

An aerial night view of the Singapore Management University (SMU) campus. The foreground shows modern university buildings with glass facades and greenery. In the background, the dense Singapore city skyline is illuminated with lights, featuring prominent skyscrapers like the Marina Bay Sands. The sky is a deep twilight blue.

# Digital Learning at SMU

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**Vice Provost (Education)**



# SMU Digital Learning Vision

**To be recognised as an institution that advances pedagogical innovation** in digital teaching and learning; and that **demonstrates agility and ambidexterity** to seamlessly transit between face-to-face and digital forms of SMU's distinctive pedagogies and student experience.

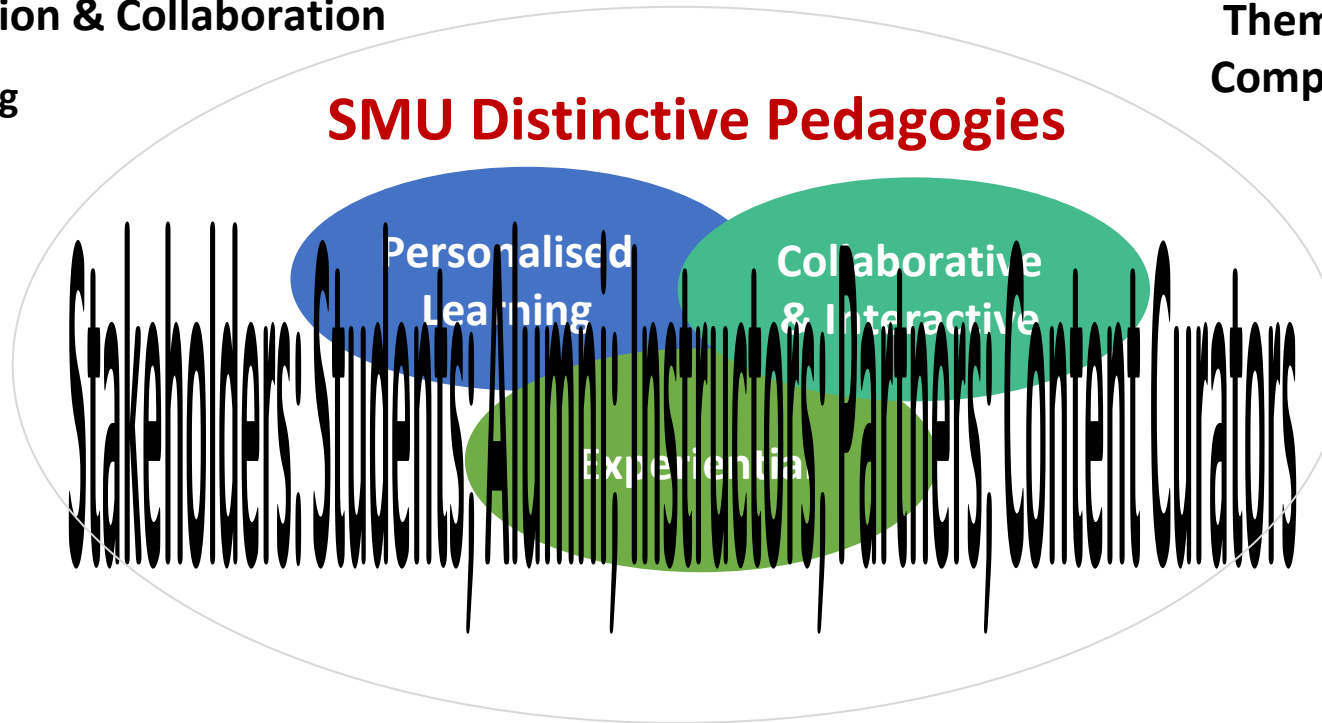
**For SMU learners** to be equipped with the skills, mindsets and experience to thrive in an increasingly digital world, leveraging on digital tools to solve problems, produce innovations, enhance collaboration and continue learning throughout their learning life-cycle.

