

Influencing LMS Adoption Through QM-Based Training and Digital Badges

QM Connect
November 7, 2023



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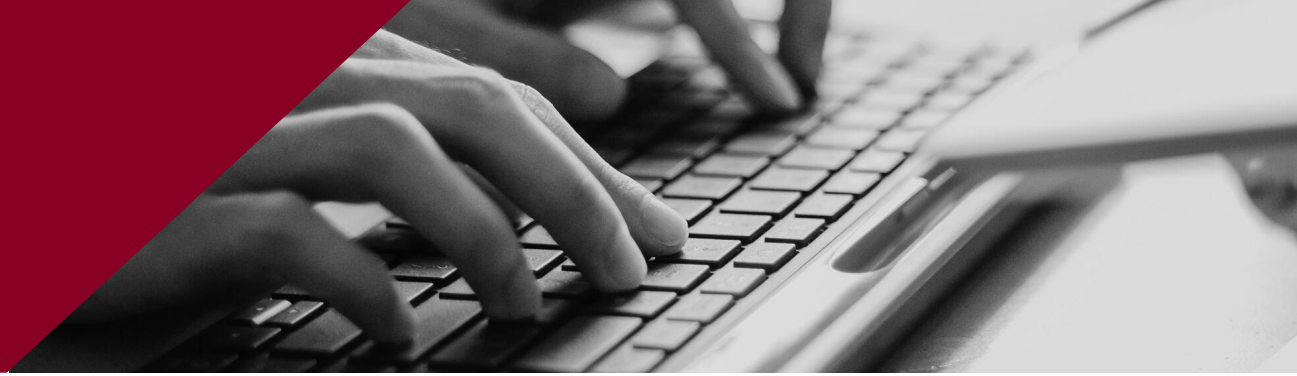
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Office of E-Learning
A Title III Activity

Session Objectives



1. Identify the benefits of using digital badges to promote a Canvas transition.
2. Determine how a LMS assessment guide can serve as digital badge metadata.
3. Examine the design approach used to develop a QM-based, LMS transition training.



What is a Digital Badge?

- ▶ Digital badges are useful for continuing education and professional learning development.
- ▶ Badges are helpful for students to persist with a course or program.
- ▶ Badges are used to motivate learners to master specific goals or competencies.

