

# The Centralized Centre to support eLearning development at CUHK



The Centre for eLearning Innovation and Technology



## 's Vision

A central hub to **advance** CUHK's position as a global leader in education and technology

## 's Mission

To develop and promote **culture**, **capacity**, and **competence** at CUHK in eLearning practices and technology **internally** and **externally**

# Aims



1

To enhance the **visibility** and **leadership** role of the University

2

To enhance the **quality** and **pedagogy** of on campus courses through the adoption of eLearning and innovative pedagogies and production of eLearning content

3

To increase the **adoption of technology** used on campuses and in courses through development of MOOCs, SPOCs, micro-modules, etc.

4

To **lower the barrier** of entry for teachers to use eLearning technologies such as Open edX, data analytics, mobile learning, gamification, etc.

5

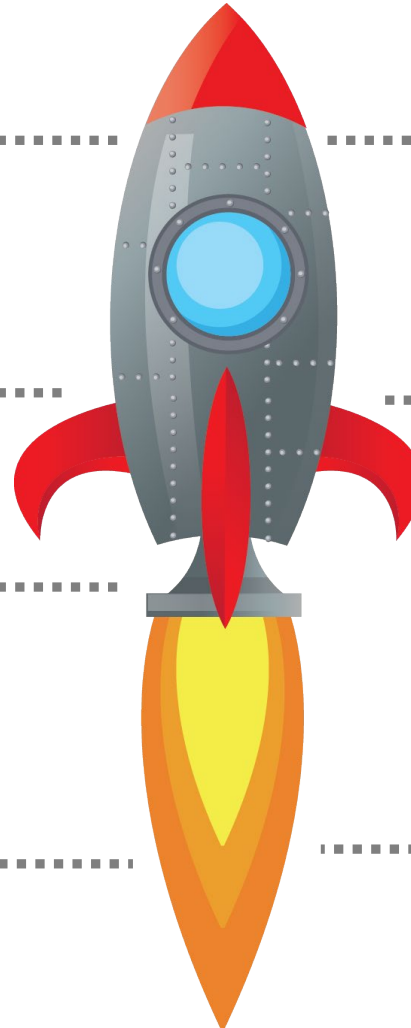
To **strengthen connection** with renowned universities via MOOC platforms and alliances

6

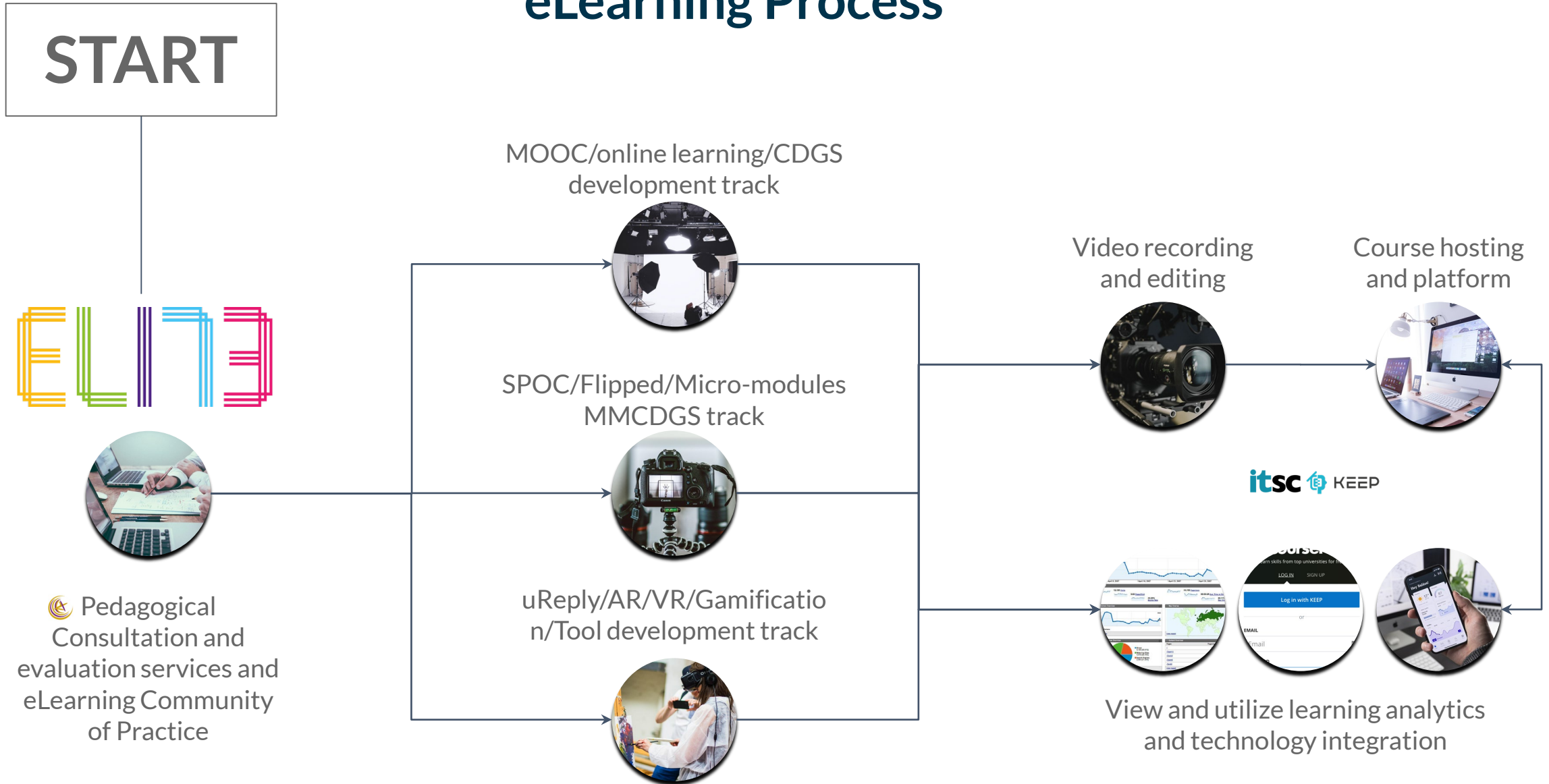
To build up the **eLearning capacity** of the University by continuously strengthening the infrastructure, including technical and pedagogy support systems, quality assurance mechanisms, as well as policies and procedures for eLearning operation management

7

To cultivate a **community of practice** within the University on the use of eLearning and innovative pedagogies to enhance the quality and pedagogy of on campus courses



