



ELITE

The Centre for eLearning Innovation and Technology

Overview

's Vision

To become a central hub to advance CUHK's position as a global leader in education with technology

's Mission

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



Supported By



Our Team



Prof. Irwin King
Director
ELITE



Prof. Paul Lam
Associate Director
ELITE



Ms. Judy Lo
Associate Director
ELITE



Mr. Bo Zhu
Project Manager
KEEP

Aims



1

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

2

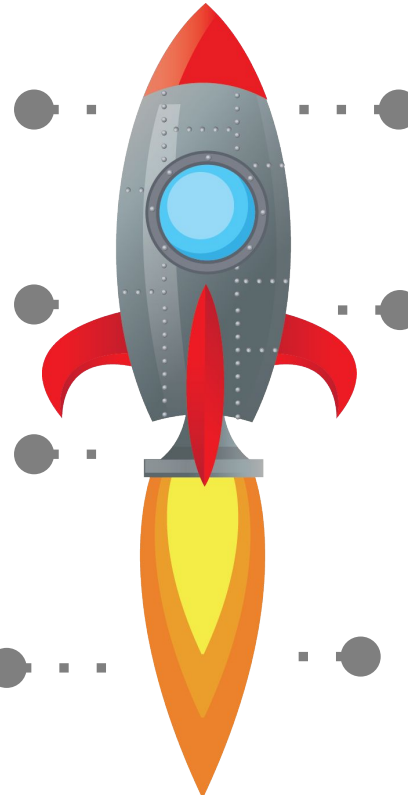
To enhance the **quality** and **pedagogy** of on campus courses through the adoption of eLearning and innovative pedagogies and production of eLearning content

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.



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

5

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

6

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

7

Services

START

eLearning Process

MOOC/online learning/CDGS
development track



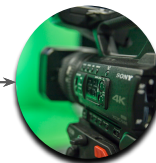
SPOC/Flipped/Micro-modules
MMCDGS track



uReply/AR/VR/Gamification
/Tool development track



Video recording
and editing



Course hosting
and platform



itsc KEEP



View and utilize learning analytics and
technology integration

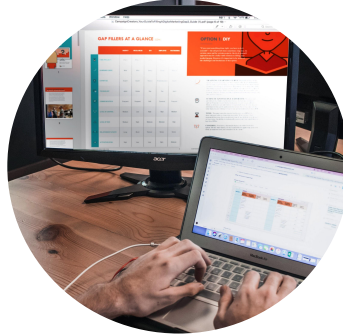


 Pedagogical
Consultation and
evaluation services and
eLearning Community
of Practice

Services Provided by ELITE under 8 Main Pillars



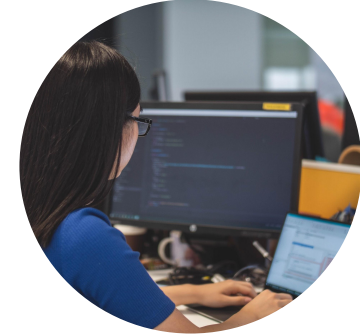
P1 - Instructional
Multimedia Production



P2 - MOOC
Development



P3 - Instructional
Design Support



P4 - Online Learning



P5 - Advanced eLearning
Analytics



P6 - Personalized Profile &
Learning Paths



P7 - VR/AR/MR,
Gamification, Geolocation



P8 - Technology
Integration



P1. Instructional Multimedia Production

- We support, create, and develop a **multimedia best practices repository** and network by supporting department-level eLearning initiatives through MMCDGS and CDGS schemes.