Badging at NCCU

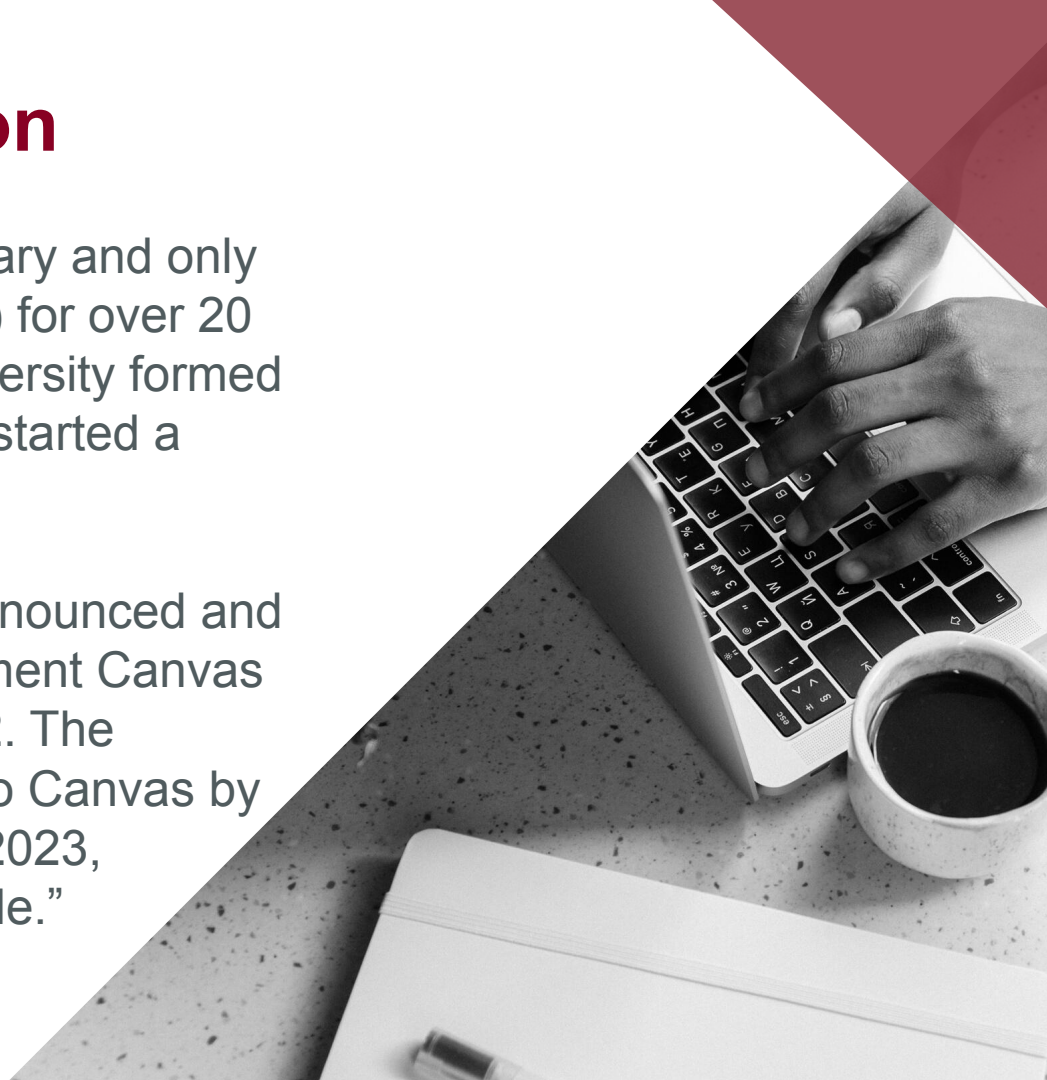


- Office of e-Learning (OeL) and Continuing Education partnered with Credly in Summer 2021.
- Issue badges to faculty and staff attend and actively engage in training.
- OeL is expanding initiative in Spring 2024.

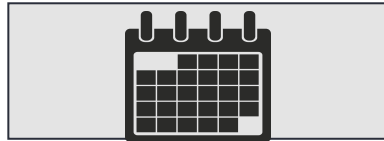
Canvas Transition

“Blackboard has been NCCU’s primary and only learning management system (LMS) for over 20 years. In early Spring 2022, the university formed an LMS review committee and also started a Canvas pilot series.

North Carolina Central University announced and entered into an agreement to implement Canvas as its new LMS platform in Fall 2022. The university intends to fully transition to Canvas by Summer 2023. Beginning Summer 2023, Blackboard will no longer be available.”



Canvas Timeline



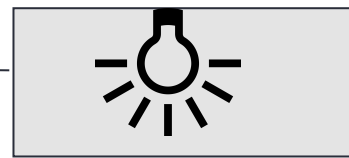
Fall 2021

Canvas kickoff meeting



Spring 2022–Fall 2022

Pilot conducted through several courses across various academic units.



Spring 2023

Canvas and Blackboard available for any course listed in Banner (instructor chooses which LMS to use).



Summer 2023–Fall 2023

Canvas available for any course listed in Banner. Blackboard no longer available.

Badging Benefits



- Represent your skills as a badge online.
 - Digital badges are verified micro-credentials in real time (paper certificates are not shareable to social networks)
 - Colleagues, peers and employers can see evidence of what you had to do to earn the digital badge.
 - [Skills-based](#) hiring levels the playing field among candidates and makes it easier for hiring managers to eliminate bias, identify skills, and hire efficiently.
- Most digital badges are shareable on the Internet to maximize views. Common badge outlets include:
 - LinkedIn
 - Facebook
 - Twitter
 - Via email
 - Embedded in a website

-Credly, [Digital Credentials are the Future of the Workforce](#)

Badge Metadata

Every badge has metadata. Badge metadata is the content you create to represent the badge, credential, certification, course, or designation. Each digital badge contains:

- **Badge Name**
- **URL to Additional Information**
- **Badge Description**
- **Standards (optional)**
- **Skills**
- **Recommendations (optional)**
- **Badge Criteria**



Digital Badge Metadata



Earn this Badge

Designing Your Course In Canvas

Issued by [NCCU Division of Extended Studies](#)

Faculty will attend a two to three-hour long training session. During the session, there will be four main activities based on Quality Matters (QM) standards with application designed and developed in Canvas. The first three parts will be completed during the training session (getting started page, instructor self-introduction, and syllabus). The completion of activity four (creating Module 2) in Canvas will be used as the assessment for the session.

