



Talis Elevate: creating equitable, engaged and collaborative sessions



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Blended!

Distance!

Slides

Flipped

Guided independent study

Lecture
capture

Videos

Class preparation

Reading lists



Design online

We need to spend time writing the storyboard, before choosing the locations, actors etc... and switching the camera on. Does it need to be a 3 hour epic? Where is the added value? What can be dropped?





Co-creation of knowledge

one pedagogy, that 2-hour lectures cannot match changing attention spans and that the idea of knowledge being imprinted onto passive minds in a dimly-lit room on a campus for 2 hours at a time is at odds with the kind of conditions needed to engage better student learning (Wolff et al., 2015). Active- and inquiry-guided learning (IGL) practices have been successfully applied to transform engagement in smaller teaching environments and for small sections of large-group lectures. The challenge remains, however, in how to achieve similar results as a matter of course for a lecture's entirety, for whole modules cross the entire academic year in many disciplines, as a constant norm in large-group lectures.

Anthony (1996) maintains that active learning involves knowledge construction in contrast to knowledge absorption, builds on existing knowledge and is known to be occurring to the learner. Prince (2004) similarly argues that active learning is present when learning activities mean that students are active in the process of learning and consider what they are presented with critically, as opposed to just replicating and regurgitating academic stock. These processes crystallize in Dewey's requirement for a problematic situation to stimulate a search for a solution (Savery, 2006). Torp and Sage (2002) similarly identify problem-solving as an essence of active learning, as does Savery (2006). Michael (2006) argues that active learning similarly makes demands on students to think about what they are being asked to learn, rather than just learning it, by means of being involved in the production of knowledge as opposed to being its consumers, a view supported by many (Baeten et al., 2010; Zepke, 2013; Zepke and Leach, 2010). This necessarily involves them in processes like data collection and problem-solving, both of which require independent thought. These key elements and more are present in the work by Winterbottom (2016), who argues that active learners learn by addressing and posing scientific questions, analysing evidence, connecting such evidence to pre-existing theoretical knowledge, drawing conclusions and reflecting upon their findings. Learners replace or adapt their existing knowledge and understanding (based on their

1 a month ago
Yes thank you got it now... it is a way of teaching such as a larger audience in the lecture!

R a month ago
This is an important point, as students with SEND such as ADHD, ASOS, dyslexia or chronic issues such as chronic pain and fatigue will struggle to learn from normalised learning methods.

S a month ago
This would suggest that there could be a way to make lectures more accessible for everyone, especially if active learning is better - breaking the lecturers up more and having a mix of tasks means that... Show more

M a month ago
I think it would be an interesting study to test modern methods such as the one listed here, against something such as spaced practice. Spaced practice uses the idea of having shortened lecture periods... Show more

N a month ago
I agree it would be for the benefit of students to have different forms of learning be tested and results as we all general levels of attention to be recorded. Since many different students learn in a... Show more

Anonymous 266 a month ago
I think it is safe to think that all students can learn the same way from the same material. Some students have learn difficulties and others have disabilities that could prevent from learning however... Show more

E a month ago
I concur with my peers. Lecture learning is very much outdated and does not cater to various different types of learners. This means that others are having a better learning experience and getting more... Show more

S a month ago
For future reference, does anyone know the evidence to which this sentence is referring to? (Wolff 2015) I would like to know the theory behind why it is 'at odds with the with the kind of conditions... Show more

S a month ago
More likely to take information in if they're asked to give their opinion on something, rather than just information down from a powerpoint

Help

“When looking at the source material, you can get into a situation where you’re reading for the sake of it. With this, the dialogue within my class meant it felt more organic and as part of the module. It was quite unique being able to engage with my class on the readings, and in a good way. The interaction made it much more hands on and made me think much more about the detail in the content.”

Georgia Petts- VP Education
University of Lincoln



Gaming can make a better world | Jane McGonigal

<http://www.ted.com> Games like World of Warcraft give players the means to save worlds, and incentive... [Show more](#)

⌵ ⌵ ⌵ Ana Corral

TED Gaming can make a better world | Jane McGonigal

⌵ Watch later Share



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07:58 [Progress bar] [Volume] [CC] [Pencil]

Class comments Personal notes

- M** Madison Turner 10 months ago
It is interesting that she stated that 10,000 hours doing anything will allow you to become the greatest. I would argue that this is not true for games. There are plenty of people who have spent well over 10,000 hours playing, that will never reach "pro" status. Those top players are part of the top .02% of players. There is definitely a level of natural skill required to become an expert in this area. [Show less](#)
- A** Angeline Gnanasekaran 10 months ago
If the gaming is on a parallel track with education, the increase in accessibility of games should merit an increase in the accessibility of education at these more deprived countries. However, I feel... [Show more](#)
- C** Caitlin Holt 10 months ago
Urgent optimism: extreme self-motivation to immediately tackle an obstacle paired with reasonable hope for success. I think people are more optimistic in video games because they know that the games a... [Show more](#)
- M** Madison Turner 10 months ago
Even though she has been a game designer for a decade, sometimes it seems that she has never played games herself. She talks about playing video games as an always happy, positive, optimistic experien... [Show more](#)
- K** Kelleigh Benson 10 months ago
I agree with you Madison that playing video games doesn't always paint a pretty or happy experience - it rarely does.
- P** Paige Marino 10 months ago
So true!!
- Z** Zane Burk 10 months ago
The theory about playing a game with someone and you liking them more has more to do with the fact that you have something in common. I believe. [Help](#)



