DIGITAL LEARNING, DEVELOPMENT AND TEACHING

The capacity to participate in and benefit from digital learning opportunities, and supporting and developing others in digitally-rich settings.

EXPANDING DIGITAL LEARNING AND DEVELOPMENT
A short YouTube video created by University of Derby students explaining the Digital Learning and Development capability.

WHAT SORT OF DIGITAL LEARNER ARE YOU?
A quiz providing users with a personalized report on their use of technology, and suggested ways of utilizing technology to help with learning and research.

LEARNING IN THE NETWORK AGE
A two-week MOOC equipping users with the skills needed to succeed in education in the network age.

THING 21: ONLINE GAMES AND LEARNING
Thing 21 of the 23 Things for Digital Knowledge course focuses on game-based learning tools that are available online.

9 FREE ONLINE STUDY TOOLS EVERY STUDENT SHOULD KNOW ABOUT
This article introduces nine online study tools to help students learn, time manage, and prepare for exams.

HOW TO USE LINKEDIN LEARNING
This 30-minute LinkedIn Learning course is designed to get users up and running with LinkedIn learning, including searching for courses, exploring learning paths and customising learning experiences.

SOCIAL MEDIA IN THE CLASSROOM
A LinkedIn Learning course teaching users how to use common social media platforms, such as Twitter, Facebook, Google, Youtube, and Flickr to accelerate student learning.

LEARNING TO TEACH ONLINE
A LinkedIn Learning course teaching users how to use learning management systems, design an online class, track progress, and meaningfully engage students. Includes videos on digital accessibility and students with disabilities.

MEDIA, LICENCING AND ONLINE TEACHING ENVIRONMENTS
This information session provides University of Edinburgh staff with knowledge and tools to use copyright and licensed materials in teaching.

ASSESSMENT IN A DIGITAL AGE
This report discusses the importance of designing effective assessments in a digital age, including quiz and link studies. It is part of a larger report – Designing learning and assessment in a digital age.