understand our students and to consider design implications based on the students signing up to a module.

From there we will look at developing your design and use some tools from well-established learning design frameworks for supporting that development.

Moving on, we will then consider how to plan for evaluation of your design from the outset, and tools and techniques to enable evaluation which can start before your module goes live.

Lastly, we will look at how to measure quality of your module and how to ensure you have a solid mechanism in place to keep your module delivering for your students.

Reflective diaries

During the Bootcamp, you will keep a reflective diary, using a structured form to reflect both on your experience and learning from the workshops and your activities in between the workshops.

Target Group

In keeping with previous Bootcamps, we would recommend joining as a team from the same institution, each of whom should be involved in module design. For example, Learning Technologists, Learning Designers, Curriculum Designers and an academic from the same institution.

In past Bootcamps we've found it's worked particularly well to have one designer or technologist working alongside an academic from the institution as a team. However, we have had various team makeups and are open to applications from different roles involved in module design and enhancement.

We will also consider individual applications but please note that teams will be prioritised.

Learning Outcomes

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

- Identify key elements of the student learning journey.
- Plan a piece of learning taking into account student needs.
- Apply learning design tools to plan out a module or part of a module.
- Identify and address challenges in evaluating modules.
- To develop and implement an evaluation plan for a module.
- To develop a plan for managing quality of a module.

Application Process

The application form includes the following sections:

1. **Team information**
   1.1 Name of your university;
   1.2 Staff and roles on your team:

2. **Team Pitch**
   2.1 Capacity and strength of the team;
   2.2 Why is the Learning Design Bootcamp relevant to the team and your institution?
   2.3 What would you like to get out of the bootcamp?

3. **Module information**
   3.1 Titles and levels of modules you are involved with
   3.2 Statement regarding status of these modules (in design, currently presenting to students)
   3.3 Key Learning Design challenges for you with these modules
   3.4 Are you working with a particular Learning Design framework? If so, which one?

The application form is available at:

https://docs.google.com/forms/d/e/1FAIpQLSdjXyWEYGOvHcUlKZSOhCva5AP0UFeJlpzAU
vf9tNSp8kIIUA/viewform

The deadline for submission is Friday 5 March 2021 17:00. If you have any questions regarding this Call, please contact Gerald Evans, Maria Toro-Troconis or Santanu Vasant.

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 the end of March 2021.

Eligibility Criteria

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

- Be completed and submitted via the application form before the deadline Friday 5 March 2021 17:00;
- Be submitted by a Higher Education institution;
- Involve a team or individual* from the same institution;
- Commit to attend all of the workshops, complete the reflective diaries and be prepared to present back on your work and experience of the Bootcamp.

*team applications will be prioritised ahead of individual applications

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:

Gerald Evans at: gerald.evans@open.ac.uk

Santanu Vasant at: s.v.vasant@uel.ac.uk

Maria Toro-Troconis at: mtorotro@gmail.com