

Digital wellbeing to institutional compassion: a co-created journey?



Debbie Holley & David Biggins

Bournemouth University

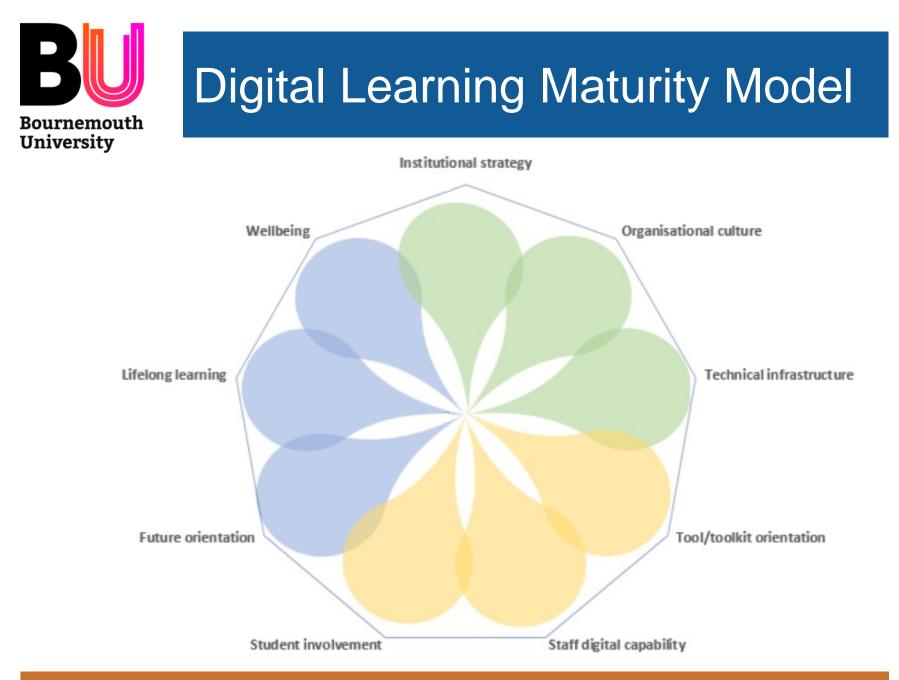
September 2021

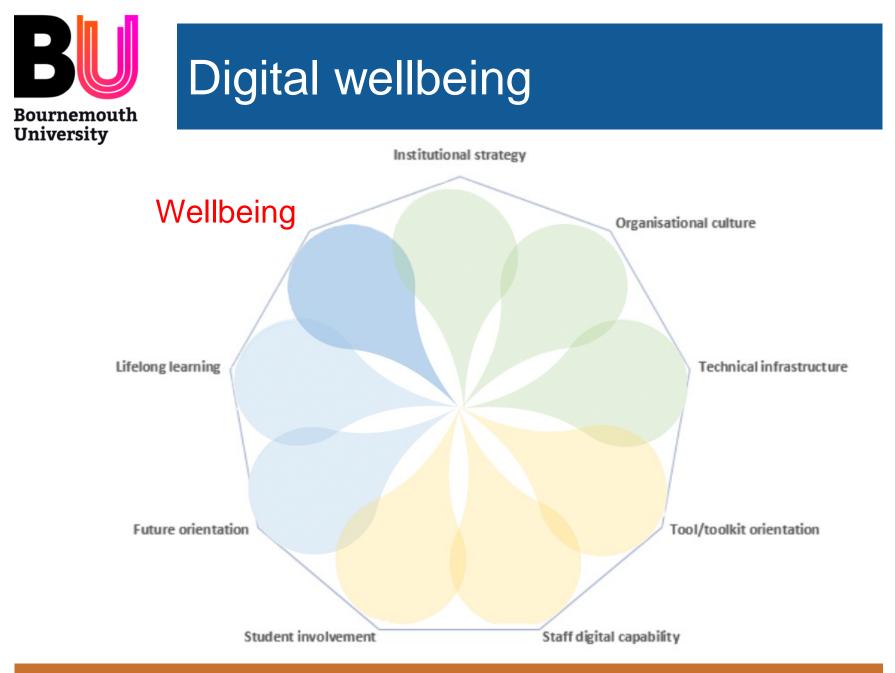


Background



- We have been researching digital learning and TEL toolkits for the last 5 years – with ALT member contribution throughout
- This has led to the development of a Digital Learning Model which identifies key aspects and overlays a maturity framework
- Maturity assesses how well an activity is carried out.
 Scale:
 - 0 not even undertaken, to
 - 5 excellent







