# Promoting well-being in the virtual learning environment

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#### About me

- Previously a lecturer in key skills, Sports Science, and Performing Arts
  - BTEC National diplomas
  - Level 1 & 2 Apprenticeships
  - NVQ2 Exercise to Music
- Widening Participation researcher
- Learning Technologist
- eLearning Consultant





## **Digital Wellbeing**

How to define it, and where are we currently?

## How are you feeling in general?



Please know that this may all look alarming, but be assured it's very common right now to be feeling this way!

## Digital wellbeing - So many definitions!

"The **impact** of technologies and digital services on people's **mental**, **physical** and **emotional** health" (JISC)

The **enhancement** and **improvement** of human well-being, in the intermediate and long term, through the **use of digital media**" (<u>Unesco</u>)

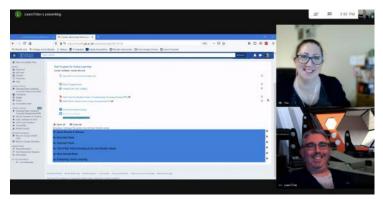
The **impact** of digital technologies on **health**, **relationships** and **society** (<u>Uni of York at FutureLearn</u>)

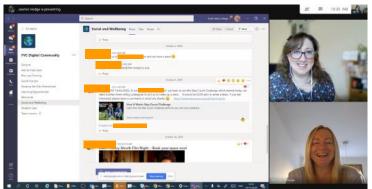


## **Conversations with the Community**

#### November 2020

- 11 x 90 min structured discussions
- 'Moodle users' including teachers, technologists, trainers, learning designers
- Common themes that cause concern
- Lots of ideas of how to help!







## **Worries about Teaching staff**

Lecturers are having to upskill quickly, but with no time in between to reflect

We know we can't do everything, but we must, so how can we do everything?



No matter how prepared I am, I'm always having to hit the ground running, and that was before covid!

The bond between units is **stressed** 

Students (and staff) were more forgiving during the first lockdown. Not so much now!

#### Common themes

- Digital fatigue and exhaustion 'Zoom fatigue'
- Often accidentally increasing workload
- Feelings of inadequacy and that their content isn't good enough (it often is!)
- 'Always on' with no time to reflect and try new things
- Feeling isolated and that they're not coping
- Concerns about 'being human' in front of students
- Irony of needing to use tech to promote Digital wellbeing!



#### Anecdotal student feedback

#### Overload

- Digital fatigue and exhaustion
- Too many discussion activities across concurrent modules

#### Space

- Concerns about privacy of 'home'
- Sometimes having to share study spaces with siblings, parents, etc.
- Home-studying the new 'third space'? (<a href="https://en.wikipedia.org/wiki/Third-place">https://en.wikipedia.org/wiki/Third-place</a>)

#### Community/cohort

- Finding it hard to make friends
- Negative spiral from unfocussed discussions
- Communicating with others feels like a bit of a chore



## So how can we help?

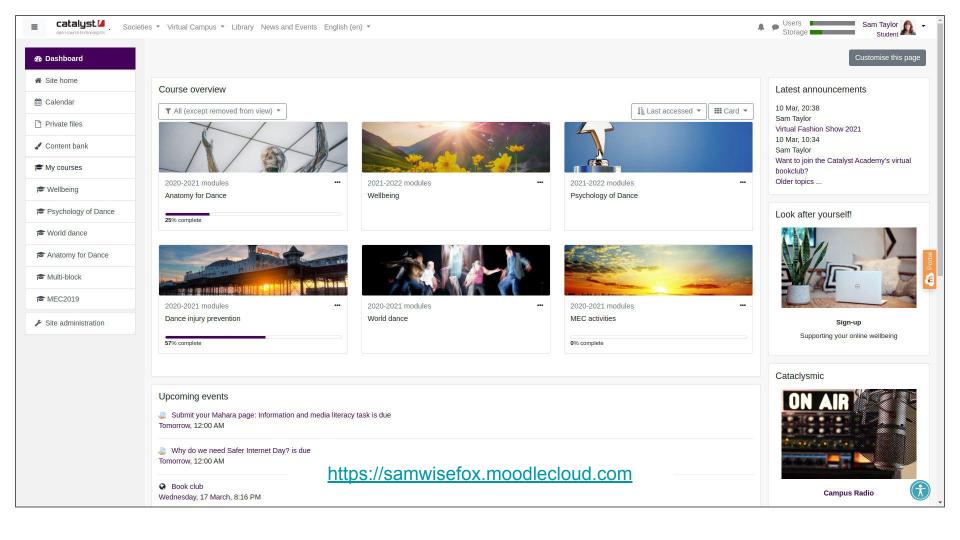
Site level and course level ideas that may improve wellbeing online