**For SMU faculty** to be competent and innovative in delivering our signature interactive pedagogy and nurturing the SMU graduate outcomes through digital forms of teaching and learning.

# Overview of SMU Digital Learning Framework

## Theme 1: Digital Interaction & Collaboration

- Curated Digital Learning Sessions
- Collaborative Project Based Tools
- Internationalisation through Digitalisation
- Classroom Based Interactive Sessions



## Theme 2: AI-based personalization Competency-based lifelong learning

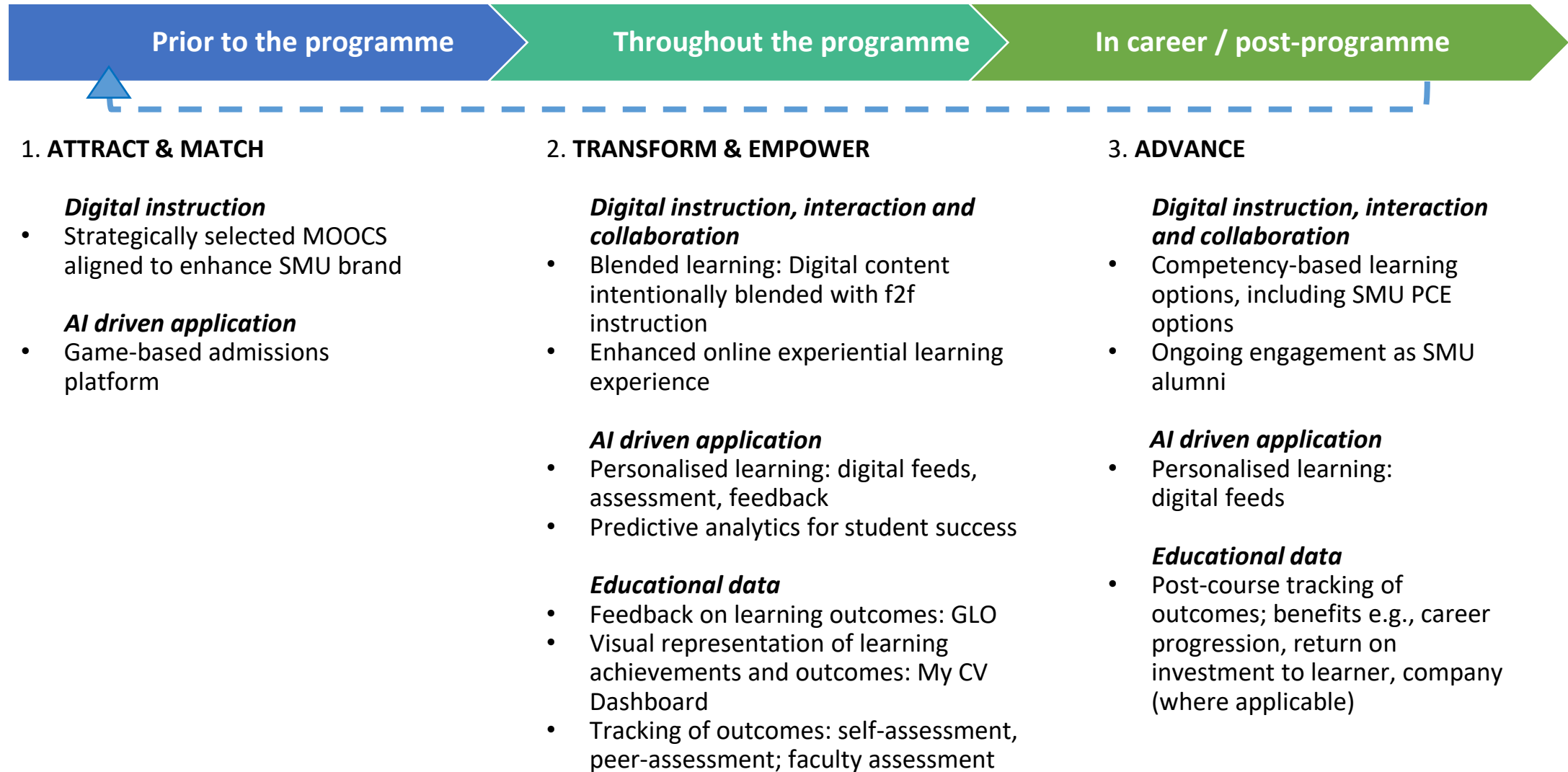
- Personalised Digital Learning Feeds
- Skills/Course/Major Recommendations

