

Creating a Space for Collaborative Instructional Design

September 26, 2017

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University Libraries

What You'll Learn:

- Practical advice for creating studio spaces to support instructional design
- Tips for developing instructional design workflows and processes
- Lessons and best practices based on our successes and failures in working with clients and developing workflows
- Best practices for developing a team of both instructional designers and librarians
- Ways that you can incorporate a studio mindset even if you do not create a physical studio space



Our Context

- What's happening on our campus?
 - Expanding online education
 - Limited specialized training
 - Under-served groups
 - Expanding demand for library instruction



Our Studio Suite

- 3D Design
- Fusion Studio (Collaborative Research)
- Data Visualization
- Virtual Environments
- Data Transformation
- Digital Media



Our Studio Suite

What does it mean to be a Studio?

- Audience
- Interaction
- Space
- Service model



Components

- Workflows & Processes
- Resources
- Space(s)





Workflows & Processes



Our Consultative Model

Our model consists of four levels of involvement:

1. Client as partner
2. Client as collaborator
3. Client as creator
4. Client as expert

Consultation is always the first step.



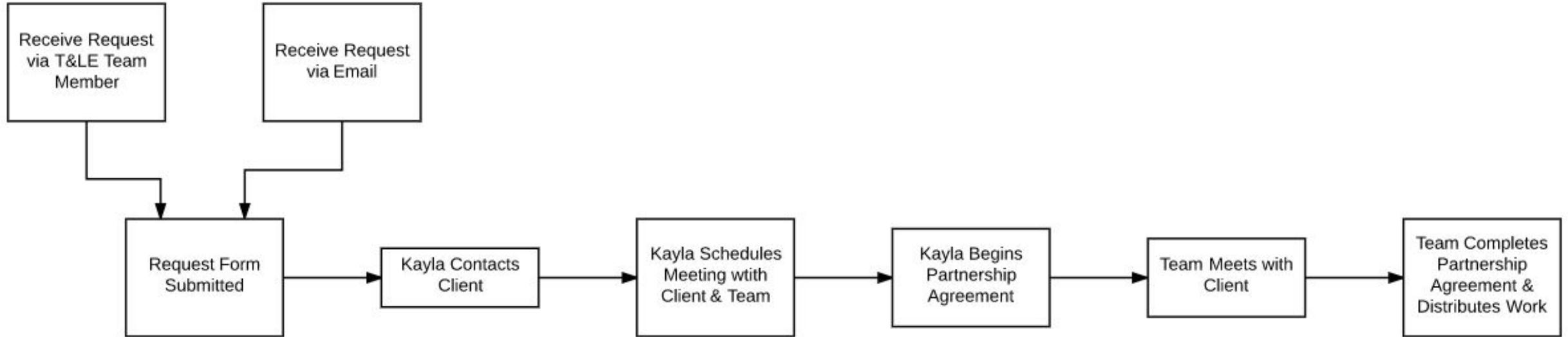


Our Processes

- Development an iterative process
 - Began developing workflows and processes even while meeting with first clients
- Tried things that didn't work
- Approach encouraged flexibility and responsiveness to client needs