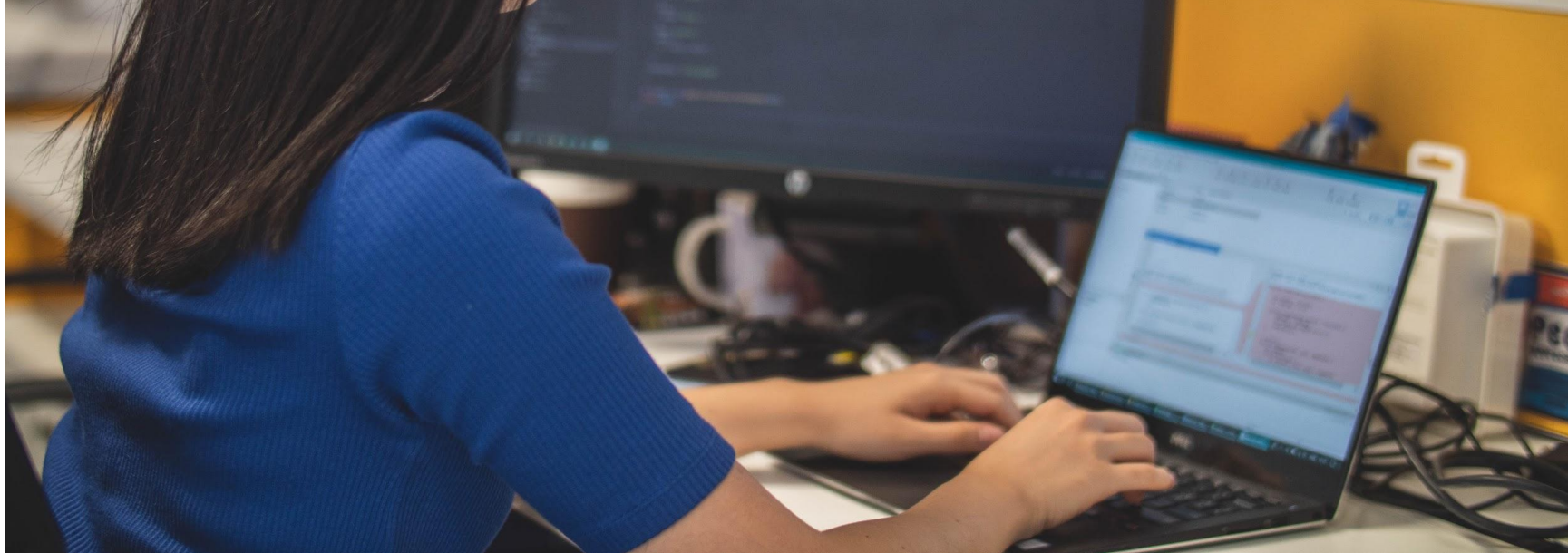
P2. MOOC Development

- We can help to promote, select, and develop **high-quality multimedia content** for CUHK MOOCs in trending topics (e.g. Fintech, AI, machine learning, etc).



P3. Instructional Design Support

- Teachers can utilize **pedagogical consultation and evaluation services** through training, workshops, eLearning Community of Practice, and one-on-one support sessions.



P4. Online Learning

- We flexibly assist various programmes from **different levels** (i.e. secondary education to master degree programmes) for online delivery of non-credit bearing or other courses.
- We also help to develop **secondary school enrichment and outreach programmes** for generalized topics (i.e. Intro to Computer Science) in partnership with CLAP for Youth@JC, CUHK Jockey AI for the Future Project and more.



P5. Advanced eLearning Analytics

- We develop simple and easy-to-process **analytics dashboards** at the student, teacher, university, and system levels to effectively monitor eLearning at all levels.
- **Advanced data-mining and analytics** are provided for specific courses, faculties, and the university to support grant-writing and educational technology research learning & enhancement.



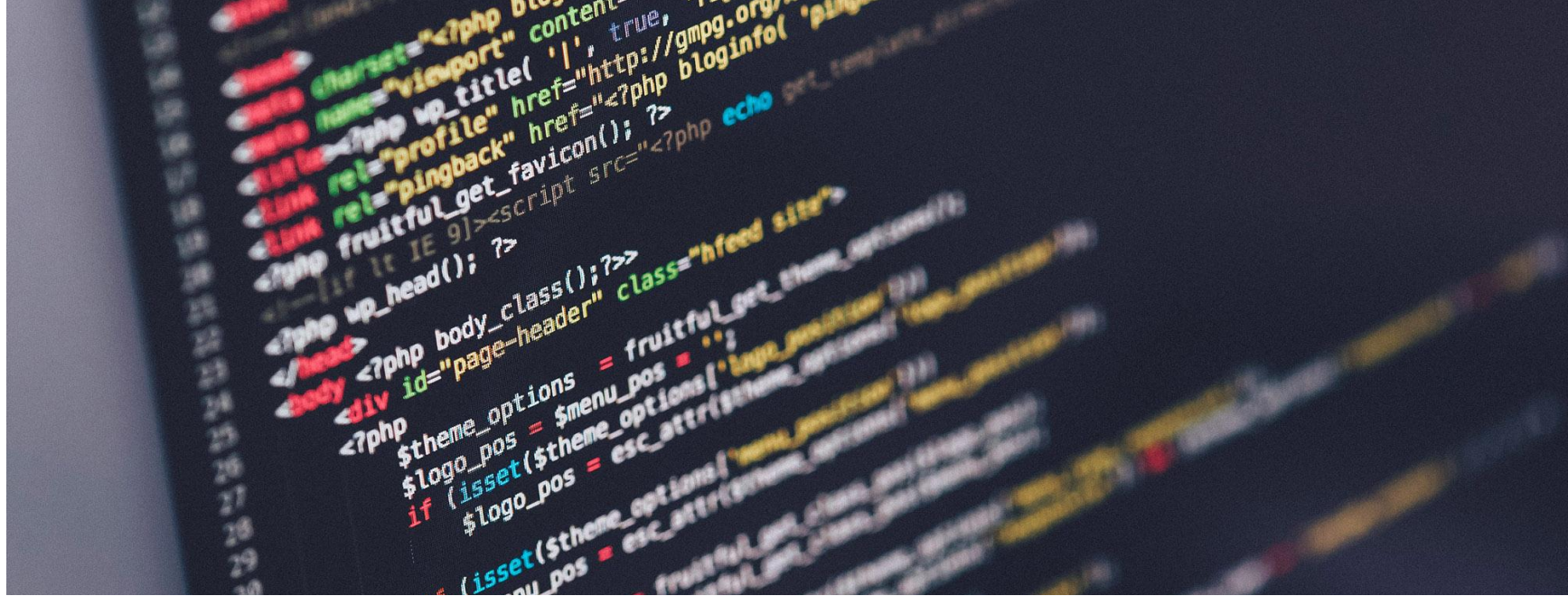
P6. Personalized Profile & Learning Paths