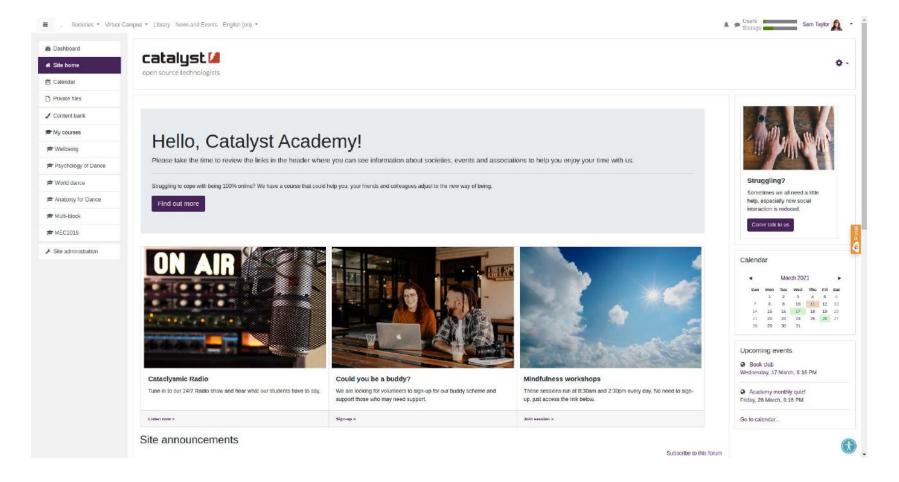
#### Site-level ideas

Bearing in mind that your VLE is now part of the Virtual Campus:

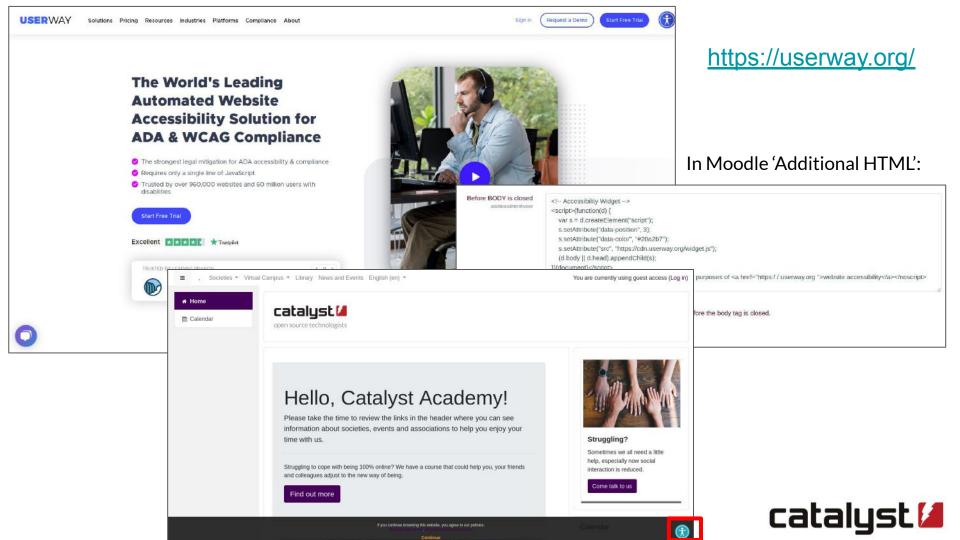
- Work with your **Students Union** and **Staff Association** and promote their initiatives:
  - Add events to VLE calendar
  - Share events in site news
  - Link to their sites where applicable
  - Campus radio/playlist?
- Create course for staff and student to go to for help and advice
- Accessibility tools







Not a developer, but willing to play with HTML settings? <a href="https://getbootstrap.com/docs/4.5/components/">https://getbootstrap.com/docs/4.5/components/</a>



## Quick pause!

Stand-up if you can and do a little stretch and boogie with Donald!