Our Workflow





Resources

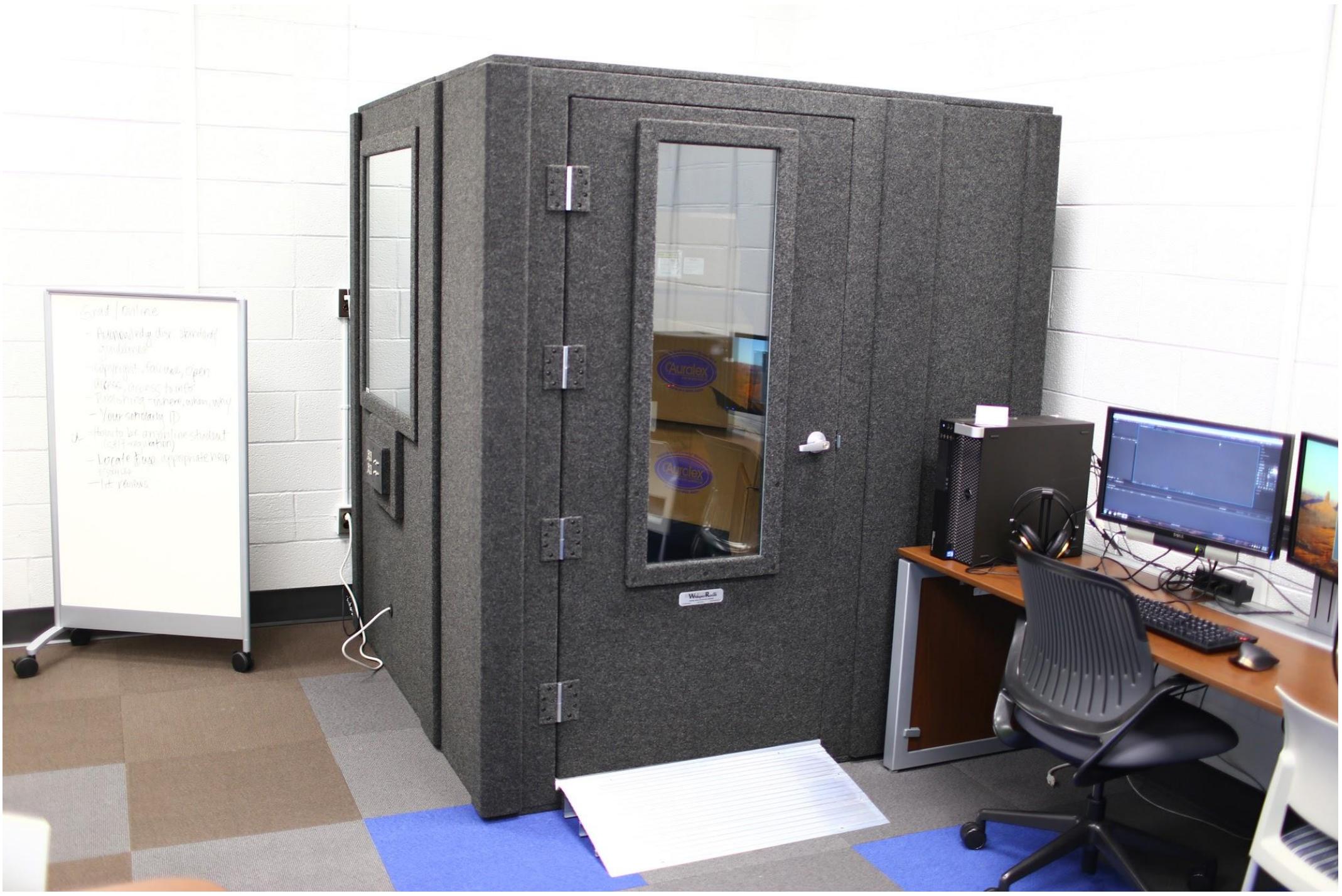


The studio is a space for the campus community to create educational resources.



Our Studio Experience

- Addresses needs of those who teach
 - Provides technology
 - Provides expertise
 - Offers adaptive model
- 



Exam / Online

- Responsibility for content/standards
- Copyright, fair use, open access, access to info
- Publishing - when, when, why
- Your student ID
- How to be an online student (self-regulation)
- Locate Eng appropriate resp issues
- It rains

