Mission

Develop strategies for the practice of creating instructional experiences which enhance teaching, learning and research endeavors such that they are innovative, engaging and effective; and to identify campus and systemwide partners to establish effective channels for the success of our students and the campus community.

Strategic Alignment

The entailed report describes the activities, accomplishments, and services provided throughout the year and details the goals and metrics applied.

Our initiatives have been guided by the "UCR 2020: The Path to Preeminence". Online learning has become a strategic asset to accomplishing the 4 strategic goals:

"Excellence | Access | Diversity | Engagement"
Projects & Services

Illustration highlights projects and services that the Academic Engagement team has been involved, but does not represent a comprehensive list.

- **Individual Consultations**
- **Instructional Innovation Studio & Podcast Series**
- **Innovative Learning Technologies Initiative (ILTI)**
- **BlackBoard iLearn LMS Strategies**
- **Process Improvement**
- **Pilot: Kahoot!**
- **Affordable Course Material Initiative (ACMI)**
- **Pilot: PlayPosit**

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**Individual Consultations**

Consultations are one-on-one meetings with instructors of record to design/redesign an assignment, activity, assessment, or an entire course. Consultations include discussions on topics related to individual faculty needs such as teaching, assessment, course evaluations, professional development, etc. Meetings can occur one time, over a select period of time or become a series of on-going meetings. Universal Design for Learning (UDL) guides our processes to ensure accessibility and diversity.

### Number of Courses Consulted per College (Total 83)

<table>
<thead>
<tr>
<th>College</th>
<th>Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHASS</td>
<td>40</td>
</tr>
<tr>
<td>CNAS</td>
<td>30</td>
</tr>
<tr>
<td>GSOE</td>
<td>20</td>
</tr>
<tr>
<td>SOBA</td>
<td>10</td>
</tr>
<tr>
<td>BCOE</td>
<td>5</td>
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</tbody>
</table>

### Number of Unique Clients Consulted (Total 85)

<table>
<thead>
<tr>
<th>Faculty Role</th>
<th>Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>Professor</td>
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<tr>
<td>Lecturer</td>
<td>20</td>
</tr>
<tr>
<td>Staff</td>
<td>10</td>
</tr>
<tr>
<td>Admin</td>
<td>5</td>
</tr>
<tr>
<td>TA</td>
<td>5</td>
</tr>
<tr>
<td>Researcher</td>
<td>0</td>
</tr>
</tbody>
</table>
Workshops

A key service provided by the Instructional Design team at UCR is the creation of workshops to introduce pedagogical strategies and instructional technologies to instructors, researchers, post docs, staff, and graduate students, while providing an inclusive space for them to share perspectives and past experiences.

Guest Presentation

We begin the workshop series with guest presentations where experienced faculty or experts can come show what instructional strategies or technologies they have implemented into their own classrooms and how they had accomplished the new instructional strategy.

Hands on Labs

We begin the workshop series with guest presentations where experienced faculty or experts can come show what instructional strategies or technologies they have implemented into their own classrooms and how they had accomplished the new instructional strategy.

Case Studies

We begin the workshop series with guest presentations where experienced faculty or experts can come show what instructional strategies or technologies they have implemented into their own classrooms and how they had accomplished the new instructional strategy.

Panel Discussions

We begin the workshop series with guest presentations where experienced faculty or experts can come show what instructional strategies or technologies they have implemented into their own classrooms and how they had accomplished the new instructional strategy.

Lightning Talks

We begin the workshop series with guest presentations where experienced faculty or experts can come show what instructional strategies or technologies they have implemented into their own classrooms and how they had accomplished the new instructional strategy.
Faculty Instructional Innovation Studio (FIIS) Series

Workshops have been an evolving process, with the framework being added upon from past experiences and faculty feedback. Ultimately, the FIIS has been an integral service provided by the Academic Engagement team to maintain strong relations with the faculty as well. The series has been an environment of innovation and collaboration.

**September 2016**

**Summer 2016 FIIS Series**
Hosted an intensive, hands-on workshop series for instructors interested in infusing emerging technologies, best practices, and learning science into their current or new courses fit into a 3 day period (9/6-9/9).

**October 2016**

**Fall 2016 Workshops**
Topics covered included: Kahoot!, iLearn Basics, Learning Glass Showcase, ILTI Proposal Development, Clickers Overview, Flipped Classrooms, Social Media for Instruction, and iLearn Grade Center.

**January 2017**

**Winter 2017 Workshops**

**April 2017**

**Spring 2017 FIIS Series**
Hosted sessions over 5 weeks (4/27-5/26), covering these topics: hybrid learning models, ArcGIS, Kahoot!, PlayPosit, Google Apps, Canvas, Learning Glass Showcase, Design Thinking, and Funding Models.

