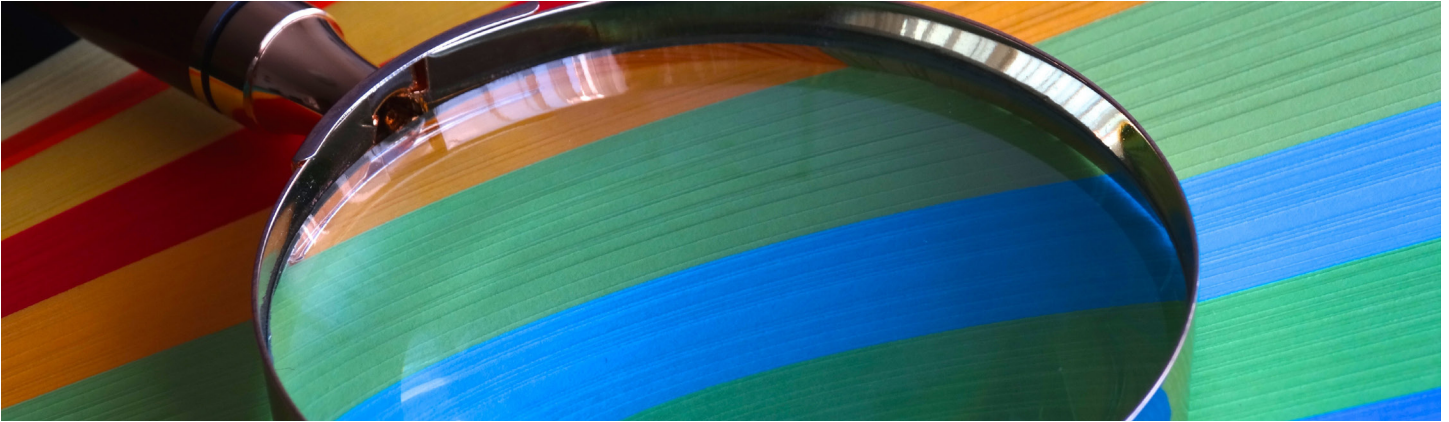# THE MORNING *LaTTe*

LaTTe's NEWSLETTER - APRIL 2022

The Learning and Teaching Technologies Advisory Group (LaTTe) provides recommendations to guide the strategic directions and use of learning technologies. Join us as we look at our activities for 2022, and if you'd like to know more, or get involved, contact your LaTTe representative.

TEL Benchmarking

ACODE are conducting a sector-wide TEL Benchmarking activity in 2022. The activity is run every two years with the purpose of supporting continuous quality improvement in technology enhanced learning. The benchmarking reflects an enterprise perspective, integrating pedagogy with institutional dimensions such as planning, staff and student development and infrastructure provision.

The following eight topics areas are covered by the benchmarking activity:

1. Institution-wide policy and governance for technology enhanced learning;

2. Planning for institution-wide quality improvement of technology enhanced learning;

3. Information technology systems, services and support for technology enhanced learning;

4. The application of technology enhanced learning services;

5. Staff professional development for the effective use of technology enhanced learning;

6. Staff support for the use of technology enhanced learning;

7. Student training for the effective use of technology enhanced learning;

8. Student support for the use of technology enhanced learning.

The activity commences on 1 July 2022 and runs for 8 weeks. Western will participate in all benchmarks and gather and analyse the resulting data while LaTTe's involvement will include reviewing performance assessment for each criteria across the benchmarks.

New Policies and Guidelines

There are two policies and one set of guidelines due for review in 2022.

Policies

The **Multimedia Production and Use Policy** is designed to support the production and use of multimedia in engaging and motivating students in their on-campus and online learning environments and applies to all forms of produced media in learning and research contexts.

View the Multimedia Production and Use Policy.

The **Learning Technologies Policy** identifies the principles informing a pedagogically driven approach to the use of learning technologies that enhance the student learning experience at Western.

The policy aims to support innovation in teaching by providing guidance on the use of learning technologies including the university-wide adoption of sustainable and scalable learning technologies which foster digital inclusion.

View the Learning Technologies Policy.

Guidelines

A set of **Key Content Capture Guidelines** have been developed to help in the process of creating and optimising essential content and concepts presented live and recorded for use as a learning resource.

The guidelines outline content capture options for staff including recording from home, facilities on-campus including WOS Studios and capture enabled teaching spaces as well as produced content services available within the University.

Information is provided regarding seeking consent for the use of vision or audio from students who may appear in a resource and considerations around editing and archiving recordings.

View the Key Content (Lecture) Capture Guidelines.

