

Module 3

Design and develop digital educational content and activities for digital inclusion

UNIC & INNOVADE



Digital inclusion in higher education

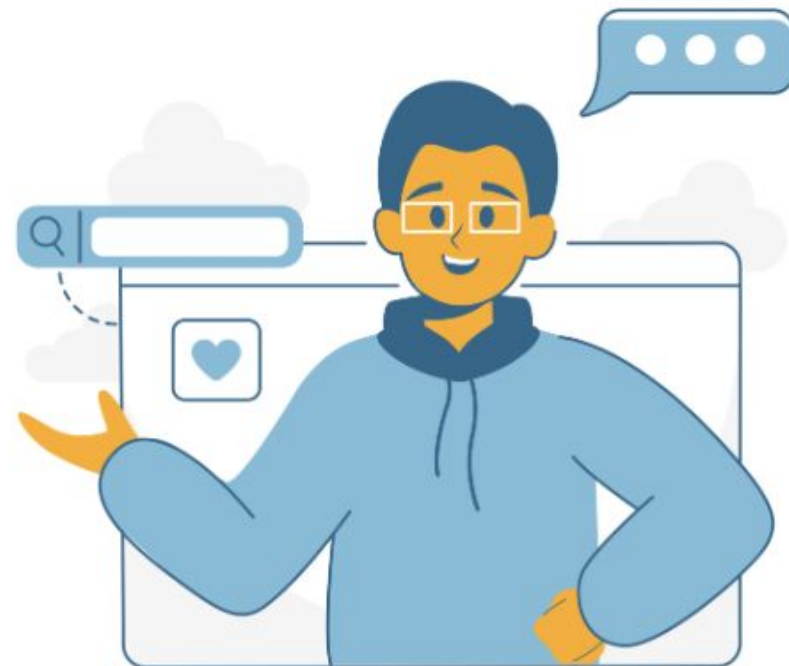
- Are higher education institutions aware of digital inclusion?
- Can you think of any instances where your teaching, or someone else's, was not inclusive?
- Why is digital inclusion important, and how can it be improved?



The project Digital4All (Previously Introduced in Module



PROJECT



Digital4All – Building the capacity of universities to develop digital strategies to serve all learners aims at strengthening universities' readiness, faculty and staff's skills in supporting all learners to equally participate in digital learning experiences

The project will support higher education institutions in offering digital learning experiences that are inclusive and equitable for all, through appropriate strategies and practices.

The project aligns and supports initiatives such as the European Education Area's strategic framework to offer equitable education in the digital era as well as the European Disability Rights Agenda 2021-2030 that directs toward actions that promote access to all environments, including the digital ones, and a quality, inclusive education, and lifelong learning.

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Overview of Module 3: Designing Inclusive Digital Education

• Part A: Understanding Digital Accessibility and Inclusion

- What is accessibility and inclusion in digital learning?
- Identifying barriers to digital inclusion.
- Understanding the impact of accessible design on diverse learners.



Overview of Module 3: Designing Inclusive Digital Education

• Part B: Key Principles of Universal Design for Learning (UDL)

- How to engage all learners effectively.
- Presenting content in multiple ways for better understanding.
- Offering flexible ways for students to express their learning.



Overview of Module 3: Designing Inclusive Digital Education

• Part C: Applying Accessibility and Inclusivity in Course

Design

- Evaluating existing digital learning materials for accessibility gaps.
- Implementing UDL principles to improve accessibility and inclusivity.
- Hands-on activities to redesign course content with an inclusive approach.



What you will learn in this Module

- **Introduction to accessibility and inclusivity in digital learning**
- **Understanding and identifying barriers to digital inclusion**
- **Applying Universal Design for Learning (UDL) to digital educational content**
- **Evaluating digital content using accessibility tools and best practices**
- **Creating an inclusive learning experience through practical strategies**



Learning objectives

Upon the completion of this training module, you will be able to:

1. Understand the importance of designing accessible and inclusive digital educational content.
2. Explore the key principles for designing accessible and inclusive digital educational content.
3. Develop, evaluate and improve accessible and inclusive digital educational content.



Part A: Accessible and inclusive digital educational content

- What is accessibility and inclusivity in digital learning?
- What are common barriers to digital inclusion?
- What impact accessible design has on diverse groups of learners?



Definition

- **Accessibility:** Ensuring content is usable by learners with diverse abilities.
- **Inclusivity:** Designing content that reflects and supports the diversity of learners.

Examples

- **Accessibility:** Screen-reader-friendly text, captions for videos.
- **Inclusivity:** Culturally responsive content, multiple representation formats.



Barriers to Accessibility and Inclusion



Can all learners who need to access the material access it? If they can't, it's not accessible."

"We have an assumption that lower-tech tools are accessible, which is not necessarily true," Moore says. "A design approach to accessibility is to consider the outcome, then learners' needs, and then how learners can get to the outcome without unnecessary barriers. When we choose options or provide flexibility for learners, we enhance accessibility."