- We can help to create and develop **rich learning profiles** for students to access personalized learning for the duration of their university career and beyond (integrate career services support content, CLAP, and Soft Skill Mentor with student profiles).



P7. VR/AR/MR, Gamification, Geolocation

- We aim to aid teachers in learning how to use and integrate the latest technologies such as **AR/VR/MR, gamification, real-time polling, geolocation** into teaching content and the learning environment.



P8. Technology Integration

- We support deeper technology integration with **existing services** such as KEEP 2.0, VeriGuide, Blackboard, uReply, and other **external vendors**.
- We also develop **APIs** and perform **platform upgrade** to continuously integrating with the newest education technologies.

Facilities

Chroma Key Studio

- Available for various video production setups such as self-capture recording and scenario filming
- 4mx2m chroma key background,
- Lighting control
- Sony X-70 HD Camcorder
- Max. 3-4 people on screen
- **Reservation required**



Self-Recording Studio

- Sound-proof recording environment
- 13" Wacom Cintiq pressure-sensitive tablet monitor for inking and hands-on demonstration
- SurfacePro 3 for recording both audio and screen activities
- Support recording of 1-2 speakers (voice-over and on-screen activities)
- **Reservation required**



Multi-Purpose Open Area

- Preparation using AR/VR/MR,
- Attend training/consultation
- Post-production
- Two iMac workstations are available for preparation prior to recording/filming
- Available on a **first come, first served** basis



eLearning Consultation

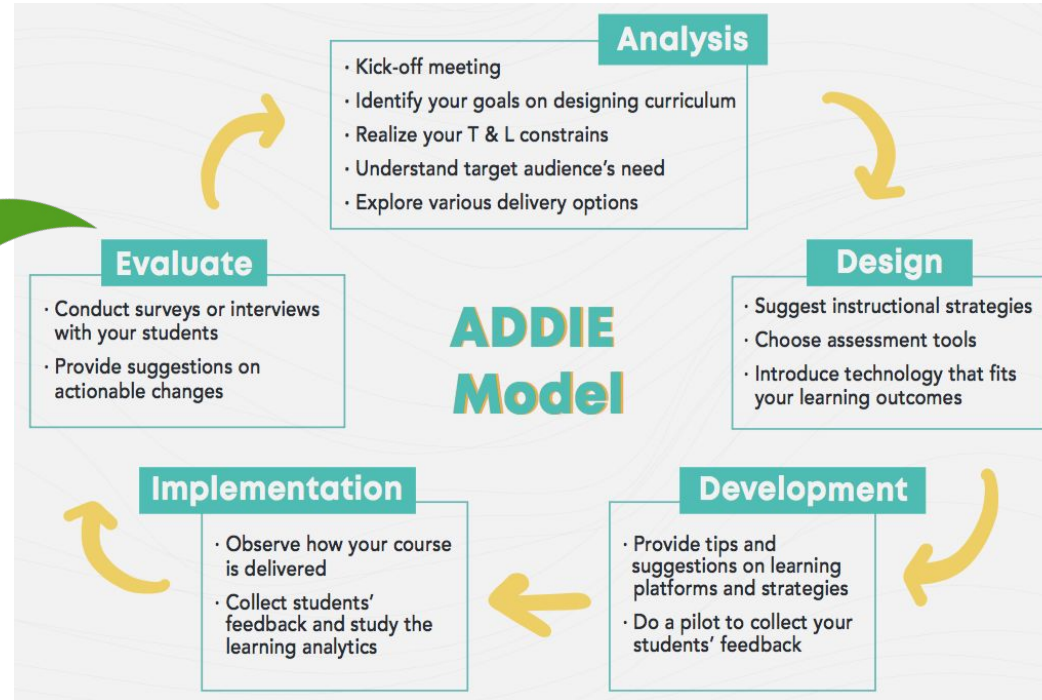
eLearning Pedagogical Support and Consultation

