

Students! Choose Your Own Pathway

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Description

To enhance the student experience in an introductory digital media course by offering project-based learning and personalized pathways in digital design and contemporary media art practices culminating in a digital badge.

Increasing Student Engagement & Flexibility

The multitude of options available for studying digital media poses a challenge when determining which areas to cover in our introductory courses, particularly considering that students enter their first year with varying degrees of digital literacy.

Recognizing this diversity, our project provides students with art and design fundamentals in digital media while empowering them to choose a pathway tailored to their specific interests and skill levels, such as design or animation.

By offering flexible learning opportunities, students of all proficiency levels can engage fully, allowing beginners to build foundational skills while providing more advanced learners with the agency to explore advanced concepts and techniques.

"When students successfully achieve a goal and attribute their success to internal causes (for example, their own talents or abilities) or to controllable causes (for example, their own efforts or persistence), they are more likely to expect future success."
Susan A. Ambrose

Six unique pathways

Students begin the term collectively advancing fundamental concepts and techniques through standardized projects, engaging in a shared understanding of core principles.

Beginning at midterm, students transition into specialized pathways tailored for specific areas of digital media that can be further explored in upper level courses.

- Digital Design
- Computational Arts
- 2D Animation
- 3D Modeling
- Video Production
- Visual FX

Digital Badge Example: Digital Design

Upon completion of a pathway, students receive a digital badge as recognition of their achievement in the selected category.



Illustration credit: Laura McCarthy 2022

Benefits

Through a series of curated online resources and structured tutorials, students navigate their chosen discipline, completing milestones and projects along the way. Upon completion of a pathway, students receive a digital badge as recognition of their achievement in the selected category.

In the classroom, students can work at their own pace and consume the modules they are most invested in, tailoring their experience to best suit their degree. The certification they receive, via open badging, can follow them throughout their career to inform potential employers of their unique skillsets alongside their degree of choice. Without having to engage in a minor, students now have proof of hands-on technical learning.

Reference / Bibliography

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2. Jih, H. J. "The Impact of Learners Pathways on Learning Performance in Multimedia Computer Aided Learning." Journal of Network and Computer Applications, vol. 19, no. 4, 1996.
3. Lovett, Marsha C., et al. How Learning Works: 8 Research-Based Principles for Smart Teaching. John Wiley & Sons, Inc., 2023.

Acknowledgement

We gratefully acknowledge the financial support for this project provided by UBC Okanagan students via the Aspire-2040 Learning Transformations Fund.

VISA 108: INTRODUCTION TO DIGITAL MEDIA II COURSE PATHWAYS

This diagram provides an overview of all projects offered within the course, highlighting the six distinct pathways. As students progress through their chosen pathway, proficiency in their selected area of study becomes evident, culminating in the attainment of a digital badge.

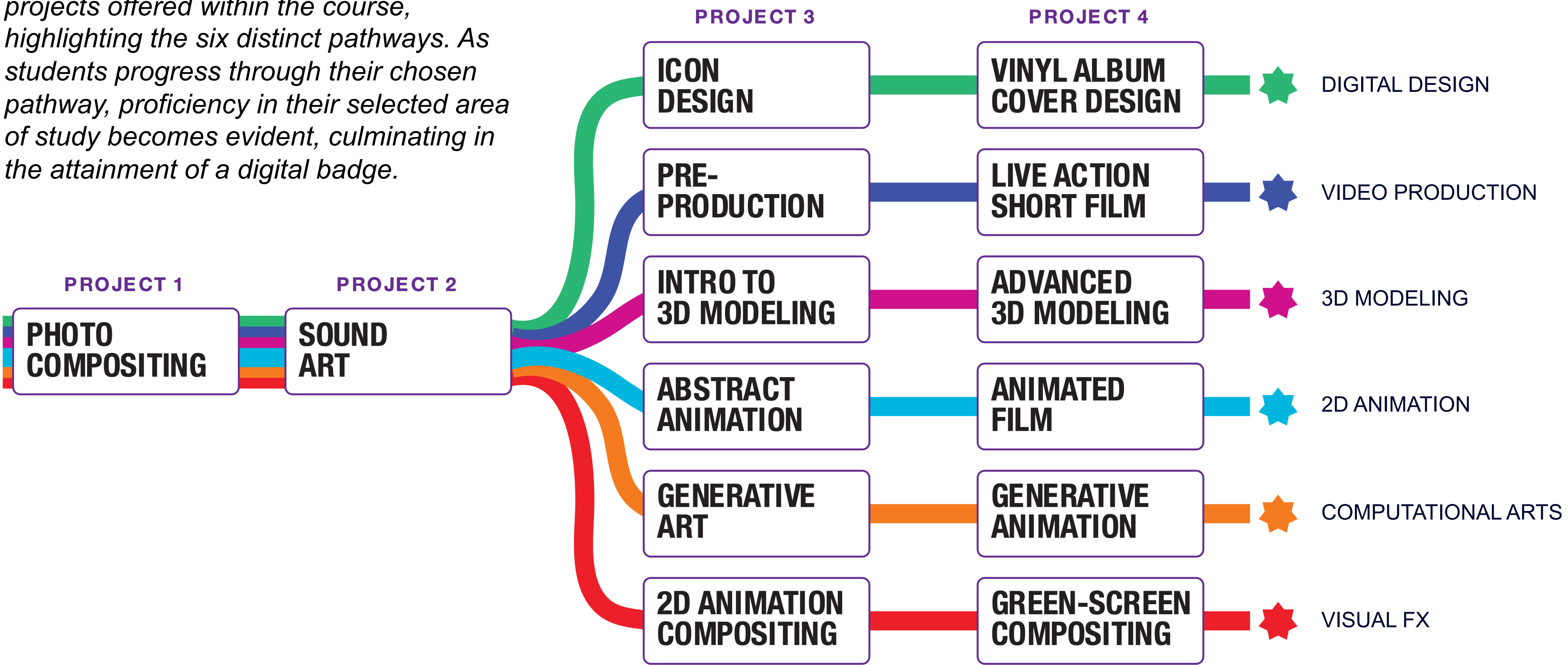


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