Validation

Intermediate

Hours

Free

Skills

Bloom's Taxonomy

Canvas

Course Alignment

Measurable Learning Objectives

Online Course Modular Structure

Quality Matters

Earning Criteria

- ☐ Navigate to areas in Canvas such as pages and links.
- ☐ Create a course overview and instructor self-introduction.
- ☐ Develop measurable course and module learning objectives.
- ☐ Develop an accessible syllabus with features such as appropriate headings.
- ☐ Implement a modular structure with content in a course shell in Canvas.
- ☐ Create two modules with meaningful content that aligns with module objectives.
- ☐ Apply QM standards 1.1, 1.8, 2.1, 2.2, 2.3, 2.4, 3.1, 4.1, 4.2, 6.1, 8.1, 8.2, & 8.3.



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**How do you currently
create metadata for
digital badges?**



Google Doc Collaboration



<https://tinyurl.com/canvasbadgesqm2023>

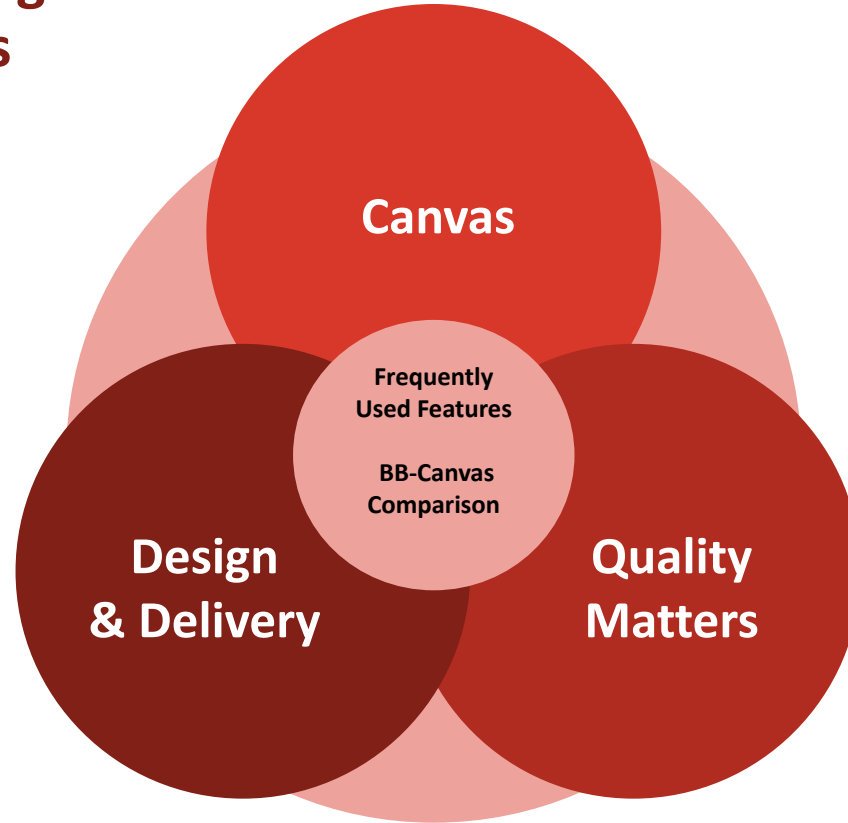


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Designing & Teaching with Canvas Series



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Experience-Based Vs. Competency-Based



Experience-based

- Attending the full workshop.
- Participating in the activities.
- An email confirmation of your attendance.



Competency-based

- Attending the full workshop.
- Participating in the activities.
- Completing authentic assessment.

