

# Development of Federation Pathways with Education Technology platforms

**Jason Rogers, Manager, Global Pathways**

3rd February 2023

# Presentation

- Who am I?
- Education Pathway Programs in Australia
- Higher Education Pathway Programs at Federation
- Education Tools and Platforms we used in Pathway Programs
  - Moodle (Student Learning Management System)
  - H5P (Interactive learning materials)
  - Quitch (Learning and Teaching Games)
- Analysis and Outcomes
- Ongoing Process
  - What is next?

# Who I am?

- Migrated to Australia from New Zealand in 2012
- Involved in Pathway programs (VE and HE), private and public sector for over 15 years
- Manager, Global Pathways – Federation University
- Completing my PhD in Indigenous Studies
- Interesting Fact: High Performance Coach in Rugby
  - Head Coach of Rebels Super W Team



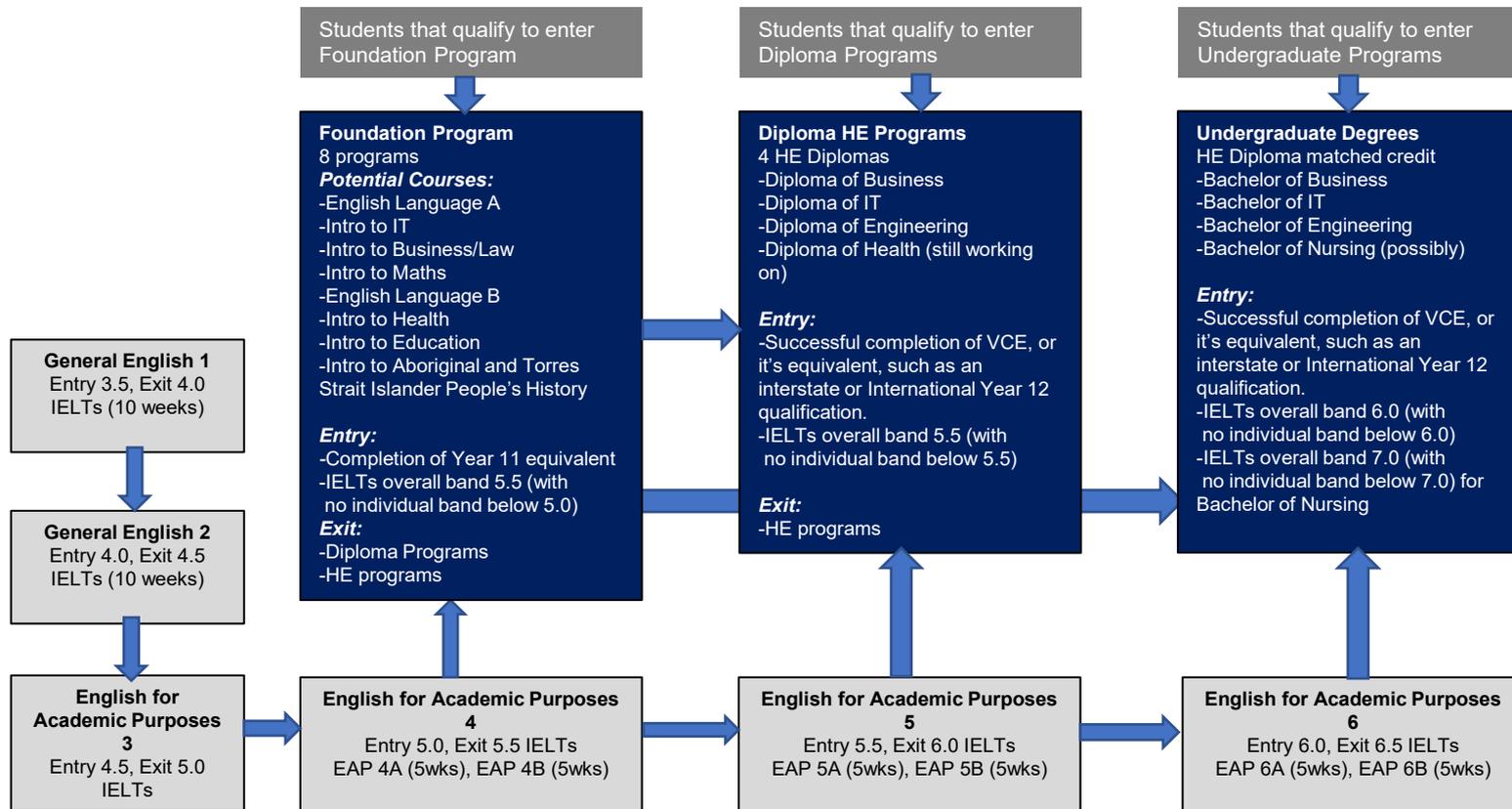
# Education Pathway Programs in Australia

