

digital

educators

DIGITAL WELLBEING EDUCATORS ONLINE SUMMIT

PROMOTING THE DIGITAL WELLBEING OF STUDENTS

7<sup>th</sup> + 8<sup>th</sup> JULY 2020

Higher Education has been transformed in recent months in response to the Covid-19 pandemic, as face-to-face teaching has been abruptly transformed into emergency remote teaching in virtual learning environments. For many, this has been a first-time experience, accelerating adoption of online education, often in a very agile way without the time and resources to allow for a carefully planned approach. Throughout this process students have also been compelled to change the way that they learn, and many may lack the competences required to fully participate in online education.

Join us for an empowering event that focuses on increasing the capacity of lecturers and teachers www.digital-wellbeing.eu in Higher Education to enact digital pedagogies in a way that promotes the digital wellbeing of their students. We will also introduce a new app containing a short e-learning course for students on digital wellbeing. While our project did not anticipate the circumstances that we find ourselves in, it is well placed to offer a range of resources to help teachers and their students understand the key capabilities and current debates around online education and digital wellbeing.

## **FREE EVENT**

# WHO WILL BENEFIT?

**TEACHERS,** a trusted source of guidance for thousands of students, who need to update their own knowledge regarding digital wellbeing and digital pedagogies for teaching online and integrate critical approaches to digital life into their existing teaching programmes.

#### **EDUCATION STAKEHOLDERS,**

whose awareness and knowledge of good practice in digital wellbeing and media literacy can help leverage wider change in our education systems.

On **Tuesday, 7th July,** and **Wednesday 8th July**, we will host an insightful summit and invite you as educators to join us for an immersion into Promoting the Digital Wellbeing of Students. **The summit encompasses three events, each of which can be accessed individually.** 

## EVENT **01** TUESDAY, 7th JULY '20

## INTENSIVE TRAINING SESSION (ALL DAY) [IN ENGLISH]

A practical workshop for those who want to integrate the Digital Wellbeing Educators OERs into their teaching/training activities, and an opportunity to network with other practitioners

10.00 BST/11.00 CEST to 17.30 BST/18.30 CEST hosted by Letterkenny Institute of Technology (Ireland).

#### EVENT **02** WEDNESDAY, 8th JULY '20

DIGITAL WELLBEING SHOWCASE EVENT [IN ENGLISH] 10.00 BST/11.00 CEST to 14.00 BST/15.00 CEST

hosted by Letterkenny Institute of Technology (Ireland) and Lancaster University (UK).

### EVENT **03** WEDNESDAY, 8th JULY '20

**BOOK SEPARATELY** 

#### **DIGITAL WELLBEING SHOWCASE EVENT [IN SPANISH]**

10:00 to 14:00CET

hosted by University of Alcala (Spain) and EUCEN (European University Continuing Education Network).

## EVENT 01 DIGITAL WELLBEING EDUCATORS LEARNING EVENT TUESDAY, 7th JULY '20

## **OUR AGENDA**

10.00 - 10.30

Welcome from **DR PÁDRAIG GALLAGHER**, and Introduction to the International Groupwork Activity (**DR JULIE-ANN SIME**)



#### DR PÁDRAIG GALLAGHER, LYIT

Pádraig Gallagher is the Head of Research and Innovation at Letterkenny Institute of Technology. He is an accountant by profession and holds a PhD in Educational Research from Lancaster University. Current research interest are, employability and skills, industry and academic linkages and second chance entrepreneurship.



#### DR JULIE ANN SIME, LANCASTER UNIVERSITY (UK)

Dr. Julie-Ann Sime will help run this event. She is an experienced online educator who has been tutoring postgraduates in networked learning communities for 28 years. She carries out research into the pedagogical design of learning environments and focuses on how to support students in a more inclusive, kind and convivial manner.

10.30 - 11.00	International Groupwork Activity, part 1 IO1 – Compendium of Digital Wellbeing – Case studies (Lancaster Uni.)
11.00 -11.30	Break and networking in your groups
11.30 – 1.00	International Groupwork Activity, part 2 IO2 – Digital Wellbeing Framework (Momentum) & Student App (EUEI)
1.00 - 2.00	Lunch and Informal Chat with the tutors and other participants
2.00 - 2.30	International Activity IO3 Teachers' Digital Pedagogy Toolkit (EUEI)
2.30 - 3.00	Break and networking in your groups
3.00 - 3.30	Feedback from groups and Plenary Discussion
3.30	Close

#### Notes

The groupwork activity will enable you to think about how the Digital Wellbeing Educators Resources can be used while taking into account the real needs of the audience and modifying the resources to suit. Applying the resources to an authentic situation will help focus on practical issues and how the resources can be integrated within your own organisation.

Groups will be made up of an international mix of participants from Higher Education Institutions from different countries to facilitate an exchange of knowledge and experience between participants.

#### Task for International Groups

Choose an institution that one member of the group is familiar with. Then the team will consider the learning needs and how digital pedagogy and digital wellbeing can be enhanced beyond current provision.

- What is the learning need (e.g. to enhance understanding of digital pedagogy, security, managing distractions, netiquette, critical thinking, online identity)?
- Who is the primary focus of the learning need (e.g. student/teacher)?
- Describe the current capabilities of the learners and identify the needs for training.
- What are the challenges around meeting that need?
- How can the Digital Wellbeing resources be used to meet that need, or some of that need?
- What is missing?
- What is the current status of Digital Pedagogy at the institution and what strategies can be used to improve it?
- How can you make an impact on the wellbeing of your colleagues or students?

Appoint a spokesperson, who can take notes and share highlights from your group discussions at the plenary session.

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