Effective Engagement and Accessibility in an Online Environment

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About Us

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M.A. Adult Education and Training, University of Phoenix

M.A. Business Communication, Jones International University

14 years experience in higher education

Associate Faculty: University of Phoenix, Pittsburgh Technical College

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Kimberly Long

M.A. Women's Studies

B.A. Women's Studies and Religious Studies

11 years within industry and higher education

Associate Faculty: University of Phoenix, Southern New Hampshire University, University of Arizona Global Campus

Instructional Designer, Better Life Partners

Effective Engagement and Accessibility in an Online Environment

- Impact of COVID-19 (Deveney, et. al. 2020)
- Barriers & Challenges for Students W/ Disabilities (Rios, et. al. 2017)
- Greater Emphasis on Conceptual Learning (Hegeman, 2015)
- Two Components of Successful Online Higher Ed.
  - Accessible learning environment
  - Effective engagement
- Best Practices

Creating an Accessible Learning Environment

- Education should be accessible to everyone
- Americans with Disabilities Act of 1990 (ADA)
- Rehabilitation Act of 1973
- ADA Amendments Act of 2008.

Universal Design for Learning (UDL) (Kimberly)

- Framework to optimize learning and teaching
- Goal is to provide equitable access
- Guidelines cover three domains - engagement, representation, and action & expression

The Universal Design for Learning Guidelines

CAST | Until learning has no limits

Provide multiple means of Engagement
Affective Networks
The "WHY" of Learning

Provide multiple means of Representation
Recognition Networks
The "WHAT" of Learning

Provide multiple means of Action & Expression
Strategic Networks
The "HOW" of Learning

Access

Provide options for **Recruiting Interest**
- Optimize individual choice and autonomy
- Optimize relevance, value, and authenticity
- Minimize threats and distractions

Provide options for **Perception**
- Offer ways of customizing the display of information
- Offer alternatives for auditory information
- Offer alternatives for visual information

Provide options for **Physical Action**
- Vary the methods for response and navigation
- Optimize access to tools and assistive technologies

Build

Provide options for **Sustaining Effort & Persistence**
- Heighten salience of goals and objectives
- Vary demands and resources to optimize challenge
- Foster collaboration and community
- Increase mastery-oriented feedback

Provide options for **Language & Symbols**
- Clarify vocabulary and symbols
- Clarify syntax and structure
- Support decoding of text, mathematical notation, and symbols
- Promote understanding across languages
- Illustrate through multiple media

Provide options for **Expression & Communication**
- Use multiple media for communication
- Use multiple tools for construction and composition
- Build fluencies with graduated levels of support for practice and performance

Internalize

Provide options for **Self Regulation**
- Promote expectations and beliefs that optimize motivation
- Facilitate personal coping skills and strategies
- Develop self-assessment and reflection

Provide options for **Comprehension**
- Activate or supply background knowledge
- Highlight patterns, critical features, big ideas, and relationships
- Guide information processing and visualization
- Maximize transfer and generalization

Provide options for **Executive Functions**
- Guide appropriate goal-setting
- Support planning and strategy development
- Facilitate managing information and resources
- Enhance capacity for monitoring progress
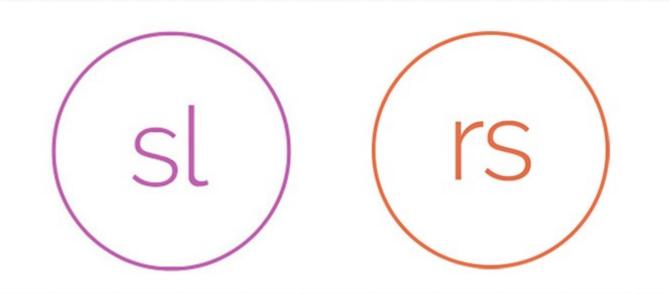
Goal

Expert learners who are...

Purposeful & Motivated

Resourceful & Knowledgeable

Strategic & Goal-Directed

udlguidelines.cast.org | © CAST, Inc. 2018 | Suggested Citation: CAST (2018). Universal design for learning guidelines version 2.2 [graphic organizer]. Wakefield, MA: Author.

Articulate 360

- Includes Storyline and Rise
- Interactive Learning
- Branch scenarios
- Immediate Feedback
- Personalized

Camtasia

PlayPosit

- Application used to make interactive videos, known as bulbs (Shahrokni, 2018)
- Interactive
- Assessment capabilities
- Accessible (PlayPosit, 2022)
- Integrates with LMS
- Intuitive
- Robust free plan

Ways to Use PlayPosit

- Timeline/Demonstration of Every Interaction (University of Arizona, 2022)
- Table of Contents Review (University of Arizona, 2022)
- Interactive Syllabus (Davi, 2022)

In Summary…

Interactive Activity

Can you think of an engagement opportunity that you could personally address with instructor-generated materials using a tool we have discussed today?

Which tool?

Questions?

Thank you for attending our presentation!

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