A sub-group will prepare updated draft documents for LaTTe to review in the July 2022 meeting.
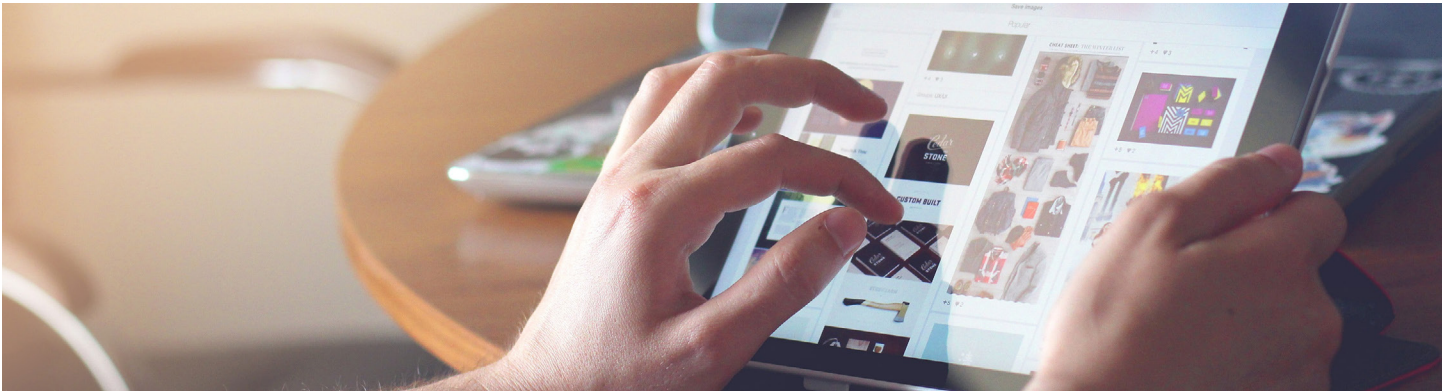
Digital U 2022 - What have we been up to?

We have seen some exciting out-of-the-box sessions so far this year, from Open Broadcasting Software (OBS), Microsoft Teams, Adobe Substance 3D and Blender.

Spotlight: Blender Part 1: A New Era of Open-Source 3D Content Creation

In April, staff across Western joined resident techxpert Alex Tan from ITDS in an introduction to Blender. With Blender, you can create anything from animated films, 3D printed models, motion graphics, interactive 3D applications, virtual reality, and computer games! In Blender Part 1, users stepped through the platform and began creating a 3D asset – a teacup.

If you missed the session, you can watch the recording here. Alex will be back with Blender Part 2 in the coming months, and we will pick up where we left off – rendering our teacups! In the meantime, we'll be sharing more about upcoming Digital U events soon. Join the Digital U Yammer group to keep up-to-date.
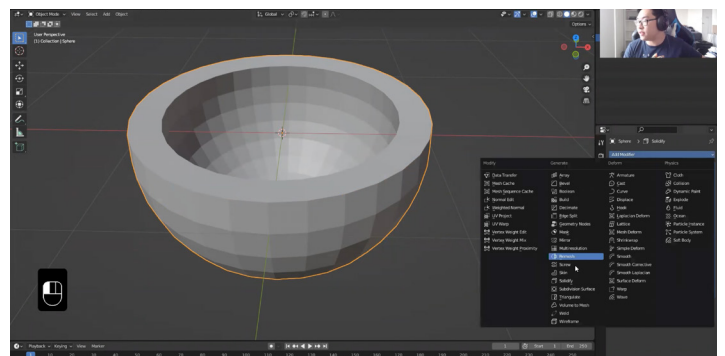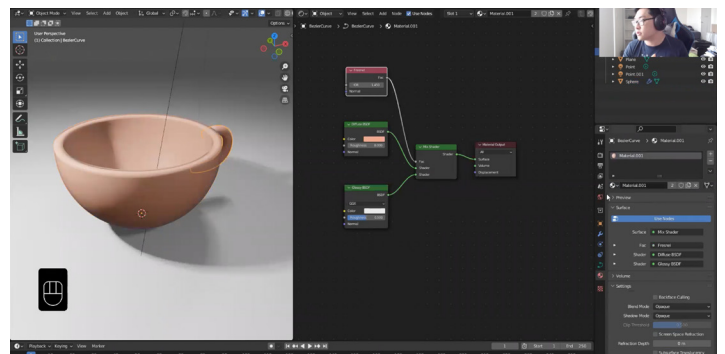
Keen to know more?

Contact your **LaTTe representative** or
visit LaTTe's webpage.

Have a great day! From your colleagues on LaTTe.

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