

Poster

Title: **Shared Multimedia Resources for Training and Support (SMARTS)**

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Session Learning Outcomes

By the end of this session, delegates will be able to:

Access a range of multimedia support and training resources for freely or commercially available tools from a range of institutions and other sources which have been collated in the SMARTS website.

Session Outline

The project focuses on practical training and support opportunities for academic staff through the identification or creation of multi-media training resources. The project acknowledges that for many staff lack of engagement with technology is based on a lack of awareness of available resources and lack of the practical skills required to make use of them. A number of institutions provide a range of learning technology support resources for staff. Whilst some are simply text based others utilise video and narration for a more 'personal' approach which, due to resource and time constraints, cannot be recreated in a f2f context. The rapid identification or development of resources such as these will be vital to establishing a baseline of skills for Hull staff.

The project will seek out training and support resources at other universities to create a master-site which links to a range of learning resources which can be used to support academic staff/students learning, teaching, research and assessment. The team acknowledges that some of these resources focus on institutionally specific systems (bespoke software for example) and will thus identify those resources which relate to freely or commercially available tools by attributing a creative commons reference where possible.

References

Armstrong, P-A (2013a) 'Top Trumps, snakes and ladders: The design of games to engage students in learning, teaching and assessment' Workshop presented at Three Rivers Teaching and Learning Conference, University of Newcastle, March.

Armstrong, P-A (2013b) 'Games Based Learning, reflexivity and MAHARA: Entering the Reflexive Classroom, Workshop presented to the Irish Symposium on Game Based Learning, Dublin Institute of Technology, May.

Armstrong, P-A (2013c) 'The Reflexive Classroom: Artistic Imagination, Reflexivity, transforming learning about self', Workshop presented to the Learning Enhancement Conference, University of Sunderland, July.

Armstrong, P-A (2013d) 'The Reflexive Classroom: Authentic, Creative Pedagogic Praxis', paper to be presented to the Annual Research Conference of the Society for Research in Higher Education, December.

Armstrong, P-A (2014) 'Transformative reflexivity, discovering self, e-reflexivity', paper to be presented to HETL Conference, Anchorage, USA, May-June

Armstrong P-A (forthcoming) 'Transforming learning through game play: e-reflexivity, e-spaces, e-creativity' in *Game-based learning and the power of play: exploring evidence, challenges and future directions* (forthcoming), Cambridge Scholars.

Kreber, C (2006) 'Developing the scholarship of teaching through transformative learning', *Journal of Scholarship of Teaching and Learning*, **6** (1), August, pp. 88-109

Kreber, C (2009) *The university and its disciplines: teaching and learning within and beyond disciplinary boundaries*, London: Routledge

Kreber, C (2013) *Authenticity in and through teaching in Higher Education: The transformative potential of scholarship of teaching*, London: Routledge