Course	2015-16	2016-17	2017-18	2018-19	2019-20	2020-21
Award (Diploma)	54,931	66,027	77,018	84,321	52,342	41,122
ELICOS	28,089	28,930	28,079	25,963	19,767	10,292
Non-award (Foundation)	8,876	13,155	14,112	14,102	12,163	9,574
VET	7,322	5,397	5,881	6,678	7,002	6,600
Schools	2,273	2,525	2,903	3,208	2,948	3,022
TOTAL	101,491	116,034	127,993	134,272	94,222	70,610

- Please note that this data only relates to International students that come to Australia on a student visa. It does not relate to partnerships, where Diplomas are completed offshore.
- COVID has affected International students participating in pathways in Australia
- Source Information: <https://www.education.gov.au/international-data/data-visualisation-education-pathways>

# Higher Education Pathway Programs at Federation

# Global Professional School Pathway Programs



# Purpose of Pathway Programs

- Increase International student enrolments
- Provide academic support within the course structure
- Provide English language programs
- Assist students with various learning activities to embed the knowledge in the subjects they are learning
- Provide program opportunities for Educational Partners to Federation
- Improve socialisation, well-being, and longevity of international students
- Provide a pathway for students who would otherwise not have access to Higher Education

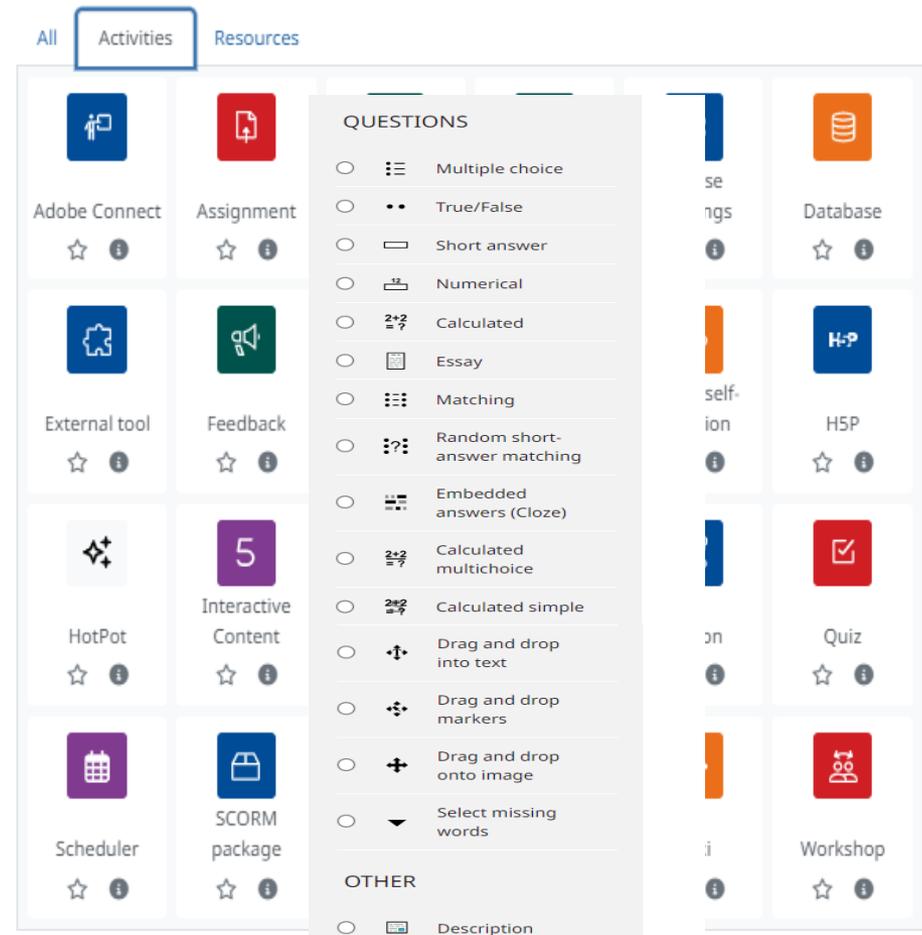
# Education Tools and Platforms we used in the Pathway Programs

