
Universal Learning Focus Areas

Smart Campuses

Institutions are incorporating Internet of Things technologies to meet sustainability goals and make improvements to infrastructure. Sensors are constantly collecting data so institutions can better manage resources, and community members benefit from interacting with an environment that proactively alerts them to relevant events, resources, and more.

Cross-Institution Collaboration

As Higher Ed moves towards generating more multi- and interdisciplinary experiences, deeper collaboration and resource-sharing between colleges will be vital. Rising to the challenge requires culture shifts and the breaking down of silos characteristic of large universities, which pose a threat scaling effective practices.

Next-Generation Learning Environments

The adoption of new approaches to teaching and learning calls for updated spaces. Configurable spaces for interactivity, group work, and hands-on activities where people can customize the space based on the activity is key. Digital immersion spaces and LMS, must undergo a similar re-imagining.

Digital Fluency

Digital fluency is understanding how to navigate digital environments, intuitively adapt to new digital contexts, and use technology to create/collaborate on original content. Programs must emphasize digital creation, not just consumption. Institutions cannot expect to graduate digitally fluent students if the people directing their education are not digitally fluent. Cultivating high digital fluency requires ongoing faculty, staff, and student engagement and support.

Student Success

Student success is the culmination of several purposeful, intertwined strategies and approaches. Improved retention, persistence towards a degree, and support of lifelong learning requires a focus on:

- Creating authentic learning experiences
- Recognizing new skill acquisition in a variety of formats
- Fostering deep, meaningful interactions
- Personalizing and humanizing learning

Universal Learning Workstreams

Five cross-institution Universal Learning Workstreams (one for each focus area) are being formed to advise the Big Innovations Project Partners, creating criteria/benchmarking and other checks and balances to evaluate the potential for the Innovations to concretely advance the focus area it is aligned with.



5 Big Innovations

Digital Fluency Benchmarking

If ASU IT professionals support the assessment of digital fluency, it will generate important benchmarking data about the digital fluency of ASU community members to improve digital fluency training strategies.

Improved Assessment for Creative Activities

Students do not always receive grades for one assignment before needing to turn in the next, which results in them making and being penalized for the same mistakes. ASU IT professionals support automated assessment technologies wherein students receive timely and robust feedback to apply to their studies. The academic community is already exploring/leveraging tools including GradeScope, Peerceptiv, and Critviz.

Experimental Smart Spaces and IoT Solutions

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Cross-Disciplinary Micro-Credentials

If the ASU IT community supports the infrastructure (including blockchain) and deployment of micro-credentials and digital badges for inter- and multidisciplinary learning pathways, it will nurture more balanced skill sets in the participating students. Such micro-credentials and badging could tie in to the notion of assessing/recognizing knowledge acquisition as described in “Improved Assessment for Creative Activities.”

Scaling Adaptive Learning to Digital Immersion Courses

Adaptive learning technologies – defined as an education technology that can respond to a student’s interactions in real-time by automatically providing the student with individual support – can be embedded in most learning contexts with the belief that this activity will foster more frequent and engaging uses of next-generation learning environments. Due consideration must also be given to the growing body of adaptive learning vendor solutions with a lens toward assessment and in the online space proctoring of students. Personalizing and humanizing learning.

Big Innovations Project Partners

Each of the Big Innovations can be viewed as a project within the Universal Learning initiative. Each of the projects must involve a variety of partners across ASU, focused expressly on developing and bringing to fruition one of the Big Innovations. If a project partner is working on the Digital Fluency Benchmarking Innovation, for example, they will receive guidance and support from the Digital Fluency workstream.