# eLearning Process



# Services provided by ELITE under 8 Main Pillars



P1 - Multimedia  
content co-creation



P3 - Instructional  
design support



P5 - Advanced  
eLearning analytics



P7 - Innovative tech like  
VR/AR/MR, gamification,  
geolocation



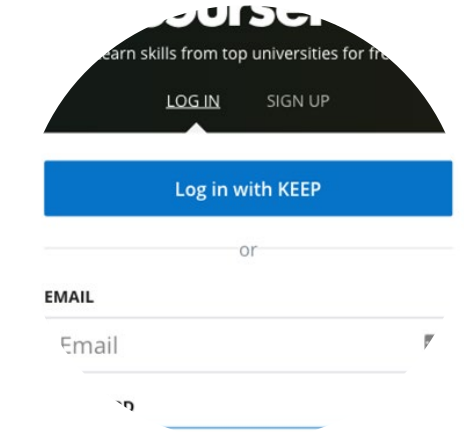
P2 - MOOC  
development



P4 - Online learning



P6 - Personalized  
profile & learning paths



P8 - Technology  
integration





## P1. Multimedia content co-creation

- Support co-creation and upgrade of content to latest formats by supporting department-level eLearning initiatives through MMCDGS and CDGS schemes
- Develop a multimedia best practices repository and network

**EXAMPLE:** Work with general education units to digitize all GE content for future-proof use



## P2. MOOC development

- Promote and develop high quality multimedia content for CUHK MOOCs according to the MOOC Strategic and Action Plan 2019-22
- Select and highlight courses in trending topics (EXAMPLE: Fintech, AI, machine learning, etc.)





### P3. Instructional design support

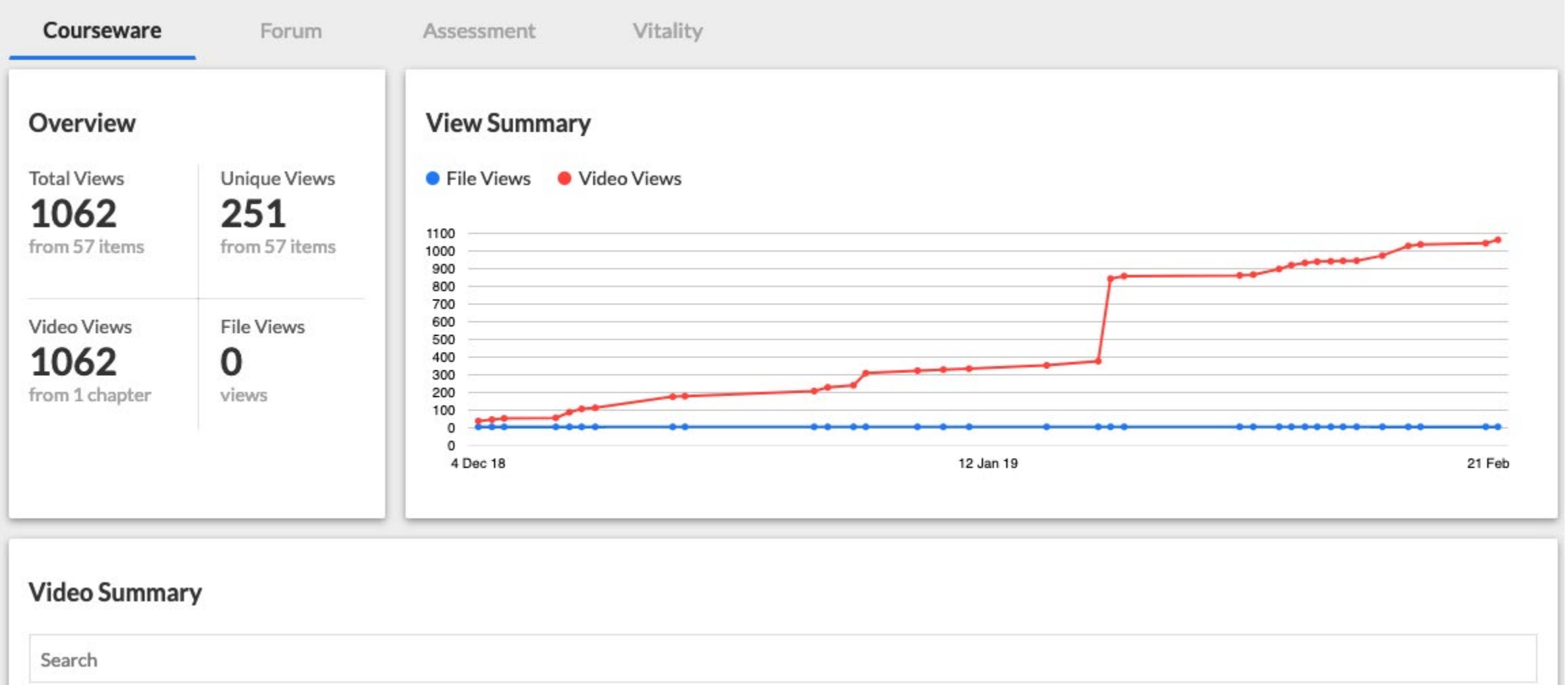
- Utilize pedagogical consultation and evaluation services to support new teachers
- Provide training by hosting workshops and one on one support sessions to help both novice and advanced teachers in eLearning through the eLearning Community of Practice





## P4. Online Learning

- Assist programmes to offer online delivery of non-credit bearing or other courses
- Developing master degree programs and/or progressional credit bearing that are full or partially online-delivery starting with the Faculty of Business, Science, Engineering, etc. in Fintech, AI, etc.
- Develop secondary-school enrichment and outreach programs for generalized topics (i.e., Intro to Computer Science) in partnership with existing initiatives like CLAP and CUHK AI projects.



## P5. Advanced eLearning analytics

- Developing simple and easy-to-process analytics dashboards at the student, teacher, university, and system level to effectively monitor eLearning at all levels
- Provide advanced data-mining and analytics for specific courses, faculties, and the university to support grant-writing and educational technology research learning & enhancement



## P6. Personalized profile & learning paths

- Create the ability for students to access personalized learning paths and career discovery
- Develop rich learning profiles for each student for the duration of their university career and beyond (**EXAMPLE:** Integrate the career services support content, CLAP & Soft Skill Mentor, with student profiles)





## P7. Innovative tech like VR/AR/MR, gamification, geolocation

- Aid teachers in learning how to use and integrate the latest technologies such as AR/VR/MR, gamification, real-time polling, geolocation into their content and learning environment
- Continue to support uReply in aiding teachers in classroom teaching





## P8. Technology integration and upgrades

- Support deeper technology integration with existing services such as KEEP 2.0, VeriGuide, Blackboard, and uReply, and other external vendors
- Develop APIs and upgrade the platform to continuously integrating the newest technologies

# Envision the Future of CUHK eLearning





*The research grant application process.*

<https://www.ifm.eng.cam.ac.uk/research/grant-writers-handbook/drafting-the-proposal/>

# Teaching Development and Language Enhancement Grant 2019-22

*(Project Completion by 30 April 2022)*

## Call for Applications

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**Deadline: Friday, 27 September 2019**

*Submit to: Ms. Sally Ching, Secretary of SCTL, via email to [aqs@cuhk.edu.hk](mailto:aqs@cuhk.edu.hk)*

*with subject “TDLEG application”*



1. The Teaching Development and Language Enhancement Grant (TDLEG) is allocated by the University Grants Committee (UGC) to encourage institutions to (a) adopt innovative approaches to teaching development and language enhancement, (b) improve the learning environment for students, and (c) promote professional development of teaching staff.