"the impact of technologies and digital services on students' and staff's mental, physical and emotional health"

(Jisc 2020)



Defining digital wellbeing

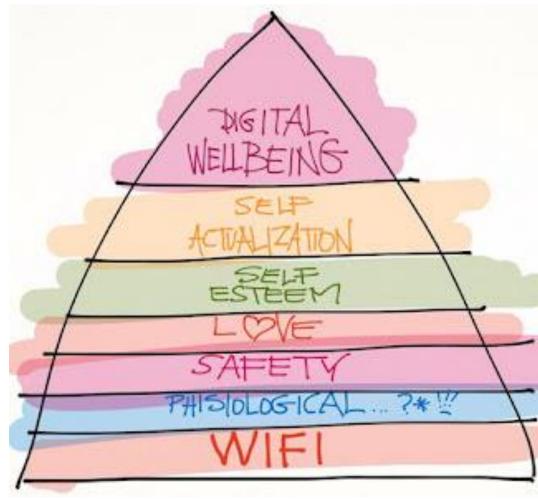


Image by Simon Rae

6



Digital wellbeing

Theme	Dimension	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
3c	Wellbeing and	There is no	Some staff give	Tools are chosen	Those	Staff/student	Staff/student
	Institutional	consideration	consideration	based on their	involved are	feedback	feedback
	compassion	of	to	wellbeing	asked for their	informs digital	drives digital
		staff/student	staff/student	impact	response to	learning	learning
		wellbeing	needs		digital		
					learning		



Audience feedback #1

• Using the maturity model, what is your current level of co-creation?

0. There is no consideration of staff/student wellbeing

1. Some staff give consideration to staff/student needs 2. Tools are chosen based on their learning and wellbeing impact 3. Those involved are asked for their response to digital learning and wellbeing resources provided

 Staff/student co-design informs digital learning and wellbeing 5. Staff/student co-design drives digital learning with a wellbeing focus



Digital wellbeing & co-creation

Theme	Dimension	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
3c	Wellbeing and	There is no	Some staff give	Tools are chosen	Those	Staff/student	Staff/student
	Institutional	consideration	consideration	based on their	involved are	feedback	feedback
	compassion	of	to	wellbeing	asked for their	informs digital	drives digital
		staff/student	staff/student	impact	response to	learning	learning
		wellbeing	needs		digital		
					learning		

Level of co-creation

Low

High

Barriers to success delivery





Report

Digital leadership in HE: improving student experience and optimising service delivery

A joint report between Jisc and UCISA.

About this report Published: 22 March 2019 Updated: 22 March 2019



Audience feedback #2

What are your barriers to enhancing digital wellbeing?

Organisational culture 70.45%

Financial constraints 47.73%

Lack of capacity or capability in IT 40.91%

Legacy IT systems and practices 38.64%

Lack of change leadership competency or capacity 36.36%

Lack of sponsorship from the institution's executive team 25.00%

General risk aversion 15.91%

Please share your views and examples using the comment facility



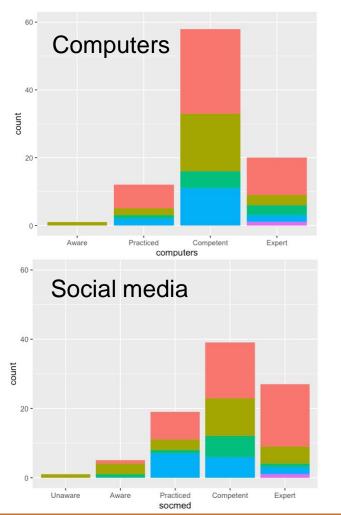
Student case study

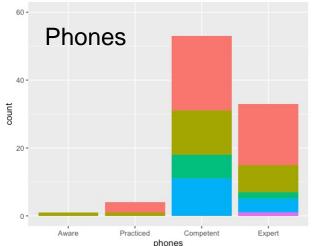
Self-report questionnaire in one institution

