The Mind Lab

The Mind Lab are a provider of accredited postgraduate qualifications for innovators and in-service educators:

- Postgraduate Certificate in Applied Practice (Digital and Collaborative Learning)
- Master of Technological Futures
- Master of Teaching and Education Leadership
- Master of Contemporary Education
Presentation Overview

● Purpose
● Technology for Learning
● Creative Process
● The Digital Passport
● Results / Feedback
Digital Curriculum

- In 2017, the MoE announced the Digital Technologies Curriculum, adding two new technology areas
  - Computational Thinking for Digital Technologies
  - Designing and Developing Digital Outcomes

- The Digital Passport is an interactive web-based tool that fast tracks teachers and students to get up to speed with the new curriculum.
Value to The Mind Lab

The Mind Lab engages with teachers and schools to transform education. We envision a sector that embraces the best in technology, new thinking, research and affordable and accessible resources to prepare the next generation of New Zealanders for success.

With the generous support of our philanthropic partner, the NEXT Foundation, we have been able to offer this resource free to all NZ teachers to help us deliver this vision.
The Digital Passport
Technology for Learning
Our Technology Supplier

Osynlig NZ
https://osynlig.nz/
Fredrik Bergstrom
Managing Director
New Zealand
Auckland
Technology Stack

- A bespoke e-Learning platform built on the Angular open-source code framework. Maintains user experience across devices and sessions
- Drupal Content Management System handles user management and stores each user's progress and achievements
- Amazon Web Services stack load balances to serve video lessons through Amazon Transcoder (converts video files to playback) and Amazon S3 (Simple Storage Service) buckets (cloud storage for data and metadata).
- Videos edited on Adobe Premiere and motion design and graphics created on Adobe After Effects
Creative Process
Design Thinking Process

1. DISCOVERY
   I have a challenge.
   How do I approach it?

2. INTERPRETATION
   I learned something.
   How do I interpret it?

3. IDEATION
   I see an opportunity.
   What do I create?

4. EXPERIMENTATION
   I have an idea.
   How do I build it?

5. EVOLUTION
   I tried something.
   How do I evolve it?

APA
Discovery

- Planning session to discuss the motivations, needs, and pain points of Teachers

- **Goal:** To understand our Target Audience

- Created 3 Personas as our Target Audience
  - Early Adopters
  - Fast Followers
  - Alumni from our Postgraduate Programme
Persona 1: Early Adopter

- Change Agent who is open-minded and wants to find new ways to improve as a teacher
Persona 2: Fast Followers

- They want to use a tried and tested platform to learn new information where others have already shown the way.
Persona 3: Postgraduate Alumni

- They want to build on their knowledge and experience to become more digitally fluent.
Interpretation

- Created a Journey Map
  - Captures the key aspects of the learner’s journey throughout their online experience
Journey Map

- Captures every step from initial awareness to completion taking into account how the users think and feel.
- Based on how they think/feel we looked at opportunities to improve their experience.
Ideation

● Ideated how to meet the needs of the personas in the e-Learning platform

● Explored different ways to meet the different progress outcomes across the two technology learning areas, taking into account years and levels
Ideation Sessions

- Dynamic interactive process where all team members participated in proposing and discussing different ideas
Feature Prioritisation Map

- Organised our features based on importance and feasibility
- Decided upon which features to prototype based on our budget, time, etc.
Experimentation

- Scripted 4 Workshops that covered the progress outcomes of the digital curriculum (Year 1-10)
- Scripted additional Modules that help teachers develop digital fluency
- Filmed some test scripts to get feedback
- Started to develop PDFs with Classroom Activities
- Started creating motion design / graphics
Script Planning

- Created a Script Schedule for the different topics within each Workshop and for the Modules
Prototype

- Created a storyboard prototype that included the workshops, modules, sign-up, etc.
Evolution

• We tested our prototype with multiple users in our target audience

• Then made updates based on the feedback, e.g.
  ○ Created a left-hand panel for navigation
  ○ Removed the feature where users could earn points since testers did not find this valuable
Meeting Challenges

- The main challenge was to create a simple user experience. The curriculum has multiple progress outcomes at differing year levels across the technology areas.
- Our design needed to find a way of cutting through this complexity by scaffolding the learner journey based on their context and requirements.
The Digital Passport
Digital Passport

The solution to understanding the new digital curriculum

Digital Passport is an educational platform that empowers teachers to deliver key digital competencies with confidence to children in every corner of New Zealand.
Inputs, Processing & Outputs
Results / Feedback
Statistics

Launched March 16, 2018

- Sign-ups: **11,329** (Goal: 4,400 in first year)
- Workshop Completions: **6,571**
- Module Completions: **7,130**
- Classroom Activities Downloaded: **3,354**
- Correct answers to quiz questions: **99.59%**
Feedback

“As a stay at home mum who is preparing to head back into the education sector after nine years out, I feel I have a lot to catch up on with so many changes over the years in education. The biggest change I was concerned about was the area of digital technology and how it has advanced so much. This course Digital Passport have put together is totally restoring my confidence and knowledge to return to teaching not feeling so behind the game.”

Lisa

“Lots of good information that encourages me to want to learn more.”

Lindsay

“I have just completed all the workshops, learned a heap and have become much more aware of what needs to change in our school as students come through with these skills and experiences.”

Andrea, Assistant Principal
Tweets

Rónán Bass @RonanBass · Jul 16
Just finished #DigitalPassport well done @NZDigiPassport and @NZMindlab for creating a great resource! #holidays #profdev #timewellspent

Kirsten Cliff Elliot @bookfuelled · May 26
Just got my #DigitalPassport. Thanks @NZMindlab for making these online courses available for free to school librarians. #lovetolearn #lifelonglearning

Bede Gilmore @mrbedeg · Apr 4
Thanks @NZMindlab for the #digitalpassport

Joanne Robson @eMPOWERedNZ · Apr 19
That’s a wrap! Testing, Debugging, Agility, Phishing... Tēnā rawa atou koutou @NZDigiPassport team @NZMindlab #alwayslearning #Ako #DigitalTechnologies #digitalpassport #akonga #ProfReading
“An Exciting Time…”
Next Iteration

- Provide more fine-grained control over video navigation
- Add Subtitles in English and Te Reo Māori
- Add ‘Classroom Activities’ and ‘See Your Digital Passport’ to the Left-Hand Navigation
Thank You

https://www.digitalpassport.co.nz
@NZMindLab
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