Apart from supporting the experiment of innovative approaches through individual projects, universities are encouraged to implement initiatives that will lead to changes in teaching and learning at system level, as well as identifying good practices that can be replicated across the sector.

## Teaching Development and Language Enhancement Grant (TDLEG)

2. In the 2019-22 triennium, while the University will sustain its efforts to encourage current and new initiatives in support of the strategic priorities of language enhancement, innovative pedagogies, eLearning and internationalization, additional efforts will be geared towards new strategic directions identified by the University.

Funding allocation will be used to support proposals with alignment to the existing University's themes including "Global Citizenship and Social Enterprisingness", "Innovation and Design" and "Internationalization at Home", as well as new themes including "Contribution to the 17 United Nations Sustainable Development Goals" and "Engagement of Students as Partners in Curriculum and Teaching and Learning Development".

## Teaching Development and Language Enhancement Grant (TDLEG)

3. Innovative projects with **joint efforts of several units** are encouraged so that projects of similar nature can coordinate with each other to gain University-wide synergy and outcomes to widen the impacts across and beyond the University.
4. For this triennium, the UGC will evaluate how the funding is used to support worthwhile initiatives resulting from previous UGC funding schemes, such as (i) the Funding Scheme for Teaching and Learning Related Proposals and (ii) the Collaborative Language Enhancement Projects.

## Teaching Development and Language Enhancement Grant (TDLEG)

	ASSESSMENT CRITERIA	WEIGHTING
1.	<b><u>Benefits</u></b> <ul style="list-style-type: none"> <li>(i) Enhancement of quality of learning environment for students/Promotion of professional development of teachers</li> <li>(ii) Alignment with University’s strategic goals and directions (e.g. “Contribution to the 17 United Nations Sustainable Development Goals”; “Engagement of Students as Partners in Curriculum and Teaching and Learning Development”; “Internationalization at Home”; “eLearning”)</li> </ul>	20%
2.	<b><u>Viability, deliverables, outcomes and impact</u></b> <ul style="list-style-type: none"> <li>(i) Project objectives, outcomes and deliverables</li> <li>(ii) Applicability, replicability and sustainability of project outcomes</li> <li>(iii) Clear specification of evaluation plan with well-defined KPIs</li> <li>(iv) Systematic planning to and feasibility in achieving specified objectives, outcomes and deliverables</li> <li>(v) Dissemination and diffusion of project outcomes</li> </ul>	50%
3.	<b><u>Cost-effectiveness</u></b> <ul style="list-style-type: none"> <li>(i) Justifiability of proposed budget against expected deliverables/outcomes</li> </ul>	15%
4.	<b><u>Track record/ Innovativeness</u></b> <ul style="list-style-type: none"> <li>• For existing projects: Track record of existing/past projects undertaken by the Principal Supervisor(s) that are relevant to the project proposal</li> <li>• For new projects: Innovative approaches</li> </ul>	15%



## PART V BUDGET OF THE PROJECT PROPOSAL

### 1. Estimated expenditures to be covered by TDLEG

Item	Amount (HK\$)			Amount (HK\$)	Justifications
	2019-20	2020-21	2021-22		
(a) Staff cost [please include information on type of staff, duties, rank, duration, number of staff, mode of employment and monthly salary/ man-hours, etc.]					
(b) Student helper					
(c) Equipment cost [please itemize and provide detailed breakdown]					
(d) Conference attendance					
(e) General expenses [please itemize and provide detailed breakdown]					
(f) Others					
<b>Total:</b>					

### 2. Endorsement of request for equipment as listed in Part V 1(c) from Department Chairman/ Unit Head

Endorsed by \_\_\_\_\_ Date \_\_\_\_\_

Signature of Principal Supervisor \_\_\_\_\_ Date \_\_\_\_\_

# Application Form

## PART I SUMMARY OF PROPOSAL

## PART II DETAILS OF THE PROJECT PROPOSAL

## PART III RELEVANCY TO THE THEME(S) OF THE PROPOSAL

## PART IV DETAILS OF PAST PROJECTS

## PART V BUDGET OF THE PROJECT PROPOSAL

- The maximum grant for each faculty-level proposal is HK\$1 million and for each department-level proposal is HK\$0.5million, and no limit is set for proposals on university-wide initiatives.
- Budget should be prepared in broad categories of “staff cost”, “equipment cost”, “general expenses”, and “others”. Detailed breakdown and justifications should be provided for each of the categories.
- Selected good samples of previous projects funded by the MMCDG Scheme are available at [https://www.cuhk.edu.hk/eLearning/c\\_tnl/mmcd/MMCDShowcasesReport2019.pdf](https://www.cuhk.edu.hk/eLearning/c_tnl/mmcd/MMCDShowcasesReport2019.pdf) to provide reference for the level of funding expected for similar deliverables to be achieved.

# Thoughts on Writing Grant Proposals

- Begin with an end in mind
- Read and follow the requirements
- Think of your audience (put yourself in reviewers' shoes)
- Be explicit and clear about outcomes/deliverables
- A second opinion should be first nature
- Submit by the deadline!

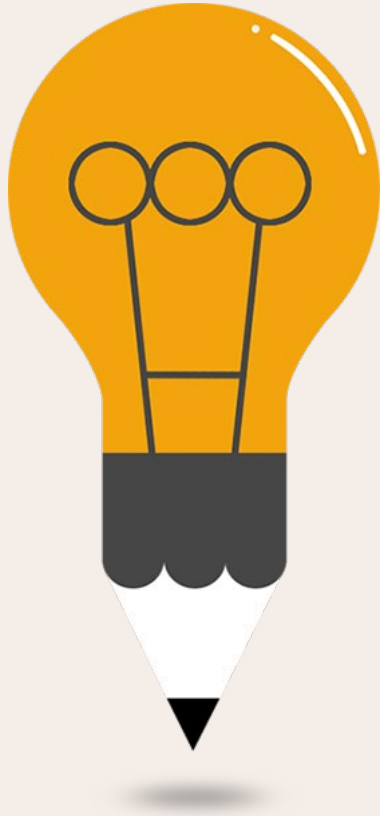
# Further Questions?