Auralex

Winn-Dixie

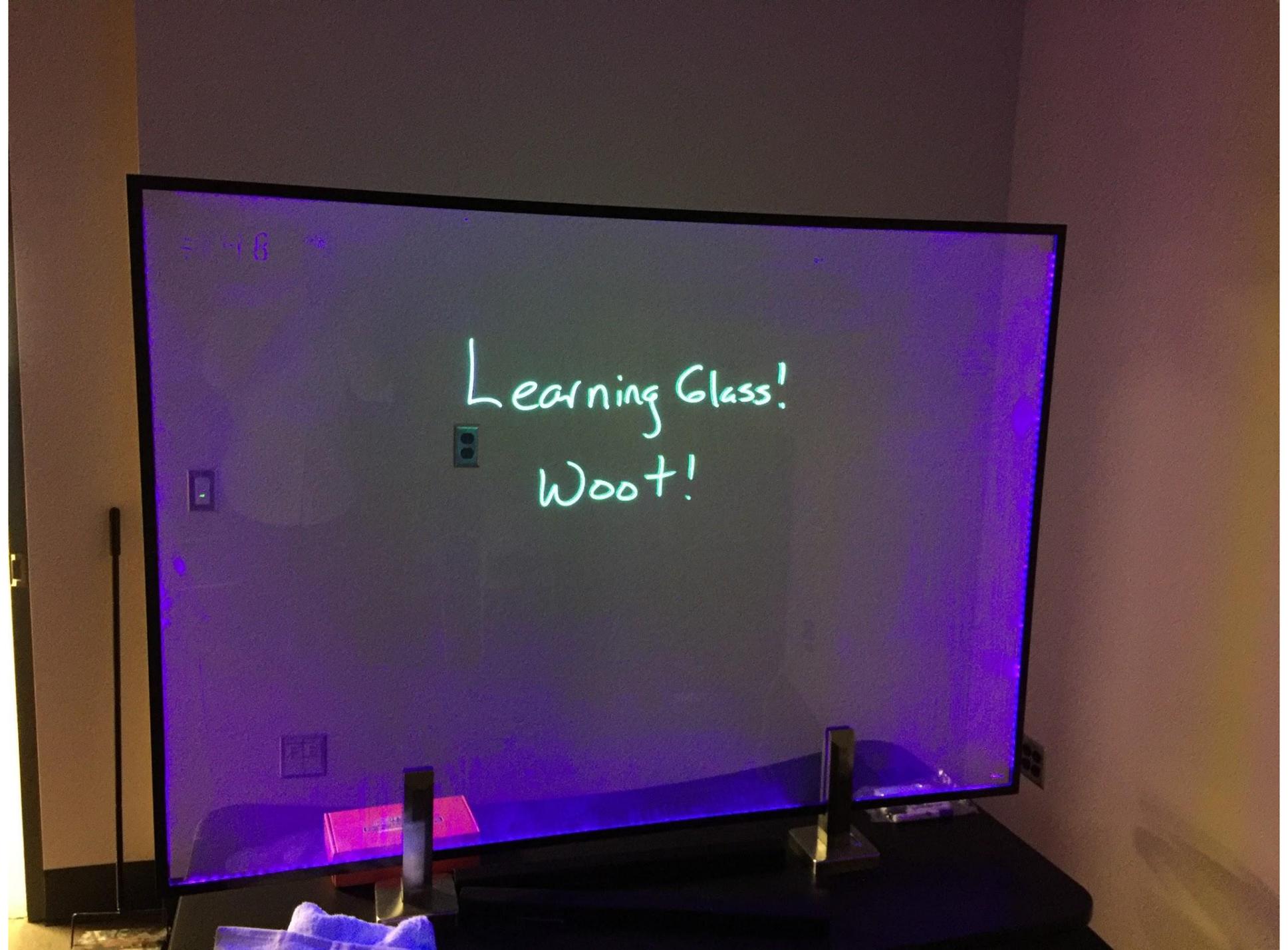






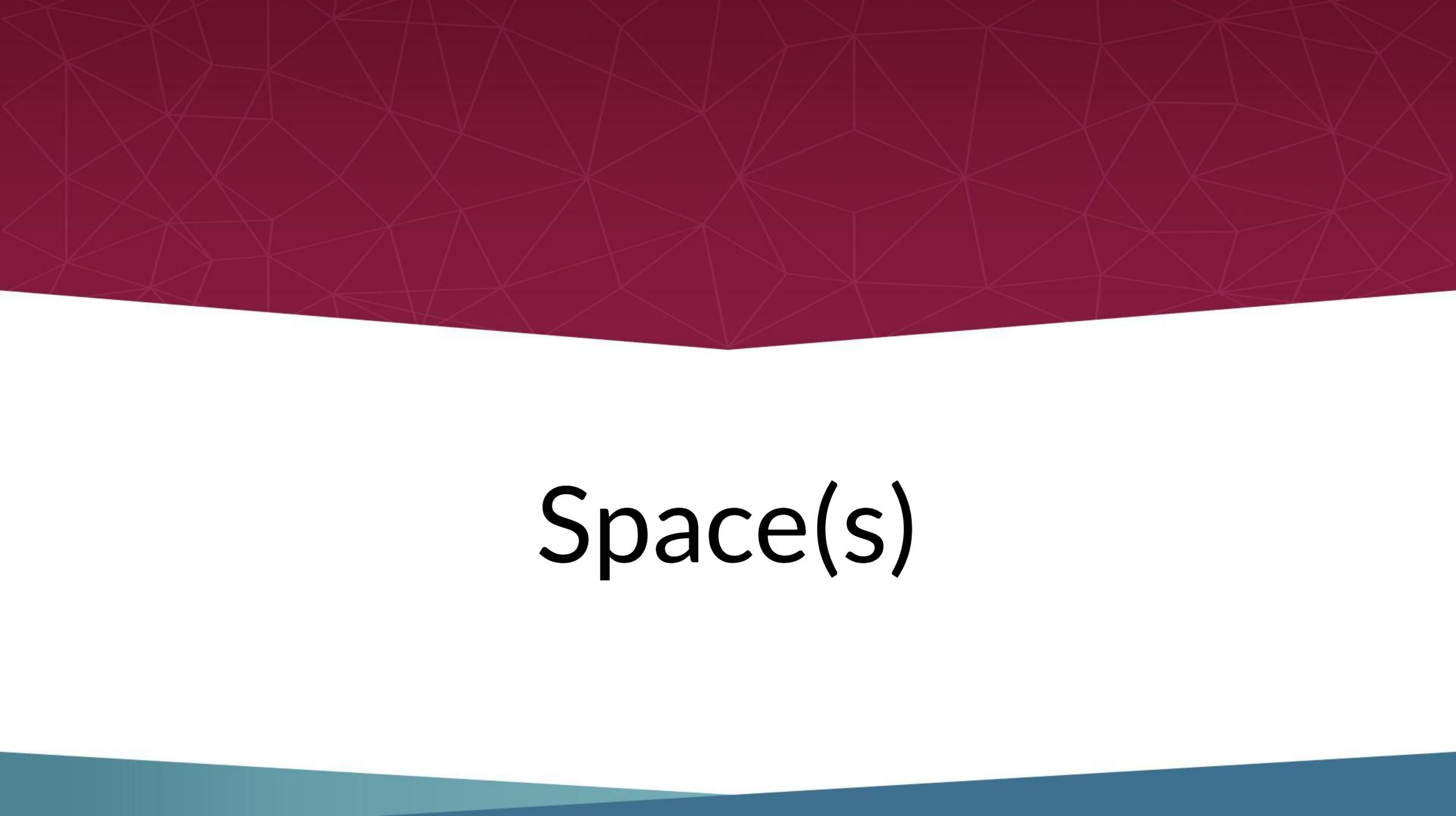
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Learning Glass!
Woot!









Space(s)





Develop a Studio Mindset

- Partnerships
 - Iterative design
 - Adaptability
 - User-focused & learner-focused
- 



Conclusions

- Your context is not our context - be willing to adapt!
 - Physical space is not a requirement
 - Start small
 - Examine challenges of your institution and develop innovative ways to address them
 - Look for opportunities to collaborate
 - Develop a flexible model
 - Focus on pedagogy, not technology
- 



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Additional Resources: bit.ly/edui_collab