- Focus on use of VLE and digital wellbeing
- UG and PG students
- Across 3 faculties
- Conducted in June 2021
- n = 92



Student case study - Confidence





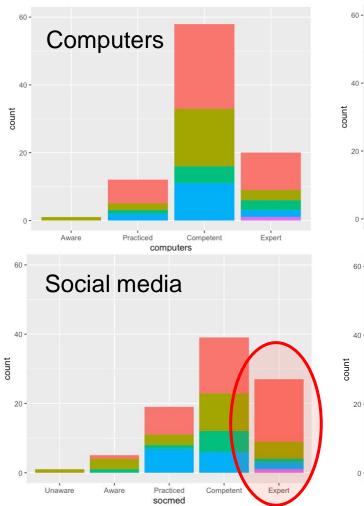


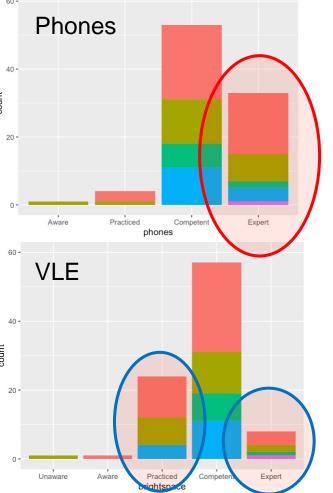
60-40-20-Unaware Aware Practiced Competent Expert

All plots have the same y-axis

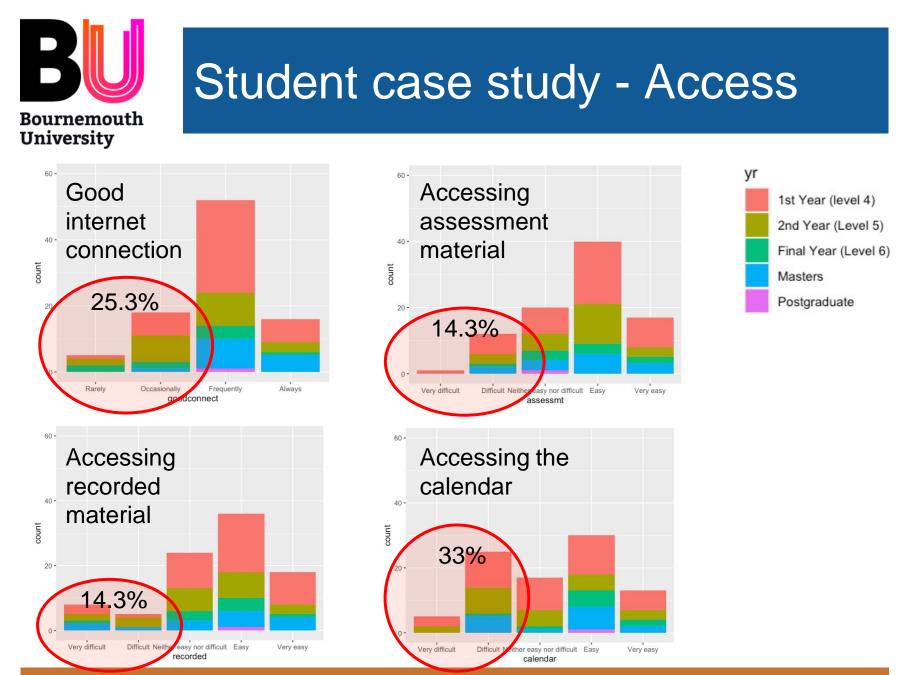


Student case study - Confidence





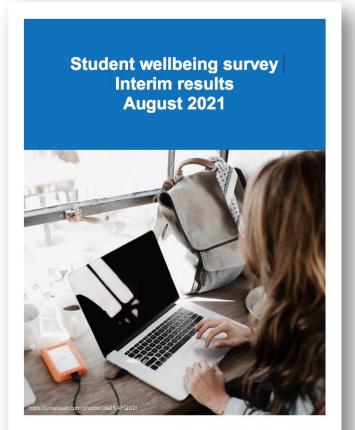




bournemouth.ac.uk



Student case study - Results



Authors: Dr David Biggins and Professor Debbie Holley

Page 1 of 18

18 page interim findings report available on SlideShare

bit.ly/digitalwellbeing2021





Student feedback	LO	L1	L2	L3	L4	L5
Listen to our issues rather than make excuses						
Be more understanding especially with non- visible disabilities and health issues!!!!!						
I would find it helpful if lecturers took the time to get to know students - on an individual level						
If [the VLE] was more organized						
Make [the VLE] clearer and easier to access/ submit. Really dislike the system						
[Staff] get used to technology prior to trying to undertake a class with it						
Empathy!! when work environment is challenging						