Faculty Instructional Innovation Studio
Co-sponsored by Information Technology Solutions & Vice Provost of Undergraduate Education
Project: Innovative Learning Technology Initiative (ILTI)

The Innovative Learning Technologies Initiative (ILTI) first launched in 2013, designed by the University of California system to meet the needs for high-quality online courses by providing grants for faculty course release, instructional design, course production, equipment, and licenses. The Initiative will assist students within the UC system by providing access to impacted courses that satisfy degree requirements, while ensuring that all students continue to graduate on time.

Instructional Design (Section 6)
- Consultation, Training, and Debriefing
- Project Management
- Compliance (ADA, FERPA, Copyright)
- Quality Assurance (QA)
- Assist Content Development
- Technology Integration
- Learning Management System
- Media Management Platform

Course Production (Section 7)
- Course Content Videos Recording
- Closed Caption Files
- Interactive Multimedia Content
- Purchase Related Graphics/Videos
- Purchase Content Copyrights

Equipment & Facilities (Section 8)
- Recommend content development technology (i.e. camera, audio, LMS)
- Purchase equipment, hardware, and software
Growth in ILTI Program

The Academic Engagement team has gone through many changes since the on-loading of Innovative Learning Technologies Initiative responsibilities from UCOP starting 2015. With increasing demand for these competitive grants, the team had to develop stronger and more efficient processes to handle the workload demanded by the many courses.


2016-17 ILTI courses (+18 Total)

- CNAS (44.83%)
- CHASS (31.03%)
- BCOE (13.79%)
- SOBA (6.90%)
- GSOE (3.45%)
Project: ACMI

The Affordable Course Material Initiative (ACMI) Pilot Program is a collaborative project between the Academic Senate Committee on Library, Information Technology, and Scholarly Communication, the UCR Library, and the Department of Information Technology Services. Since Fall 2015, this three-year project has provided an incentive grant to course instructors who commit to bringing textbook and course reading costs for students in their classes to $0.

$3,000 Grant Incentive

Three competitive awards of $3000 for individual course instructors are available each quarter, and two $6000 grants are available annually for departments who commit to adopting open educational resources for a sequence of courses.

Open Educational Resource (OER)

The goal of the project is to introduce Open Educational Resource (OER) to the UCR community as alternatives to high-cost print textbooks. This addressed the significant financial burden for college students.

$935K Estimated Total Savings

Over 6000 students were affected by the program, saving them an estimated total of over $935,000.

$113.43 Average Cost per Course

The University of California Undergraduate Experience Survey shows that UC students who selected "bought fewer books, bought cheaper used books, read books on reserve" increased to 80.7% in 2014 from 69.9% in 2012.
The Team

The Academic Engagement team is a team of Instructional Designers | LX Analysts that work with faculty, staff, administration and students, at the University of California, Riverside, to provide recommendations regarding pedagogy and instructional strategy. Services include consultation on current educational technologies such as Blackboard iLearn, Clickers, Zoom Web-conferencing, and other emerging applications. Other services include the research and implementation of best practices, innovative learning management systems, course assessment strategies, and other instructional strategies.

Sheryl Hathaway, Ph.D
Associate Director
Sheryl Hathaway received her BS in Community & Regional Development, MA in Education and PhD in Instructional Systems Technology. She is the associate director for the Academic Engagement team and currently leads the strategic development of new projects and programs.

Samantha Eastman, M.Ed
Instructional Design | LX Analyst
Samantha Eastman holds a BA in Media Arts and an M.Ed. in Instructional Technology. She supports both legacy courses and course development in Education, African Literature, and Mathematics.

Nathaniel Wildes, M.S
Instructional Design | LX Analyst
Nathaniel Wildes holds a BFA in Graphic Design and a MS in Science, Technology, Engineering, and Mathematics. He currently supports course development of Earth Sciences, Physics, Psychology, Chemistry, and Business classes.

Jesse Keeler, M.S
Instructional Design | UX Analyst
Jesse Keeler earned a BFA from the School of the Art Institute of Chicago and a MS in Instructional Design and Educational Technology. He supports course development from across disciplines for both online and hybrid courses (Religious Studies, Biochemistry, Physics, etc).

Keanu Valibia, Instructional Design Student Assistant
Darryl Laforteza, Instructional Design Student Assistant
Rana Luu, Instructional Design Student Assistant
Saburo Nakano, Instructional Design Student Assistant
James Son, Instructional Design Student Assistant
1. How do I contact the team?
   If you have any questions or a service request, send an email to engage.ucr.edu.

2. What other services are provided?
   Our main mission is to develop strategies for the practice of creating instructional experiences which enhance teaching, learning, and research endeavors. We provide consultation, workshop series, course production, and equipment purchasing.

3. What technologies are available?
   Software available at UCR include Google Apps and Drive, Qualtrics, MySoftware, Lynda.com, Viibs, and Zoom Online Conferencing. Other Classroom Technology support include Catchbox, Clickers, iPad Checkout, Kahoot!, Swivl, Learning Glass, Mediasite, and Multimedia Library.

4. How should I prepare for consultation?
   The most updated information and new services can be found on our website mentioned below. We also have a chart that outlines all interactions and milestones during the entire engagement which can be found here.