*Secretary of SCTL, via email to  
[aqs@cuhk.edu.hk](mailto:aqs@cuhk.edu.hk)*



*Research grant writing in progress.*

<https://www.ifm.eng.cam.ac.uk/research/grant-writers-handbook/drafting-the-proposal/>



# eLearning Community of Practice



# About eLearning CoP

- A teacher community at The Chinese University of Hong Kong formed in June 2017
- Aims:
  - To connect enthusiastic teachers to build a teacher community at CUHK focusing on eLearning
  - To facilitate the dissemination, sharing and advancement of good practice, pedagogies and strategies through close communities and giving each other mutual support
- Initial set of interest groups were formed:

**Educational  
Emerging Technologies**  
(i.e. virtual reality and augmented reality)

**Flipped Classroom and  
Blended Learning  
Pedagogical Explorations**

**Micro Module  
Courseware Development  
(MMCD)**

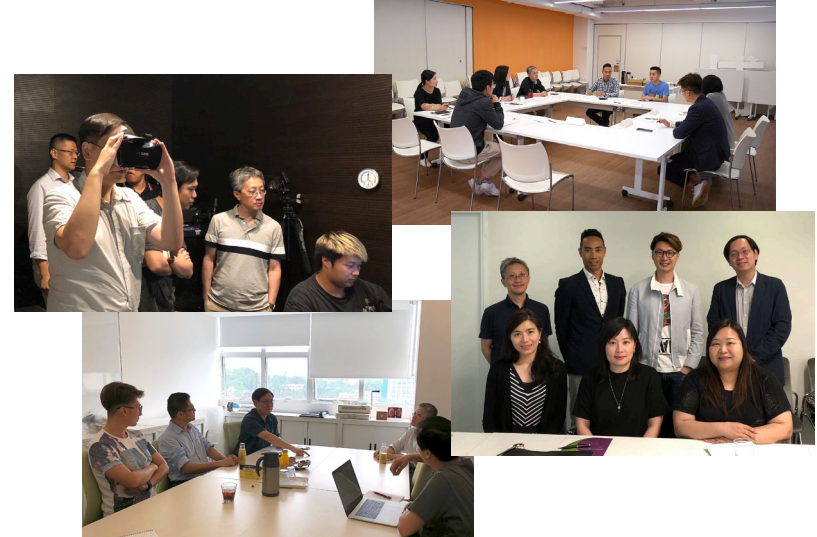
**Learning Opportunities  
Outside Classroom  
with Technology**

**Enriching Classroom  
Interactions and Learning  
with Technology**

**Technology in Improving  
Learning Spaces**

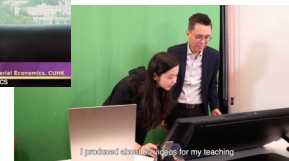
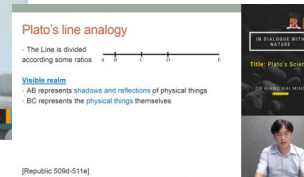
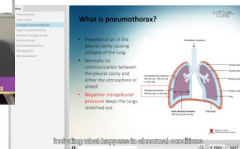
# Activities and Support

- Visiting tours, sharing sessions, workshops and seminars

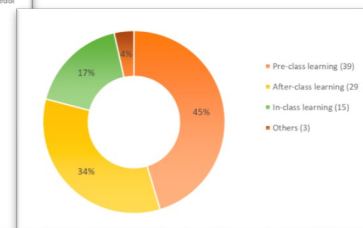
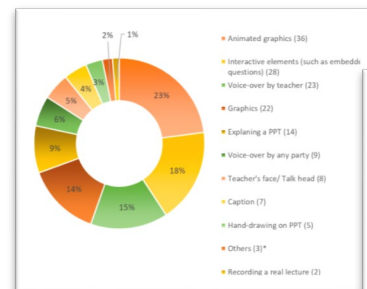
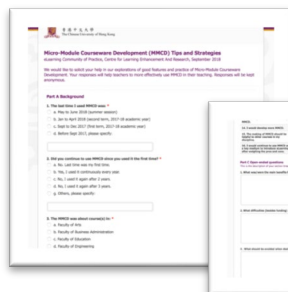


- Team building meetings, round table discussion, networking opportunity

- Disseminate, sharing good teaching practices and variety of courseware development



- Conducted teacher survey




# To Learn more and join eLearning Community of Practice (eLCoP)



Website: [www.cuhk.edu.hk/clear/eLCOP](http://www.cuhk.edu.hk/clear/eLCOP)

Email: [elcop@cuhk.edu.hk](mailto:elcop@cuhk.edu.hk)



# Production of courseware packages or resources

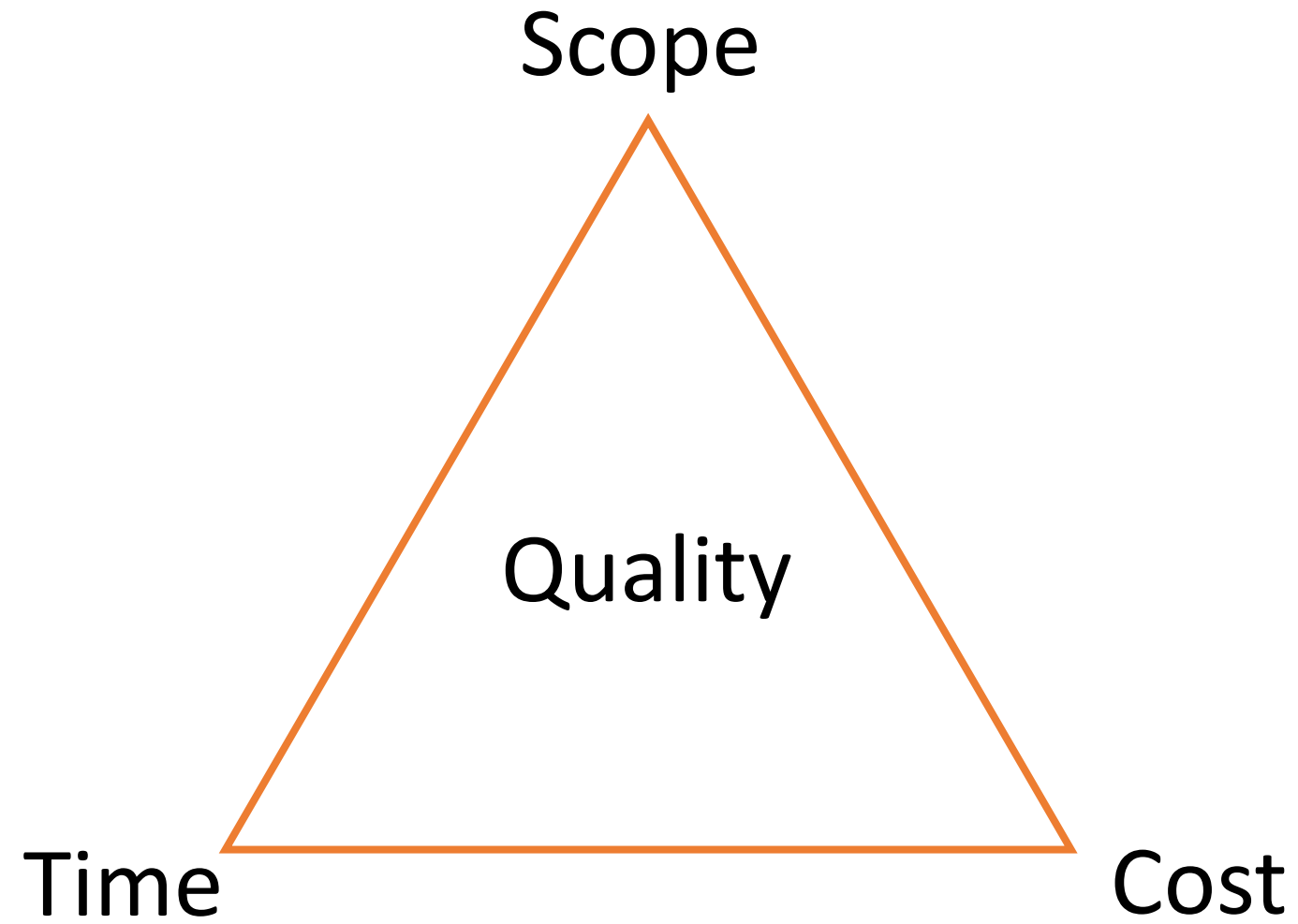
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# Today's goal

