Universal Design for Online Library Instruction

Improving the Student Experience through Digital Enhancement

We're all different and every student deserves the best opportunity to develop their skills and knowledge.

Giving students a **choice** let's them take ownership of their learning.





UDL provides us with a variety of methods and resources to help meet diverse learning needs, improve accessibility to learning and increase student success.

Applying Universal Design for Learning (UDL) to library instruction means creating instruction and learning materials that takes account of everyone's differences, preferences and abilities.

Inclusive Learning Environment

Library Instruction:

- Supports the teaching and learning mission of the college;
- Teaches information and digital literacy skills so students learn how to find, retrieve, evaluate and use information successfully;
- Enhances critical thinking skills;
- Promotes independent and lifelong learning.

Why?

Multiple means of **Engagement**

How can I motivate and engage students?

Communicate learning outcomes clearly in a way that is relevant to students.

- ✓ Describe the knowledge and skills students should be able to demonstrate after active participation
- ✓ Ensure relevance and usefulness as technology, pedagogy, and students advance
- ✓ Provide help and contact information

What?

Multiple means of Representation

How can I present information in ways that reach all students?

Provide different options for engaging with the library training resources.

- ✓ Live online demo (video)
- √ Transcript of live demo video (doc)
- Presentation slides full page (pdf)
- Presentation handout with notes (pdf)
- Podcast (audio)
- ✓ Recorded video presentation (video)
- ✓ Interactive tutorial (h5p)

How?

Multiple means of **Action and Expression**

How can I offer choices for students to show what they know?

Allow students to demonstrate what they know via a variety of formats.

- ✓ Interactive Quiz (h5p)
- ✓ Printable worksheet (pdf)
- ✓ Online multiple choice guiz (MS Forms)
- √ Digital Badges (coming soon)

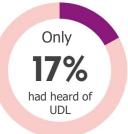
Redesign Activity with LibGuides

- To complement our digital eResources and database training session I created a LibGuide to provide multiple means of engagement, representation and action & expression.
- LibGuides are a content management and information sharing system designed for libraries to share knowledge and resources online.
- LibGuides employ many accessibility practices behind the scenes, but individual authors bear responsibility for ensuring their guides remain accessible.

Welcoming flexibility in delivering library instruction and learning material along with offering multiple ways for students to express themselves and demonstrate their knowledge can only make for a better, more engaging, learning environment.

The main challenge with the redesign was visualizing how the principles and practices of UDL could fit into a typical one-shot library instruction session.

Survey feedback from the LibGuide created as part of my **UDL** badge design activity.





Agreed that being provided with learning outcomes of the library training session is helpful.



Agreed that it is helpful to have a choice in how information is presented.



Agreed that having a choice would encourage them to engage with the library learning resources.



