



EU-EADTU Summit on Open and Online Learning and the Modernisation Agenda for European HE

Reflections on Empowering Universities for Online and Flexible Education

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2nd October 2013



Outline



- Perspective of traditional on-campus university
- Case Study of Dublin City University
- Current position
- Future plans
- Facilitators and Obstacles
- Policy Issues



Background



- Dublin City University
 - Founded 1980
 - In QS Top 50 under 50
 - ~12,000 students
 - Currently integrating three teacher training colleges
 - 3U Alliance with RCSI and NUIM
- ~ 90% of DCU students are on-campus



Background



- Oscail DCU Online Education
 - Founded 1982 as National Distance Education Centre
 - First credit programme in 1986
 - Currently four undergraduate and five postgraduate programmes
 - Online student centred pedagogy
 - Transition from traditional distance education to online



Trad Distance Education to Online



- Introduction of VLEs (1998 onwards)
- Online Submission of Assignments (2002 onwards)
- Range of Online Pedagogical Techniques (2003 onwards) student centred
- Integration of online resources especially DCU Library (2005 onwards)
- Online applications and registration (2006 onwards)
- Development of screencasting videos and other online resources including OERs (2007 onwards)
- First fully online programme (2009)
- Synchronous webinar systems for tutorials (2011 onwards)
- ePortfolios (2012 onwards)



DCU Online/Blended Programmes



- Oscail
- School of Electronic Engineering
- School of Nursing and Human Sciences
- School of Education Studies
- DCU Business School
- School of Physics
- Considerable Capacity and International Links



DCU Online roadmap

By 2012

Over 100 staff trained

By 2013

- 15 programmes blended
- Each faculty

By 2016

- >80% of programmes blended
- 300 staff trained



Future of Online in DCU



- DCU President, Professor Brian MacCraith, -The Future will be Blended
- Institute of Digital Learning
- Fitting of all large lecture theatres for lecture recording
- Production of cross-platform multi-media materials (OERs/MOOCs)
- Simulations and Game-based Learning



Objectives



- Flexibility
- Quality



Flexibility



- Responding to upskilling/reskilling agenda
- Variety of access routes e.g. Springboard
- Increasing student numbers with fewer staff
- Importance of online pedagogies
- New business models
- Goal is no distinction between on-campus and off-campus
- Ensure that strategic subject areas are protected
 - Blended extends catchment area
 - Online entails a potentially worldwide audience



Pedagogical Quality



- Student expectations Smart learners
- Much greater quality can be achieved online?
- Much greater quality can be assured online
- Graduate Attributes
 - Creative and Enterprising
 - Solution-Oriented
 - Effective Communicators
 - Globally Engaged
 - Active Leaders
 - Committed to Continuous Learning



Conclusions



- Policy Issues
 - Especially upskilling/reskilling agenda
 - Funding especially in countries w/o open university
- Culture Change within Universities
 - Role of online learning (smarter rather than harder)
 - Business models
 - Accountability (eportfolios)



Conclusions



- Cost Issues
 - Cost & Quality are co-joined twins
 - Importance of scale and scope
- Pan-European partnerships
 - Joint Programme provision
 - National/international
 - Credit recognitions
 - Virtual mobility
- Importance of empowering the universities with expertise in open and flexible learning



Oscail – DCU Online Education



THANK YOU!

GO RAIBH MAITH AGAIBH!