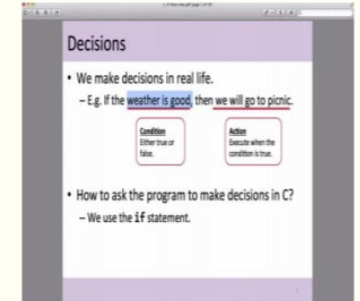
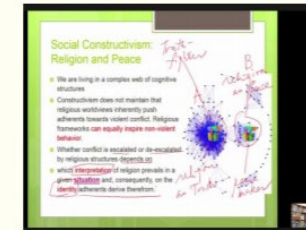
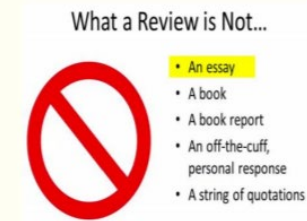
- Introduce the various eLearning services provided by the newly-restructured Center for eLearning Innovation and Technology (ELITE), including:
  - Production of courseware packages or resources
  - Hosting of the resources in various platforms
  - Development of more sophisticated applications

*\* **Examples** of previous work will be shown with the **costs** incurred to assist teachers to plan their projects\**



# Types of MMs

- Summary of video presentation styles
- VR / AR / Mixed Reality Technology Projects



# Common considerations



Type? / Sample?



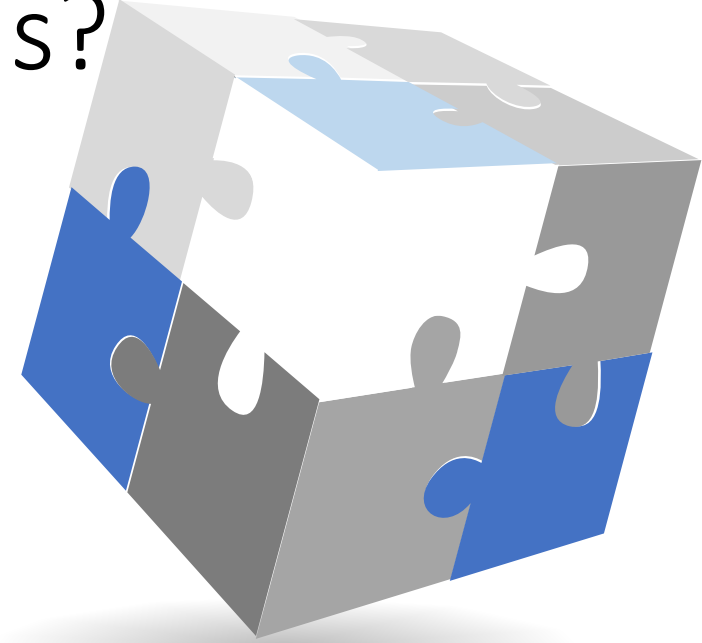
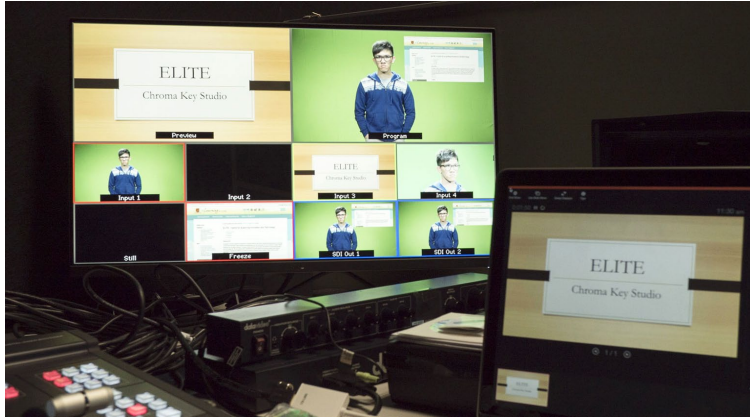
How many MMs?



Approximate length of each MM?



# What you need to create your MMs?



# Common considerations



Research, plan, learning analysis, instructional package design, storyboard, prototype, production, feedback, revision, ...



SMEs (e.g. RAs, consultants)?



Equipment? Assets?



Staff?

Instructional design (ID) team  
Technical service support team  
Content creation team (graphic/animation designer, video operator/director/editor)  
Actors? Voice actors?

# Previous Projects

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[Teaching Development  
and Language  
Enhancement Grant  
\(TDLEG\)](#)

[Micro-Module  
Courseware  
Development Grant  
Schemes \(MMCDGS\)](#)

[Project video  
reports](#) – “Browse”  
or “Search  
Everything”

[Courseware  
Development Grant  
Scheme \(CDGS\)](#)

[Project video  
reports](#) – “Browse”  
or “Search  
Everything”

# Teaching Development and Language Enhancement Grant 2019-22 - call for applications

- *Selected good samples of previous projects funded by the MMCDG Scheme are available at [https://www.cuhk.edu.hk/eLearning/c\\_tnl/mmcd/MMCDShowcasesReport2019.pdf](https://www.cuhk.edu.hk/eLearning/c_tnl/mmcd/MMCDShowcasesReport2019.pdf) to provide reference for the level of funding expected for similar deliverables to be achieved.*
- Additional resources:
  - [Rubrics](#)
  - [Flipped Classroom Introduction](#)
  - eLearning Policy - [Section 3](#)
  - Library – Copyright in Teaching and Learning - [Website](#)



# Complete online course

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- **Learning objectives** to clearly define<sup>5</sup> the desired outcomes and skills for learners<sup>6, 7</sup>  
Your learning objectives may be what completes a statement like "By the end of the course or video, you will be able to..."
- **Assessments** to measure learner progress<sup>8</sup> and mastery of the objectives. Examples of assessments are quizzes, peer reviews, and programming assignments.
- **Instructional materials** to scaffold the learning path<sup>9</sup> by helping learners build their skills and knowledge step by step as they work towards mastery.<sup>10</sup> Examples of instructional materials are videos, readings, and labs.