Student feedback	LO	L1	L2	L3	L4	L5
Have felt very unsupported by a course tutor over the last 18 months at times						
Do not assume everyone knows how to use some things and what some things are						
Be better at supporting students who need help or who are behind						
Be more mindful about the situation, be more kind						
With dyslexia it's hard to grasp what's needed and expected in the essay And we all don't learn in the same way.						
Go back to on campus teaching as I can't learn online						



Student feedback	LO	L1	L2	L3	L4	L5
I find the Padlet useful to ask questions, it would be beneficial if this would be used in all units especially since working remotely.						
Apply one well thought through structure consequently to all units.						
Less spamming of irrelevant emails						
more regular communication, more frequent and detailed emails.						
Spread out assignments so as not to burn out students.						
Many things including Risk Assessments and Unit briefs are not dyslexic friendly. Please create version's that are easier to read.						



Student feedback	LO	L1	L2	L3	L4	L5
Respond to emails in a timely manner.						
Staff should set expectations on the first lesson.						
Sometimes not all lectures are recorded.						
Understand that not all of us work at the same rate/retain information at the same time						
The university needs to move with the times and allow remote learning if that is the preferred option for students, and only insist on face to face when it is absolutely essential to the learning for that day, or it will go the same way as Blockbusters!						



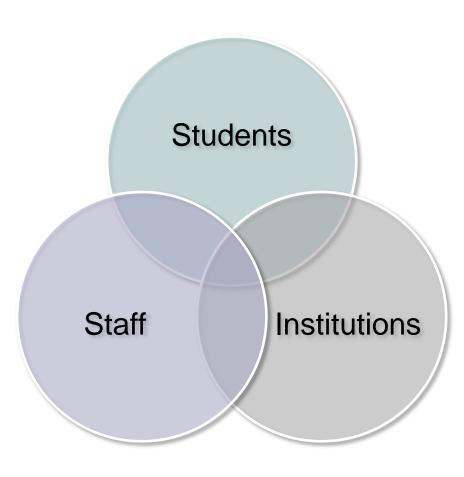
Is the institution doing enough?

43% of our students say no

Maturity level is between 0 and 1



Improving digital wellbeing



- Students
 - Want staff and institutions to improve
 - Not given enough choices in how they learn
- Staff
 - Lack of technical skill, empathy and understanding
- Institutions
 - Variable approach to using the VLE and TEL tools
 - Learning design and useful tools are not applied consistency



How much co-creation?

36%

In a Jisc Insights report agreed they were given the chance to be involved in decisions about online learning

89%

Of our students agreed or strongly agreed that students should have control over the digital tools they use

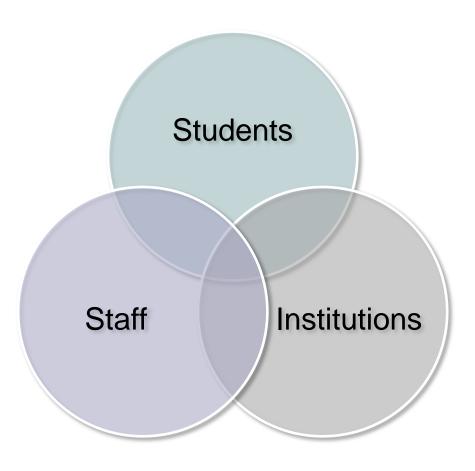


Please consider what is your desired level of cocreation in institutions and add your thoughts to the Comments

Theme	Dimension	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5
3c	Wellbeing and	There is no	Some staff give	Tools are chosen	Those	Staff/student	Staff/student
	Institutional	consideration	consideration	based on their	involved are	feedback	feedback
	compassion	of	to	wellbeing	asked for their	informs digital	drives digital
		staff/student	staff/student	impact	response to	learning	learning
		wellbeing	needs		digital		
					learning		