Designing & Teaching with Canvas Badge

Designing
Your Course
in Canvas

Promoting
Interaction
&
Engagement
in Canvas

Developing
Multimedia
based
Materials in
Canvas

Creating
Quizzes &
Exams in
Canvas

Deploying
Your
Assignment
or Project in
Canvas

Grading &
Feedback in
Canvas



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Example/Sample

Designing & Teaching with Canvas Series

NCCU Office of eLearning

Promoting Engagement & Interaction in Canvas

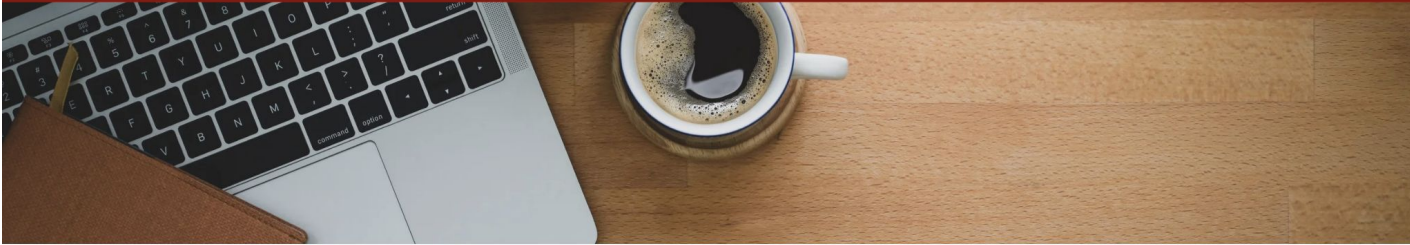
By Zakaria Jouaibi, Ph.D.
Senior Instructional Designer
September 21st, 2023



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Workshop Outcomes

Designing & Teaching with Canvas Series



Learning Objectives:

- LO1.** Differentiate between interaction and engagement.
- LO2.** Explain the importance of interaction and engagement.
- LO3.** Identify the three types of interaction.
- LO4.** Implement interaction/engagement best practices.
- LO5.** Utilize appropriate Canvas tools.
- LO6.** Apply QM standards 1.1, 1.2, 1.3, 1.8, 1.9, 4.1, 4.2, 4.5, 5.1, 5.2, 5.3, 5.4, 6.1, 6.2, 6.3, 8.1, 8.2, 8.3, 8.4, 8.5.

2



Workshop Structure

- 1 Introducing & discussing concepts
- 2 Highlighting & applying best practices
- 3 Demonstrating the use of Canvas tools
- 4 Practicing the use of those tools
- 5 Creating learning artifacts



Types of Interaction

1

Learner-Instructor

2

Learner-Learner

3

Learner-Content



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Importance of Interaction & Engagement

Transactional
Distance

Learning
Community

Learner
Satisfaction

Learner
Retention

Active
Learning

Higher Order
Thinking

Practice

Feedback

Knowledge
Retention &
Skill Mastery

Meaningful
Learning



QM Standards

- 1.1. Instructions make clear how to get started and where to find various course components.
- 1.2. Learners are introduced to the purpose and structure of the course.
- 1.3. Communication expectations for online discussions, email, and other forms of interaction are clearly stated.
- 1.8. The self-introduction by the instructor is professional and is available online.
- 1.9. Learners are asked to introduce themselves to the class.
- 3.5. The course provides learners with multiple opportunities to track their learning progress with timely feedback.
- 5.3. The instructor's plan for interacting with learners during the course is clearly stated.
- 8.1. Course navigation facilitates ease of use.
- 8.2. The course design facilitates readability.
- 8.3. The course provides accessible text and images in files, documents, LMS pages, and web pages to meet the needs of diverse learners.
- 8.4. The course provides alternative means of access to multimedia content in formats that meet the needs of diverse learners.



Student-Instructor Interaction

Student-Instructor Interaction Best Practices

- 1 Welcome Video Announcement
- 2 Weekly Announcements/Reminders
- 3 Virtual Office Hours & FAQ
- 4 Continuous Timely Feedback
- 5 Transparent Communications
- 6 Accessible



Canvas Tools to Promote Student-Instructor Interaction

Announcements

FAQ/Q&A

InBox Email & Chat Feature

Calendar

Quiz & Assignment Feedback



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Activity #3: Let's Practice A

- Create an announcement
- Set-up a FAQ/Q&A forum
- Use Inbox Emails & Explore Chat feature
- Set-up virtual office hours for 1-on-1 conferences



To Earn a Badge, complete Promoting Engagement & Interaction in Canvas Project



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How Does it Work?



Development

Create and deploy the requested learning artifacts in your Canvas Sandbox.

Access

Add me to your Canvas shell and notify me with via an email:
zjouiabi@nccu.edu

Review

I will review the requested learning artifacts & provide feedback.

Deadline

Learning artifacts should be submitted within two weeks.



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Qualtrics Survey



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Discover what's Central to you.

Did you gain any valuable takeaways from the training session?

Yes

Maybe

No

Did the training session address the objectives?

- LO1.1. Navigate to areas in Canvas such as pages and links.
- LO1.2. Create a course overview and instructor self-introduction.
- LO1.3. Develop measurable course and module learning objectives.
- LO1.4. Develop an accessible syllabus with features such as appropriate headings.
- LO1.5. Implement a modular structure with content in a course shell in Canvas.
- LO1.6. Create two modules with meaningful content that aligns with module objectives.
- LO1.7. Apply QM standards 1.1, 1.8, 2.1, 2.2, 2.3, 2.4, 3.1, 4.1, 4.2, 6.1, 8.1, 8.2, & 8.3.