## Theme 3: Tracking and Assessment (Educational Data)

- Learning Outcomes Progress Dashboard
- Digital Assessments

**ENABLERS**    (1) Student Learning Support    (2) Faculty Development Support    (3) Digital & Physical Infrastructure Support

# Impact of DL on SMU Learner Journey Map: UG, PG, PCE





# Graduate Learning Outcome System

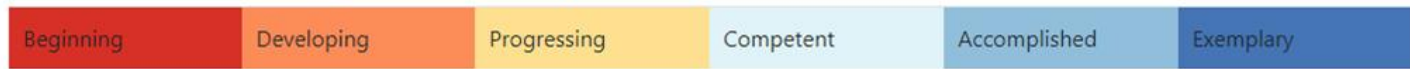
A web-based application, linked to our learning management system, which presents a dashboard for student and faculty to track attainment of graduate learning outcomes

GLO Learning Outcomes Courses Logout Welcome cte\_studenttest03 !

## Blended Learning Testing Ground Graduate Learning Outcome Report

View assessment mapping to learning outcomes

Toggle between GLO, GLO2 and CLO attainments



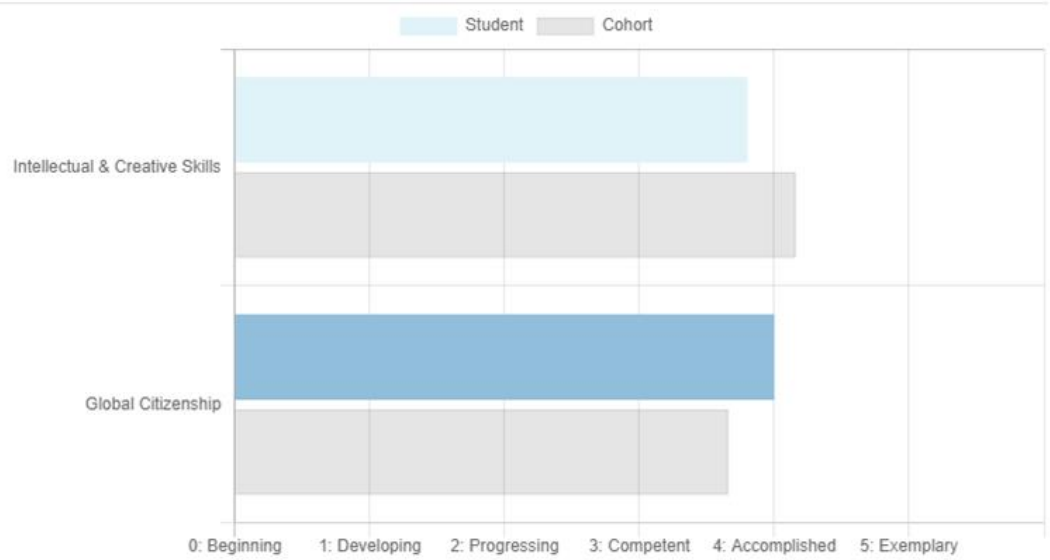
Learning Outcomes Mapping

GLO GLO2 CLO

Overall [GLO Assignment with Criterion Groups](#) Toggle between assessments and overall attainments

	Intellectual	Global
cte_studenttest03	Competent	Accomplished
Cohort	Accomplished	Competent

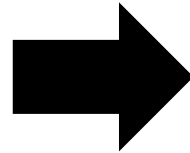
Track attainment vis-a-vis cohort



# Blended Learning: SMU's Approach



SMU Interactive Pedagogy  
40 to 50 students  
(3 hrs)



SMU Interactive Pedagogy  
40 to 50 students  
(X hrs)

+



Curated Digital  
Instruction



Podcast Based  
Instruction



Live Class Sessions

How to blend digital with face to face effectively?