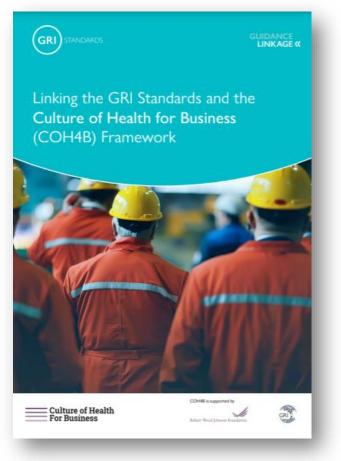
The so what: building a compassionate university



- What students can do
 - Utilise wellbeing service (only 33% of BU students had engaged)
 - Take a more proactive role is safeguarding their wellbeing
- What staff can do
 - Listen better and empathise
 - Become better and more confident in digital learning
- What institutions can do
 - Build in compassion as a performance indicator; start to think about wellbeing indicators
 - Balance standardisation vs originality
 - Promote & support staff & student wellbeing
 - More personalised approach to learning (higher maturity levels)



Standards are already available



Health is essential for everything else that we do in life.

This framework provides businesses actionable guidance to **improve the health and well-being of employees, communities and others impacted by the company.**

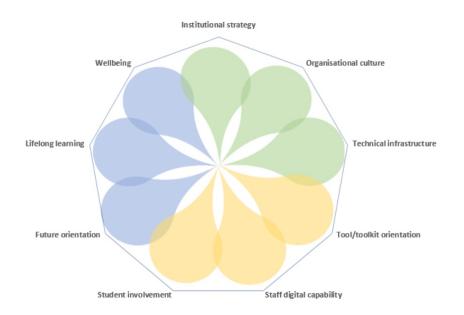


Link to document



Back to the DLMM

- Wellbeing is only one dimension of the model
- Envisaged that institutions will self-assess against the model
- Then compare themselves against sector benchmarks
- The DLMM prompts the creation of tailored digital learning plans
- Next steps
 - Validation of the model
 - Deriving actions that guide institutions to develop their maturity level





Post-presentation collaboration

If anyone is interested in cocreating an ALT blog post on this topic or using the DLMM, please get in touch

Debbie Holley (dholley)

David Biggins (dbiggins)





Bibliography

- Biggins, D, Holley, D and Zezulkova, M (2017). Digital Competence and Capability Frameworks in Higher Education: Importance of Life-long Learning, Self-Development and Well-being. EAI Endorsed Transactions on e-Learning, 4 (13)
- Digital Wellbeing Educators Promoting the Digital Wellbeing of Students (2019). EU Erasmus Plus available online https://www.digital-wellbeing.eu/
- Europe's Digital progress Report (2018) <u>https://ec.europa.eu/digital-single-market/en/european-digital-progress-report</u>
- Global Reporting Initiative (2021). Linking the GRI Standards and the Culture of Health for Business (COH4B) Framework. <u>https://www.globalreporting.org/standards/media/2626/gri-coh4b_linkage.pdf</u>
- Intro to digital wellbeing: learn how to develop and maintain healthy tech habits Free course from Google Digital Garage: <u>https://learndigital.withgoogle.com/digitalgarage/course/digital-wellbeing</u>
- Jisc (2017). Developing organisational approaches to digital capability. Retrieved from: <u>https://www.jisc.ac.uk/guides/developing-organisational-approaches-to-digital-capability</u>
- Jisc (2019). Digital leadership in HE. Retrieved from: <u>http://repository.jisc.ac.uk/7300/1/digital-leadership-in-he-jisc-ucisa-report.pdf</u>
- Jisc (2020). Digital wellbeing of learners. Retrieved from: <u>https://www.jisc.ac.uk/guides/digital-wellbeing-of-learners</u>
- Jisc (2021). Digital experience insights. Retrieved from: https://digitalinsights.jisc.ac.uk/reports-and-briefings/our-reports/
- McKenney, S and Reeves, T (2012). Conducting Educational Design Research New York: Routledge
- Student Minds. University mental health: Life in a pandemic (2021). <u>https://www.studentminds.org.uk/lifeinapandemic.html</u>