

Designing for Diversity

Creating Learning
Experiences that
Travel the Globe



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Special thanks to Jutta Treviranus, IRDC

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Welcome, please introduce yourself

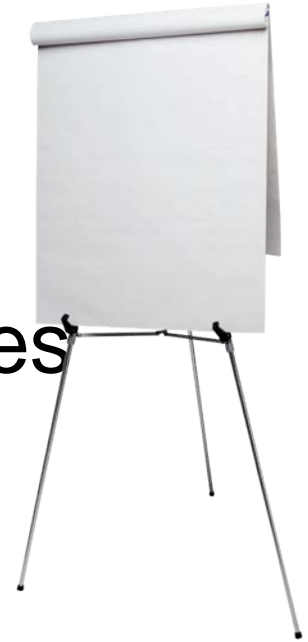


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Agenda

- Introductions & Understandings
- Framing the Conversation
- Definitions, Regulations, Guidelines
- Diverse Learners
- Group Activity: Persona & Goals
- Basics for Ensuring Accessibility
- Group Activity: Designing Learning Experience
- Communities & Resources



We are diverse, we share many things

Working with a partner ...

1. Two ways in which you and your partner are different
2. Two ways in which you are the same
3. For each person, one way in which you are unique from anyone else in the room

We all face barriers..

- What was your most challenging learning experience? Why?
- What was your most positive learning experience? Why?



Framing the conversation

- Definitions
 - Diversity
 - Accessibility
- Objectives
 - Identify elements of design
 - Identify main resources



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Education is changing

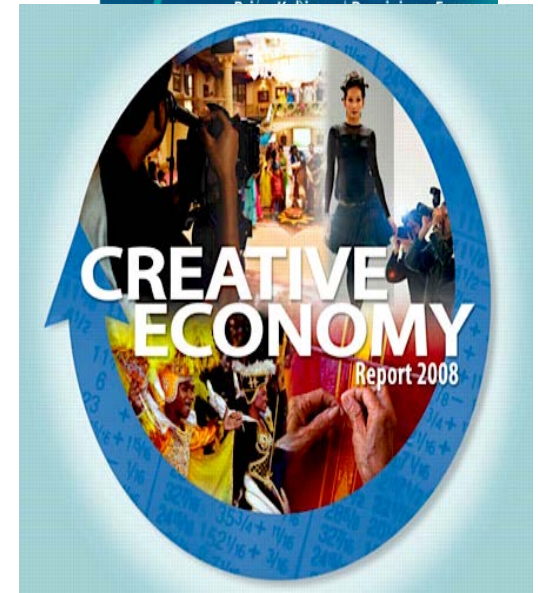
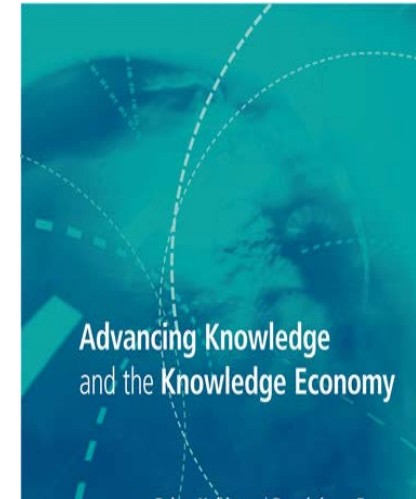
- What we learn
- Who we learn from
- How we learn
- When we learn
- What skills and knowledge are of greatest value



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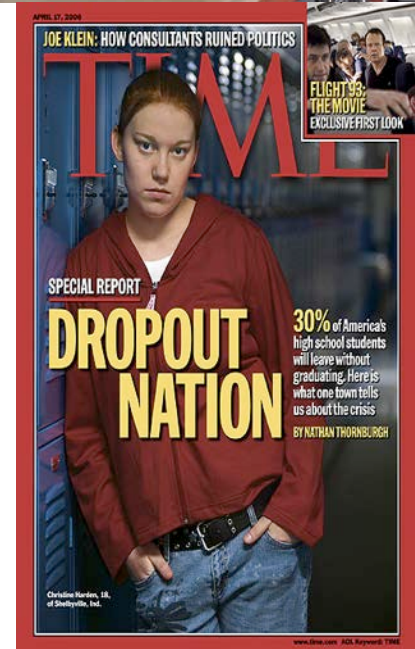
In a global knowledge economy

- Education becomes more important
- Prosperity of society depends on educational development of its members
- Requires retooling of educational practice
- Requires a diversity of learners



Global education dilemma:

- More student diversity: migration, increase in disabilities
- Less time to prepare curriculum
- More curriculum to cover
- Difficult to address needs of average student, let alone students with disabilities, alternative learning needs or language barriers.
- Increase in marginalized, disengaged students



Learning needs to be addressed

- Sensory, motor, cognitive, emotional and social constraints,
- Individual learning approaches and motivations
- Linguistic or cultural preference
- Technical, financial or environmental constraints.



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Important relearned insight:

- Learners learn differently.
- Best learning outcome when learning is personalized.
- Disability - a mismatch between the needs of the learner and the learning environment offered
- Accessibility – ability of the learning environment to adjust to the needs of the learner
- How does this address the education dilemma?



Collective, Connected Effort...

- Growing global pool of diverse resources
- Most “born digital” so can be transformed and reconfigured – enlarged, spoken, transcribed or reorganized – if a few simple design principles are followed
- Open license supports creation of derivatives, modifications or variants
- Can the diversity of resources serve to address the needs of the diversity of learners?



Open Educational Resources

Teaching, learning or research materials that are in the public domain or released with an **intellectual property license** that allows for free use, adaptation, and distribution.



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What is an Open License?

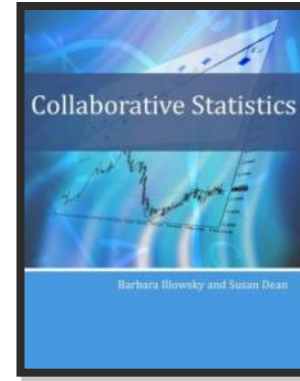
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Examples

Includes –

- Course materials
- Lesson Plans
- Modules or lessons
- OpenCourseWare (OCW)
- Open textbooks
- Videos
- Images
- Tests
- Software
- Any other tools, materials, or techniques used to support ready access to knowledge

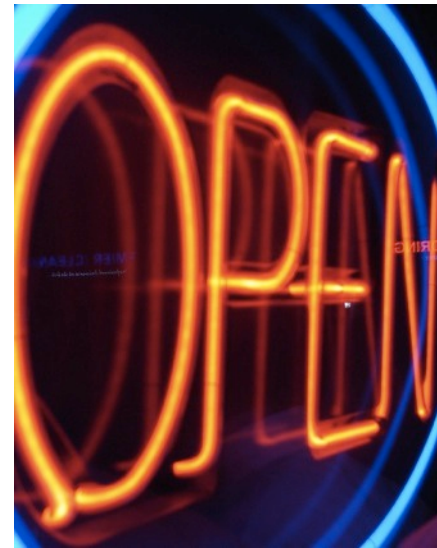


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OER Conundrum