Interactive  
Asynchronous and  
Synchronous Digital Sessions  
(Y hrs)

# Enablers for successful delivery of the DL strategy

## 1. Student Learning Support

- Provide timely and **foundation support** to enable navigation of digital platforms with ease
- **Develop skills** required for effective self-directed and self-paced learning; and digital learning, collaboration and interaction

## 2. Faculty Development Support

- **Provide differentiated approach** in faculty guidance through training programmes and support structures to navigate teaching in the future digital world
- **Encourage** pedagogical innovations and experimentation through **incentivization** and **recognition**

## 3. Physical and Digital Infrastructure Support

- Provide adequate **physical space, facilities** and **digital infrastructure** and **services** for **implementation** and **experimentation**
- **Integrate** existing and new IT infrastructure for **seamless access** to **resources** and **platforms**

# Enabler 1. Student Learning Support (Digital Learning)

Provide timely support for all students through courses, self-paced learning or from online resources

All students have access to support through resources such as the following provided by CTE, Library and IITS:

## **Support on commonly used digital tools and resources**

- **A Term Start Briefing**
  - Introduction on commonly used tools such as eLearn
  - Student-Train-Student workshop such as 'Succeed in Online Learning' Workshops
- **eLearn Orientation Course:** Self-paced learning on learning how to access Online Course Materials
- **Self-Help** support such as [Teaching and Learning Survival Tools](#); [Online Learning is Different! Top 5 Hacks](#)

## **Support for effective online learning**

- Succeed in Online Learning **Workshop** (3 sessions at the start of Term)
- **Enhanced Digital Literacy Online Learning Materials** (AY2022/23)
- **Expanded collection of e-Resources** such as purchase of e-textbooks for students



# Enabler 2. Faculty development support (Digital Learning)

## Competency levels for digital teaching & learning

### Foundation (ALL)

- 1) eLearn LMS platform
- 2) SMU adopted platforms for blended learning (e.g., ZOOM, WooClap, Kaltura Capture etc)
- 3) Basic collaborative learning tools (e.g., Padlet, Google Drive etc)
- 4) Existing team-based games and simulation (e.g., Co-founders of the North, Scenario Generator etc)
- 6) Dashboard for Student Success (e.g., GLO, eLearn Engagement Dashboard ec)

### Proficient

- 1) Adopted platforms for blended learning
- 2) Curated third-party tools that complement features not available in eLearn LMS (e.g., Visual Collaborative tools such as MIRO, Lucidchart, MURAL etc.)
- 3) Project management tools (e.g., Slack, Trello, Asana etc)

### Advanced

- 1) Extended reality XR (Artificial, Virtual, Mixed Reality (AR,VR, MR) and Haptic) Technologies
- 2) Curated tools to create hybrid classroom (e.g., Open Educational Resources)
- 3) Development of TEL tools to enhance learning (TEL Grant)

#### Support structures:

- (i) Learning designer support
- (ii) CARIS (Course feedback Analytics Recommendations and Insights System)
- (iii) Peer coaching
- (iv) Communities of Practice

#### Development approaches:

- (i) Compulsory training e.g., EPTL (*Digital Learning Readiness Training*)
- (ii) Forums and Workshops (e.g. Faculty Teaching Forum, Brown Bag Conversations)
- (iii) Curated online materials

# Enabler 3. Physical and Digital Infrastructure support

## Learning and Teaching

Individual self-study pods with AV/VC facilities



Group study pods with AV/VC facilities



Flexible classrooms for blended/hybrid teaching with AV/VC facilities



One-Button Asynchronous Teaching Studio



Synchronous Teaching Studio



Teaching & Learning Research Lab

