

## *Digital Innovation Program at UAS Digital Fellow Program*

### **Background**

In June 2017, the Association of Chief Academic Officers (ACAO) launched the one-year [ACAO Digital Fellows Project and selected 32 Chief Academic Officers \(CAOs\)](#). This fellowship program, supported by the Bill & Melinda Gates Foundation, is designed to provide CAOs the critical information, resources, and support they need to help their faculty members understand and adopt high quality digital courseware. Each CAO is required to work with faculty members from their institution on a project utilizing digital technology to increase the retention and persistence among undergraduates at their institution. The goal of the program is to research and apply digital products, strategies, and/or resources to improve student learning outcomes to increase student success and completion.

“A growing body of evidence is demonstrating that technologies, when used effectively by faculty and student advisors, can personalize learning at unprecedented scale potentially enabling all students – not just those who are able to attend the most elite, expensive colleges – to get the best and most effective education at a reasonable price.” (Source: Bill & Melinda Gates Foundation)

Digital pedagogy and learning refer to any type of teaching/learning facilitated by technology. Simple applications of technology include accessing digital content and grading online, while more complex applications include use of digital tools to collaborate, apply, model, curate, and/or create and also the use of adaptive learning technologies. Digital courseware is a solution with the potential to support student-centered learning at scale in postsecondary education. While millions of students use digital courseware today in their college courses, significant opportunity remains for effective digital courseware use to support new teaching and learning strategies, improve course accessibility, and drive improvements in learning outcomes for postsecondary students. (Source: Courseware in Context)

### **Digital Innovation Program at UAS**

The Digital Innovation Program at UAS is designed to promote digital innovative pedagogy and strategies that will lay the foundation and provide direction for integration into curricular practices.

The Digital Fellows program is only one component of the Digital Innovation Program and includes the work being conducted by CELT and the new interactive learning classroom in the Egan Classroom wing.

### **Digital Fellows Program Overview**

#### **Activities**

Digital Fellows will:

1. Research and select a digital product, strategy, or tool/resource to pilot in a **developmental, GER, or other core** course in which students often struggle.
  - Examples of digital courseware include Open Educational Resources (OER), adaptive

learning, games/simulations, publisher portals, video/animation, screencasts/podcasts, interactive presentations, virtual and augmented reality, etcetera.

2. Attend regular project meetings to report progress.
3. Create a project write-up that will be included in an open-access archive.
4. Participate in the Faculty Digital Learning Summer Institute.

### **Timeline**

Upon selection as a Digital Fellow, the following timeline will be observed.

- Fall 2017** – Research and Design Digital Intervention, participate in training to support student learning outcomes assessment, and participate in monthly meetings
- Spring 2018** – Implementation of intervention, analysis of results, and development of improvement plan
- Summer 2018** – Participation in Faculty Digital Learning Summer Institute (design and present at a 1-2 day academy)
- Application deadline: Friday, October 6, 2017 at 5 p.m.**

### **Compensation**

- Stipend:** Two Digital Faculty Fellows will be selected to work closely with the Provost and each will receive one course release and \$1000 for digital learning tools.

### **Support**

- The **Center for Excellence in Learning and Teaching (CELT)** will assist in providing instructional design consultations and idea exploration to answer the Faculty Fellow's questions on how to better define digital courseware projects, identify existing available resources, and to determine feasibility of acquisition for supplemental software/hardware.
- A list of resources will be provided for review and analysis along with demonstrations of such products.

**Please see the application attached. Faculty members selected will be notified by Monday October 9, 2017.**

Sincerely,

Karen T. Carey, Provost

*Digital Innovation Program at UAS*  
*Digital Fellow Program*  
**Faculty Application**

**Application** (This is not a fillable form so please print and return via University mail or by email)

**Name:** \_\_\_\_\_

**Program:** \_\_\_\_\_

**Course identified for Innovation:** \_\_\_\_\_

**Please describe the concerns you have regarding the course:**

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**What would you like to be able to do differently in your class?**

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**What kind of assistance do you feel you need to innovate your course?**

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**Application is due October 6, 2017 by 5 p.m.**

Sincerely,

Karen T. Carey, Provost