Read this article <https://edtechmagazine.com/higher/article/2021/03/rethinking-technology-accessibility-higher-ed-perfcon>.

What barriers are mentioned in the article?



Barriers to Accessibility and Inclusion

- **Technological:** Inaccessible platforms or tools.
- **Pedagogical:** Lack of flexible teaching methods.
- **Design:** Content that does not consider diverse needs.
- and other?...

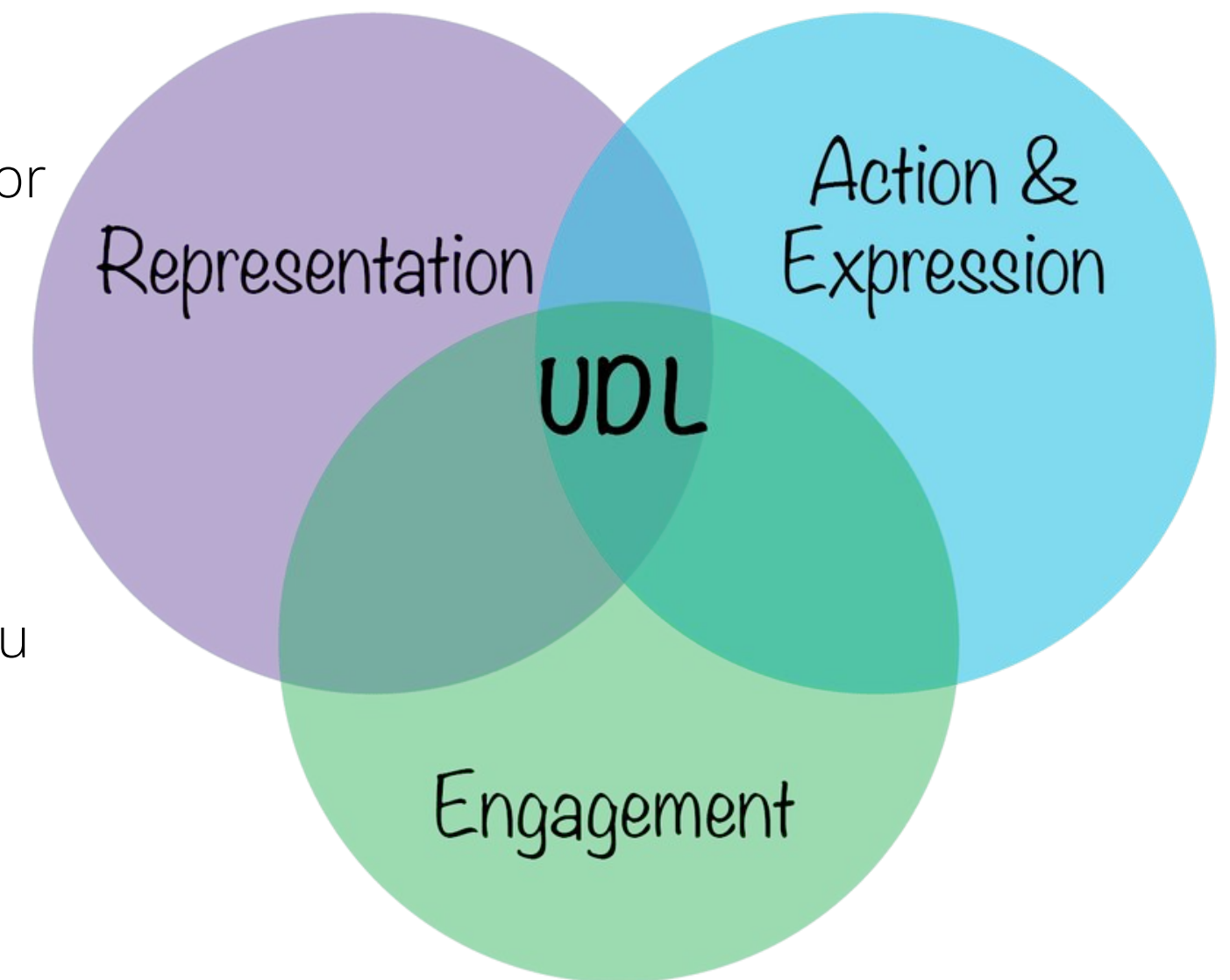


UNIVERSAL DESIGN FOR LEARNING



The Universal Design for Learning (UDL)

- **What it is:** UDL is a framework to guide the design of learning environments that are accessible, inclusive, equitable, and challenging for every learner.
- **The goal:** The goal of UDL is to support learner agency, the capacity to actively participate in making choices in service of learning goals.
- The principles of Universal Design can be difficult to understand, but you start applying them by:
 - Identifying your students' needs.
 - Identifying and remove barriers in your course.
 - Creating a community within your course.



Benefits of Accessible and Inclusive Content

- Benefits for learners:
 - Increased engagement and satisfaction.
 - Better learning outcomes.
 - Reduced disparities among learners.
- Benefits for educators and institutions:
 - Broader reach.
 - Alignment with ethical and legal standards.



Thank



you!

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