Goals

- Develop close relationship with teachers who wish to further enhance their teaching approaches
- Support teachers to develop technology-enhanced and evidence-based teaching practices

Services

- **One-on-one** consultations to facilitate the adoption of eLearning teaching practices and enhancement of teaching effectiveness
- Provide consultation and evaluation service with the **ADDIE approach**, which stands for Analysis, Design, Development, Implementation and Evaluation
- Further **exploration of eLearning** such as blended learning, geolocation learning and problem-based learning



Contact

Please contact Flora Leung at 3943 1305 or floraleung@cuhk.edu.hk for more information.



Website link



<https://www.elite.cuhk.edu.hk/elearning-consultation>

Opportunities



Stay tuned!

Grants:



- Teaching Development and Language Enhancement Grant 2019-22
- NEW consolidated Courseware Development Grant Scheme (CDGS)
- **Scheme 1:** to set up exemplary examples for **micro-module (MM)** production and implementation of **new and innovative pedagogies** (e.g. flipped-classroom, game-based learning, project-based learning, AR/VR/MR-based learning)
- **Scheme 2:** to promote and build capacity for **pedagogy research** on eLearning.
- **Scheme 3:** to encourage teachers experienced with micro-module production to move forward to aim at the development of **high-quality SPOCs from high-quality micro-modules**
- **Scheme 4:** to set up exemplary examples for **non-MM courseware production** and implementation of **new and innovative pedagogies** (e.g. flipped-classroom, game-based learning, project-based learning, AR/VR/MR-based learning)

<https://cuhk2021term1training.sched.com>



Monday, August 3

- 12:00pm  Microsoft 365 for Teachers (+++ MS Teams +++) (Cantonese)
- 2:30pm  Microsoft 365 for Students (+++ MS Teams +++) (Cantonese)



Tuesday, August 4

- 12:00pm  Q&As for Faculties / Departments / Programmes / Offices (Cantonese)
- 2:30pm  Q&As for Faculties / Departments / Programmes / Offices (English)



Wednesday, August 5

- 12:00pm  Q&As for IT Support Staff (Cantonese)
- 2:30pm  Q&As for IT Support Staff (English)










Thursday, August 6

- 12:00pm  Q&As for Teachers (Cantonese)
- 2:30pm  Q&As for Teachers (English)

Friday, August 7

- 12:00pm  Q&As for Teaching Support Staff & TAs (Cantonese)
- 2:30pm  Q&As for Teaching Support Staff & TAs (English)

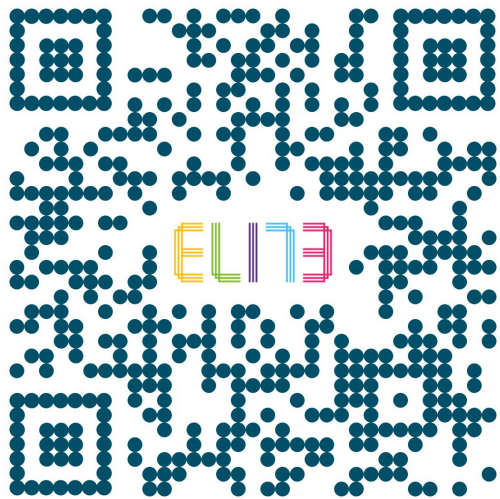
Filter By Type

-  Event
-  Professional Development
-  Q&As
-  Tool: Blackboard
-  Tool: Gradescope
-  Tool: Microsoft 365
-  Tool: ZOOM
-  Tools
-  Tools: KEEP Open edX and Moodle
-  Tools: Panopto & Camtasia

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!

Envision the Future of CUHK eLearning



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