## Pedagogy Principles

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# Hosting of the resources in various platforms

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	Coverage (Target)	Administration	Learning Analytics	Authoring Tools	Customization	Integrations
<a href="#">CUHK Blackboard</a>	CUHK staff and students only	<ul style="list-style-type: none"> <li>Content management system</li> <li>Notifications</li> <li>SSO</li> <li>SCORM, LTI, API</li> </ul>	<ul style="list-style-type: none"> <li>Assessment Tracking</li> <li>Administration Reporting</li> <li>Feedback Tracking</li> <li>Student Tracking</li> <li>Automated Report Creation</li> </ul>	<ul style="list-style-type: none"> <li>Gamification/ Simulations technologies</li> <li>Assessment and Testing technologies</li> <li>Audio/Video Conferencing tools</li> <li>Learning outcomes technologies (Grading functionality)</li> <li>Social &amp; collaboration technologies (chat tools)</li> </ul>	<ul style="list-style-type: none"> <li>Customizable LMS Branding</li> <li>Customizable Reporting</li> <li>Customizable User Interface</li> <li>Customizable Functionality</li> <li>Customizable Certificates</li> </ul>	<ul style="list-style-type: none"> <li>Adaptive learning</li> <li>Social learning</li> <li>mLearning</li> <li>Blended/Hybrid learning</li> </ul>
<a href="#">KEEP Open edX</a>	Open					
<a href="#">KEEP Moodle</a>	Open					
<a href="#">Coursera</a>	Open					
<a href="#">CNMOOC / XueTang</a>	Open (China)					

# Knowledge & Education Exchange Platform

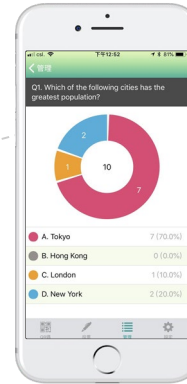
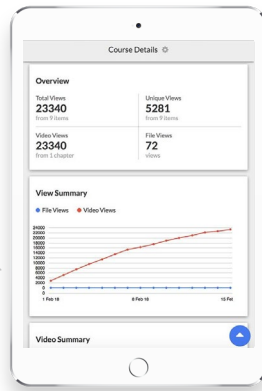
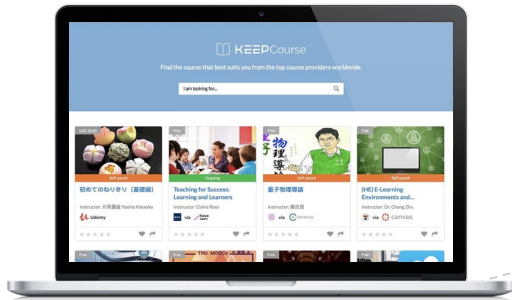





# KEEPCourse

# Dashboard

# KEEPoll





Login

Create account

Email

Email

Password

Password

☐ Stay logged in

Login

[Forgot password?](#)

Or login with

University account



CUHK | First & Second Semester 2018-19 |

Timetable

## UGFN1001 In Dialogue with Nature (Cross-institutional)

CUHK: General Education Foundation

PolyU: Cluster D "Science, Technology and Environment"

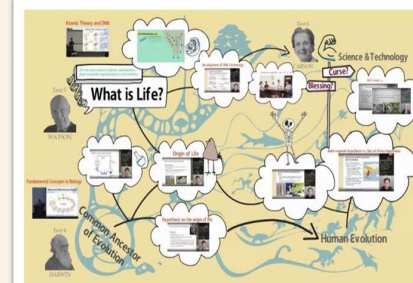
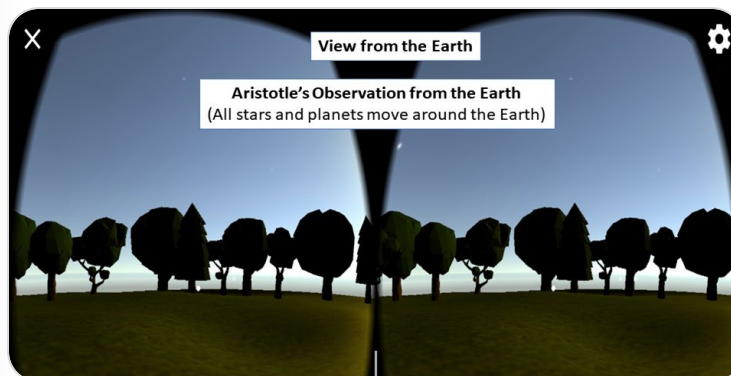
HKU: Scientific and Technological Literacy

HKUST: Science & Technology

- Perfect
- Made of aether (or ether 以太)
- No empty space. (Para. 27)

**The terrestrial region**

- Imperfect (a **changing** world)
- Made of four elements (fire, air, water, earth)
- No empty space. (Para. 27)



《與自然對話》課程 第二部分簡介  
(廣東話主講)

歡迎來到《與自然對話》課程的第二部分！通過達爾文的生命樹，第二部分的精選集串連了文本4-6中的Micro-modules，讓我們了解生命世界裡的科學探索成果和它帶來的爭議，補充並延伸《與自然對話》第二部分的課文內容。

生物學基礎概念

吳家亮博士 (廣東話主講)

達爾文於《物種起源》一書提出演化論，認為世代之間的自然選擇造成新物種的出現。在了解演化論前，吳家亮博士先以一系列影片說明一些基礎的生物學概念，幫助同學認識這個世界的生物系統，以便進入達爾文的世界。

探索地球生命的起源

張恆鏘博士 (廣東話主講)

《物種起源》中達爾文提到生命樹的概念，千變萬化的生物似乎能夠找到一個共同的生物起源。這個生命的共同祖先究竟是什麼？張恆鏘博士將會介紹幾個重要的科學假說和實驗，帶大家一起回到遠古，探究地球生命的起源。

生物學基礎概念

吳俊博士 (普通話主講)

達爾文於《物種起源》一書提出演化論，認為世代之間的自然選擇造成新物種的出現。在了解演化論前，吳俊博士先以一系列影片說明一些基礎的生物學概念，幫助同學認識這個世界的生物系統，以便進入達爾文的世界。



Infolit for U

## Discipline modules: Disciplinary task scenarios



Arts & Humanities



Business & Economics



Education



Engineering



Law



Social Sciences



Health Sciences



Science



• Find discipline/task information

• Evaluate discipline/task information

• Create task outputs



Check the Essentials Using AAOCC

KEY CONCEPTS

### Objectivity

- The goals and objectives of the document should be made **clear**.
- The page should be **objective** or **unbiased** about the subject covered. Bias should be stated as such.
- If the **author's opinions** are stated, they should be **well substantiated** and should not be presented as fact.
- The motives of the piece should be **transparent**.