# Moodle – Student Learning Management System

-Focused on maximising our existing LMS to build interactive activities for students.

- Quizzes within Activities
  - Multiple Choice
  - True/False
  - Short answer
  - Numerical
  - Essay
  - Drag and drop
  - Select missing words
- Assignments
- Chat and Forum discussion
- H5P interactive content

-GPS hired Learning Designer to help with the development of activities for students



# Moodle – Student Learning and Teaching Platform

**Diploma of Engineering** – GPENG1002 Engineering Physics

What is the Delta to Y Conversion? [Example](#)

*This example just illustrates different ways we can present content to the students to help with their learning. There are a number of different examples we are using in Pathways to help our students learn.*

# H5P – Foundation and Diploma Programs

The key functions used in H5P for the Pathway courses (predominantly used in our English Language courses) included:

- **Dialog Cards**
  - Provided students with visual and text space learning materials.
- **Image Choice**
  - Students are selecting images for the appropriate text, to find a match.
- **Guess the answer**
  - Students can create meaningful memory of learning. Can use multiple choice, blank answer question

Students receive instant feedback and if it is gamified, will then get their badge/reward.



## Branching Scenario

Create dilemmas and self paced learning



## Timeline

Create a timeline of events with multimedia



## Interactive Video

Create videos enriched with interactions



## True/False Question

Create True/False questions



## Image Hotspots

Create an image with multiple info hotspots



## Guess the Answer

Create an image with a question and answer



## Dialog Cards

Create text-based turning cards



## Image Choice

Create a task where the alternatives are images

# H5P – Foundation and Diploma Programs

## **Foundation Studies** - Academic and Communication Skills A

Game 1: Reaching and writing exercises - [Example](#)

Game 2: Reaching, matching and writing exercises - [Example](#)

*These activities provide a number of different opportunities for our students to learn and embed the knowledge. There are a number of different examples within pathways that we are testing to help our students learn.*

# QuitCh – Diploma of Information Technology

## Positives:

- Weekly Questions/activities were loaded into the Lectures each week
- Students enjoyed doing the quizzes/activities and getting rewarded for their success.
- Students were comfortable using their mobile data to complete the quizzes and activities.
- Our teacher found the app easy to use and the building of the quizzes weren't difficult. So from a functionality point of view it was positive.
- It's a different alternative to learning from Moodle.