#### **Course-level ideas**

The course page is now your virtual classroom

- Layout/structure
- Learning design
- Give your student reps their own area
- More frequent virtual 'drop-ins'



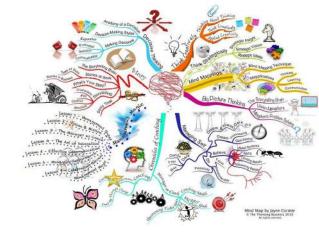
## Active/Engaged learning

- Produce podcasts that cover key points that can be listened to whilst out on a walk
- Design activities that involve some **offline reflection**/writing/doodling
- Make group work task orientated 'Keep groups together longer'
- For live sessions (e.g.: Zoom/BigBlueButton meetings) open the room early to allow people to talk if they want to. Same for the end can you stay on a little longer for discussion?
- Ask students to suggest songs that can be played during webinars.



## Sketch your thoughts

When responding to a task you can ask your students to respond by **drawing/sketching/mindmapping** their thoughts on paper.



These can then be scanned and uploaded to your course or held up to a webcam.

According to <u>Laura Busche</u> "Cognitive psychologists have been studying the impact of sketching on brain functioning for years, and with good reason:

Putting ideas to paper is a powerful way to extend one's memory."

Hand Sketches - Things You Didn't Know Your Doodles Could Accomplish



#### **Assessment**

- Allow **flexibility** in assessment submission (UDL)
  - 'But not too much flexibility'
- Give students **choices**/options on what they want to go deeper into
- Make assessments **authentic**/meaningful to them
- Incorporate peer and self assessment opportunities
- Also, do all assessments need a grade? Wouldn't levels and/or feedback be just as effective? See <a href="https://www.jessestommel.com/ungrading-an-fag/">https://www.jessestommel.com/ungrading-an-fag/</a>



### Instructional design

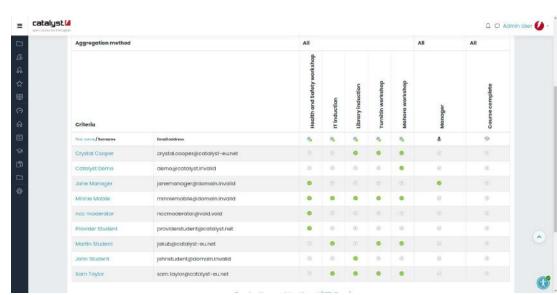
- Structure your module page so stuff is easy to locate
- Just as we do with learning design, include links back to digital wellbeing where appropriate, e.g.:
  - 'For activity X we are going to use Padlet to pool our ideas together SO THAT we can learn from each other by giving everyone an opportunity to participate in their own time IN ORDER TO foster a sense of community which is beneficial for your wellbeing'
- Chunk up content so that there's a good mix of sync/async activities
- Use colleagues to experiment new tools with,
  - Review instructions do they make sense?
  - Go for a low risk activity first time round with your learners (eg an ice breaker)



### Monitor engagement

What tools does your VLE have that can help you?

- Site logs to see when students and staff are logging in?
- Course logs to see if students are accessing materials?
- Completion tracking?
- Forum discussions?



#### Gamification

Adding game elements to your course

- Levels
- Codebreaking
- Badges
- Stash/Treasure hunt\*

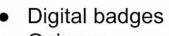


<sup>\*</sup> Can be done with hidden labels with images, that appear upon activity completion, and when clicking on them they trigger another activity completion - all tied to a badge!



## "My DCU"





- Quizzes
- Scavenger Hunts
- Discussion Forums
- Giveaways







Student engagement and gamification, Dr Mark Glynn, DCU

https://www.youtube.com/watch?v=m5SwDXcpN88



## Thank you!



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