Detecting Fake News, Biased, & Alternative Facts

KEY CONCEPTS

The internet has tons of fake information. From the US Presidential Race fake news that flooded Facebook, to the recent news that two elderly in Macau was arrested for forwarding fake information on casualties during Typhoon Hato (天鴫). There are many kinds of fake news. For example, some are faked out from thin air, like the Typhoon Hato death toll news shared by the two elderly above.

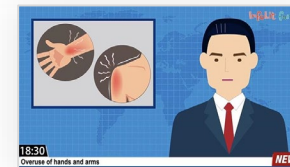
ART



EDUCATION



HEALTH

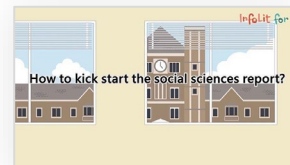


ENGINEERING

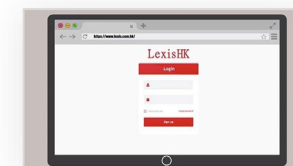


BUSINESS

SOCIAL SCIENCE




LAW



SCIENCE





# Development of more sophisticated applications

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VoLTE 67% 09:23



香港中文大學  
The Chinese University of Hong Kong

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VoLTE 66% 09:23

CUHK • Mobile



News



Events



Contact



Map



Gallery



Video



Almanac



Library



Classroom



Shuttle Bus



Tips for new  
students



O'Day

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VoLTE 66% 09:24

CUHK • Mobile



中大新聞



活動



通訊錄



校園地圖



相片集



錄像



校曆



圖書館



課室



穿梭校巴



新生錦囊



本科入學  
資訊日

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**Please Login with University ID & CWEM Password**

Student ID / Staff ID:

CWEM Password:

**Login**

[Forgot CWEM Password](#)



CADS Reference number : 130





香港中文大學

The Chinese University of Hong Kong

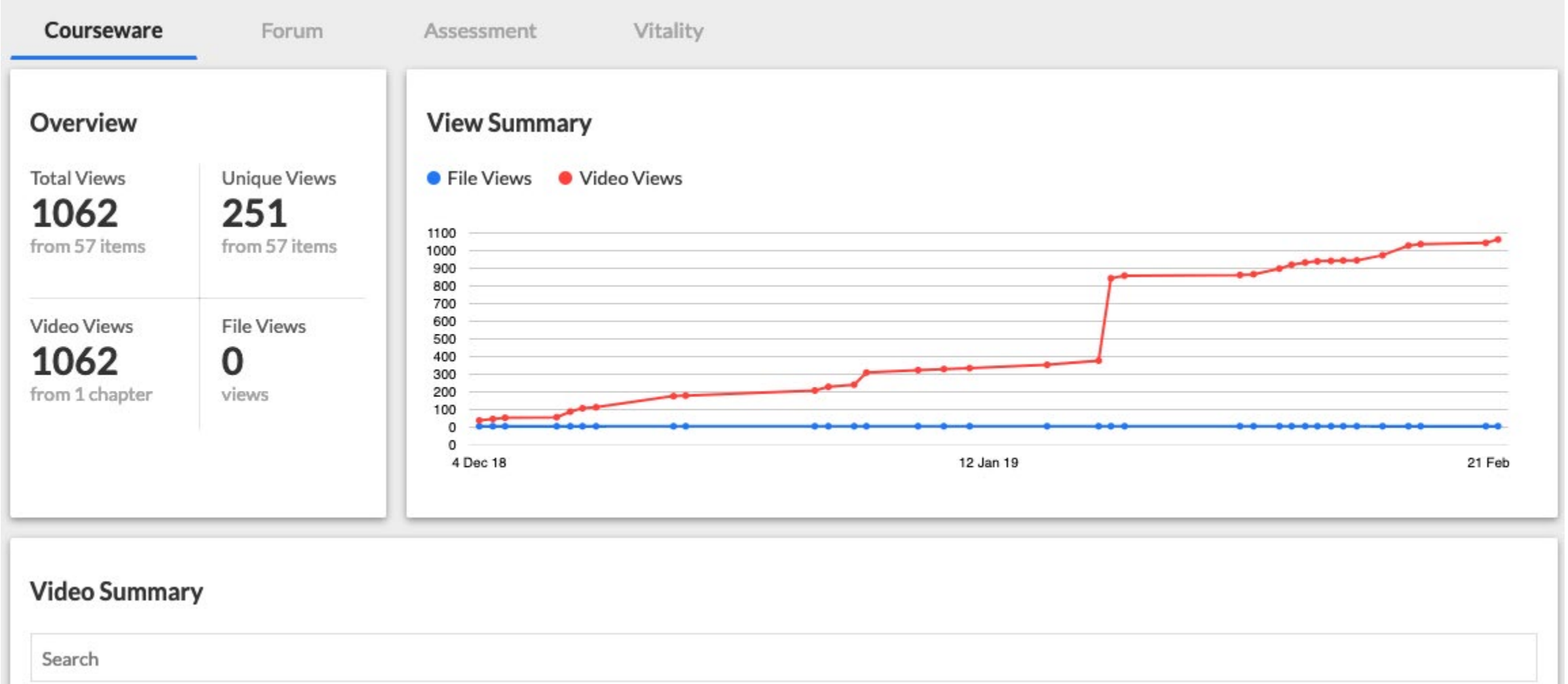
# Online Course and Teaching Evaluation System (OCTE)



## What is OCTE?

OCTE refers to the use of **online forms** to collect your feedback in the **Course and Teaching Evaluation (CTE)** exercise.






## Advanced eLearning analytics KEEP

- Developing simple and easy-to-process analytics dashboards at the student, teacher, university, and system level to effectively monitor eLearning at all levels
- Provide advanced data-mining and analytics for specific courses, faculties, and the university to support grant-writing and educational technology research learning & enhancement



# uReply API for further development by external parties

<https://www.web.ureply.mobi/ureply-api>

 uReply

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## uReply API

The proposed project is to enhance the AR/VR development projects at CUHK by providing the 'bridge' or 'backbone' for developers to easily add interactive components into their projects. The 'backbone' will be based on our work on uReply. uReply is already a highly functional platform for promoting classroom interactions on its own. It is already proven to be a popular tool among our teachers too.