## Improvements:

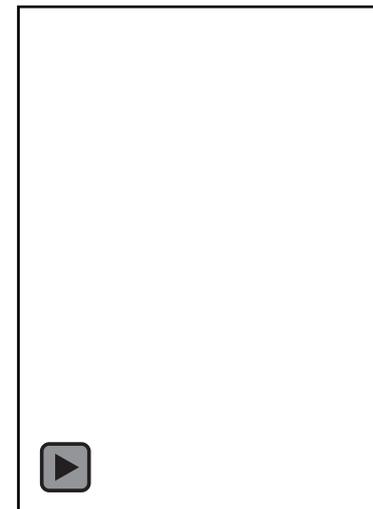
- QuitCh server sometimes was not functioning
- Students need to leave Moodle and download the QuitCh app to use the functionality. We couldn't embed the platform into the LMS.
- Teachers have to have an account and use a web based version of QuitCh to enter the questions.
- Moodle have similar functions within the Learning Platform.



**Get the QuitCh app**

Download the QuitCh app today and start learning like never before.

Download on the App Store | GET IT ON Google Play



# Quiz – Diploma of Information Technology

EDIT QUESTION



Question Details

Question Type  
Multiple Choice (Select one)

Enable Formulas

Question 98/500

Any situation where a technological medium is introduced into face-to-face interaction is known as

Image

Drop an image here, or click to browse    Generate an image with Unsplash

Question Hint 0/500

Add a hint here

Answer explanation 0/500

Add an explanation here

> Question Settings

Answers

Answer (required) 22/300

Mediated

Correct Answer

Add an image

Answer (required) 24/300

Non-verbal

Incorrect Answer

Add an image

Answer (required) 19/300

Group communication

Incorrect Answer

Add an image

Answer (required) 28/300

Intra-personal

Incorrect Answer

Add an image

Answer (required) 17/300

None of the above

Incorrect Answer

Add an image

+ Add answer

# Quiz – Diploma of Information Technology

GPSIT1001 Communications and Technology ☆  
Dashboard [Content](#) Learners Invitations More ▾ + Edit Content  

**WEEK 1**

---

Introduction to communication 5 answers • 2 correct 1 of 1 available

 40% Completion	 42% Accuracy	 0% Resources Viewed	48s Time Played
--	--	---	--------------------

● Which is your preferred definition of communication? 5 answers • 2 correct Sent 14 Nov 2022 9:00 AM

---

Perception and noise 5 answers • 2 correct 1 of 1 available

 40% Completion	 42% Accuracy	 0% Resources Viewed	42s Time Played
--	--	---	--------------------

● Why are schemas important when interpreting information? 5 answers • 2 correct Sent 14 Nov 2022 9:00 AM

---

Models of communication 2 answers • 2 correct 1 of 1 available

 40% Completion	 100% Accuracy	 0% Resources Viewed	28s Time Played
--	---	---	--------------------

● A good communicator ... 2 answers • 2 correct Sent 14 Nov 2022 9:00 AM

---

# Quiz – Diploma of Information Technology

Learners [Invite](#)

**ACTIVE** **SUSPENDED**

▼

POS	Name	Accuracy	Recent Accuracy	Correct	Points
1	Krystal Clarke	78		21 / 31	180 / 230
2	Mohammed Anis	70		9 / 15	63 / 90
3	Zain Ali	83		3 / 4	25 / 30
4	Md Rifat Hasan	78		4 / 6	23 / 30
5	Sally Firmin	31		5 / 13	12 / 40
6	Navi Sadoughi	33		4 / 12	11 / 20
7	Raveesha Silva	100		1 / 1	10 / 10
8	Hiba Abdulsattar	0		0 / 0	0 / 0
9	Fionna MacRae	0		0 / 0	0 / 0
10	Jessica Morales-Morin	0		0 / 0	0 / 0

# Summary

The tools in Moodle, H5P and Quitch have provided the following for our Pathway programs:

- Created a variety of opportunities to transfer knowledge from Teachers to students
- Allowing for knowledge to be embedded at the end of each week through quizzes and activities
- Catered to a variety of learning styles amongst the students
- Created interesting opportunities to transfer knowledge, where students were able to have fun experiences participating in different activities
- Helped with the students engagement.

Thank you for your time

Questions?