Class comments

Personal notes

idea that no one can escape death, and eventually everyone will have to 'dance' their way... [Show more](#)

E

Emily Short

5 months ago

Interesting challenge to usual perspective- most people think the skeletons are joyous as they are taking pleasure in taking people to their death. Challenge that by suggesting that they are dancing a... [Show more](#)

V

Victoria Woolmer

5 months ago

The fact that the skeletons within the same mass grave are all dressed differently, with some having instruments and clothes, whilst others had nothing, suggests that the Black Death affected multiple... [Show more](#)

L

Louise Duncan

5 months ago

This can be an argument for why so many attribute such weight towards the Black Death as a cause of socio-economic change in medieval Europe - some other factors prior to the Black Death that impacted... [Show more](#)

A

Alex Tearle

5 months ago

Almost humorous, could suggest the attitude of rebuilding. Could also be somewhat mocking of those nobles that still accepted visitors and entertainment such as Elizabeth De Burgh - entertainment is s... [Show more](#)

E

Emily Short

5 months ago

The plague had horrific symptoms- buboes, coughing blood etc. But these skeletons are not suffering from this, or even in pain. Therefore is the creator suggesting that death was the best option in th... [Show more](#)

E

Emily Short

5 months ago

Furthermore, there is clearly still a bond between the dancers- therefore bonds remain in death as they did in life. Again connoting that the better option was death which tells us about the nature of... [Show more](#)

J

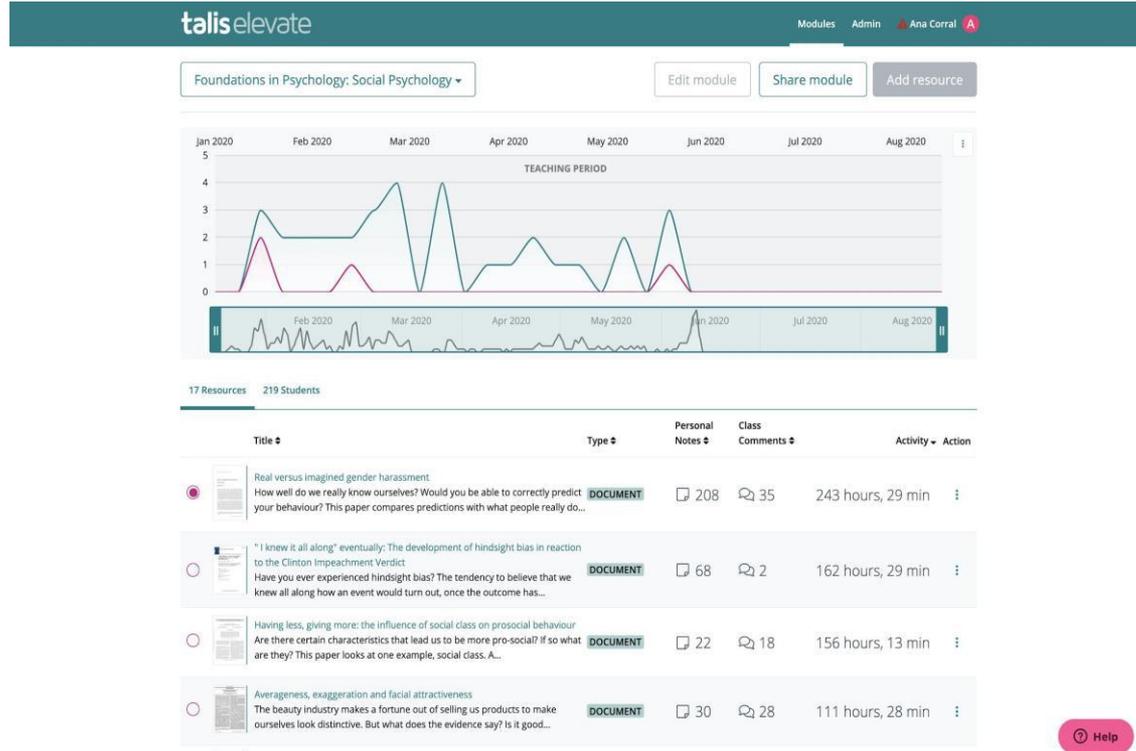
John Daley

5 months ago

↓ 11 COMMENTS

Help

Engagement?





Pilot and what next?

- 25 modules
- Average 90 class comments per module
- Lucy Clarke: River Science and Management = 711 student interactions



The project

1. Set up Talis Elevate so that it is seamlessly integrated with Moodle and available to students, academic colleagues' and professional services staff.
2. Provide staff and students and with training and online guidance to use Talis Elevate.
3. Across subject communities, stimulate and support the development of pedagogical practices that use Talis Elevate to enhance students' engagement with learning resources.
4. Investigate whether there is potential for key data produced by Talis Elevate to feed into the separate curriculum analytics being developed through a separate initiative.



The benefits



- Create an active resources environment
- Lower barriers to entry for student engagement
- Adjust design and delivery based on analytics



Over to Lucy Clarke