The new backbone will provide openings (API in technical terms) for external projects to integrate uReply functions into their own developments. With the new backbone and our proactive strategies to connect with developers and relevant project holders at the University, we wish to enable our interactive AR/VR learning packages leap to a level matching with many other major developments in the world.

act\_session\_order.phpSend

Input parameters:  
tusername

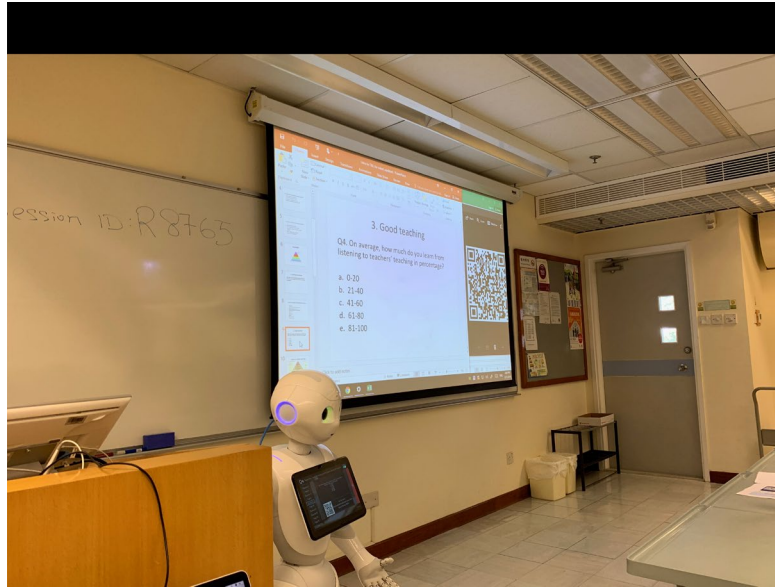
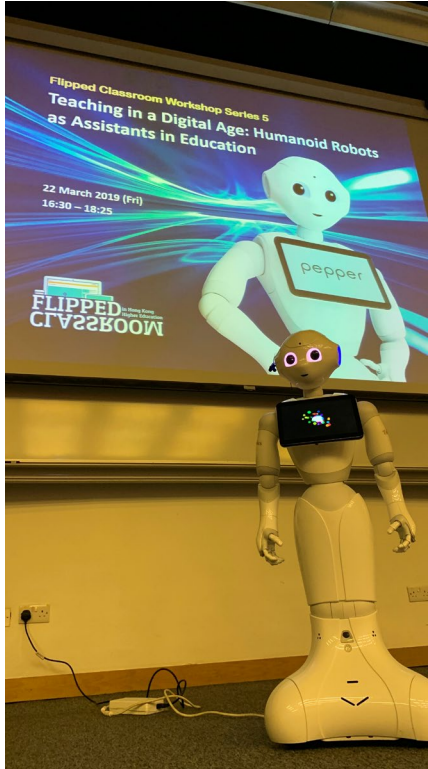
Encrypt:  
dataSend

Responds:  
Raw:

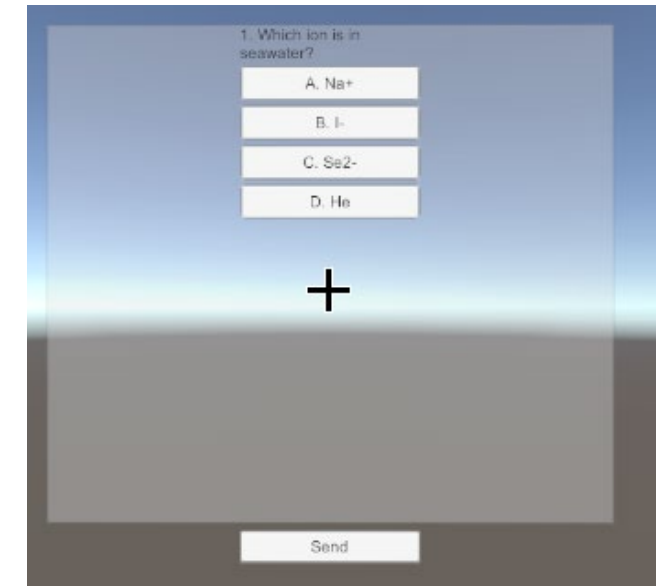
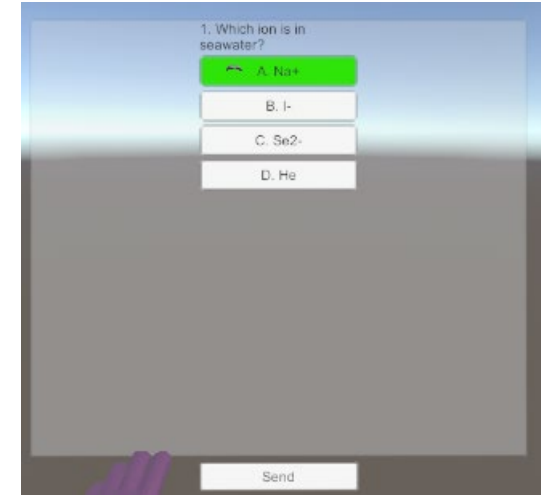
encrypted data:

Click [HERE](#) to access the API.

# Robot-controlled interactions



# uReply questions in VR



Contact Us  
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# Information Session on eLearning Services and Grants

10 September 2019

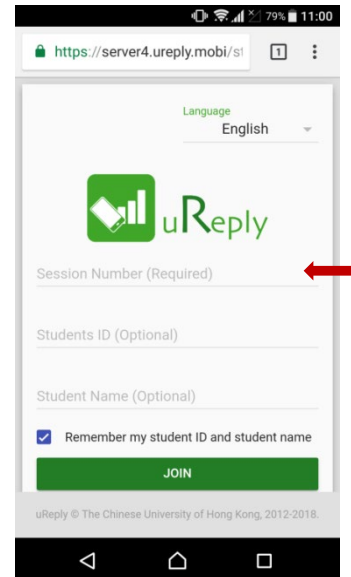


## Step 1

Go to uReply by **QR-code**

or by URL

<http://ureply.mobi>



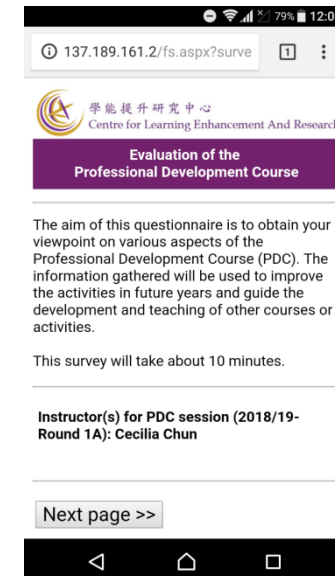
## Step 2

Enter the Session Number

**S20190910**

and press

**JOIN**



## Step 3

Complete the evaluation.

Thank you very much.