Are you interested in earning a “Designing Your Course in Canvas” digital badge and [understand the requirements](#)?

Yes

Maybe

No



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NCCU Strategic Goal 1:



GOAL 1. STUDENT ACCESS AND SUCCESS

NCCU will ensure delivery of The Eagle Promise to increase student access and success.



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Title III Impact

Objective #2

To create high-quality, sustainable and innovative online learning courses by training a minimum of twenty-five (25) faculty members by August 1, 2023. (NCCU Academic Affairs Strategic Goal #1)



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NCCU QM Badging Alignment

Performance Indicator

2.1

Baseline: 18

Target: 4

Actual: 8

At least four (4) training sessions will have been offered each semester for faculty to strengthen their online course instruction and techniques utilizing the Quality Matters Rubric.



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Our Traction

Performance Indicator

2.2

Baseline: 216

Target: 40

Actual: 475

At least forty (40) faculty members will have received training on the development and redesign of courses for online delivery by August 1, 2023.

475 faculty members engaged in Canvas training

PI 2.2 Highlights

During the 2022-2023 funding year, 475 faculty members engaged in professional development supporting the university-wide transition from Blackboard to the Canvas learning management system!



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Title III Impact

Objective #3

To acknowledge exceptional professional accomplishments, contributions, and activities demonstrating extraordinary commitment to high-quality online learning by recognizing a minimum of twenty-five (25) faculty members by July 30, 2023. (NCCU Academic Affairs Strategic Plan Goal #1, Objective 1.4)



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Our Traction

Performance Indicator

3.1

Baseline: 0
Target: 25
Actual: 31

A minimum of twenty-five (25) faculty will be issued a digital credential in recognition of their participation in e-learning professional development and acquisition of research-based best practices by July 31, 2023.



PI 3.1 Highlights

The Office of e-Learning has issued the Designing Your Course in Canvas badge to 11 faculty members who successfully completed the requirements to earn the credential.

During quarter three, Office of e-Learning issued the Developing Multimedia Based Materials in Canvas badge to two faculty members who successfully completed the requirements to earn the credential. Additionally, in quarter four, the Office of e-Learning issued the digital badges to 18 participants who successfully completed the requirements to earn each credential.



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Digital Badge Impact

80%

Acceptance Rate
Credly average is 67%

50%

Share Rate
Credly average is 47%

0.83

Views per Share
Credly average is 3.28

0.05

Clicks per View
Credly average is 0.90



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Think-Pair-Share

Describe ways to use digital badges to support a successful LMS transition or institution wide initiative?

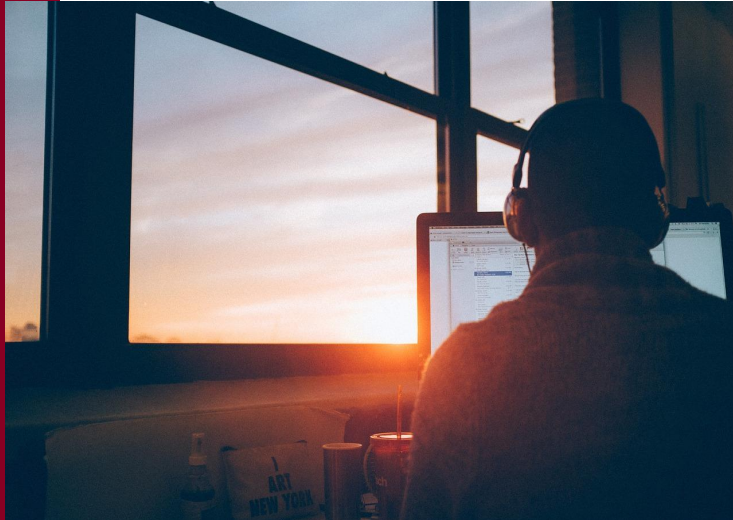


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Additional Information & Questions



- [NCCU Digital Badging Initiative Webpage](#)
- [Canvas Digital Badge Example](#)
- [Office of e-Learning Website](#)
- Follow us on social media:



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References

- [Canvas Support, Timeline](#)
- [Credly, Digital Credentials are the future of the workforce](#)
- [NCCU Canvas, About the Faculty Development Den and Canvas](#)
- [Promoting Engagement & Interaction in Canvas Project](#)
- [Qualtrics Survey | Qualtrics Experience Management](#)



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