e-inclusion: Toward Inclusive Blended Learning

e-Inclusion   **VU**

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See tips on handout

What is our aim?

inclusive education =

Education that is accessible, engaging and enriching for everybody, regardless of one's identity, background or body (See Fig.1)

In this e-inclusion project, we develop knowledge and guidelines for teachers about how they can **create inclusive digital education** in their blended, hybrid, or fully online courses.

Project output:
- Handbook
- Online modules for teachers
- Online course for teachers (Oct '22)

You can join !

More information

www.einclusion.net

Interested in following our online course??
Let us know!

How to practice e-Inclusion?

i-TPACK model: Be aware of how digital context, content choices and pedagogical approach impact equity. (Fig 2)

Opportunities of digital education for equity:
- ❖ Many possibilities for **diversification** in form (text, audio, video, languages, subtitles)
- ❖ **Flexibility** in time & space
- ❖ Many possibilities for **activation and co-creation** (also anonymous)

Challenges of digital education for equity:
- ❖ Hard to establish **Social Presence** and an **inclusive climate** (reduced engagement)
- ❖ **Digital barriers** hamper accessibility for students with less digital knowledge and/or deficient technical equipment

What to do?

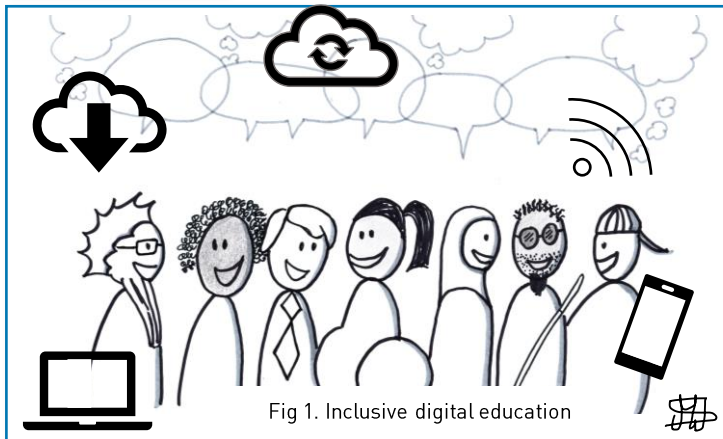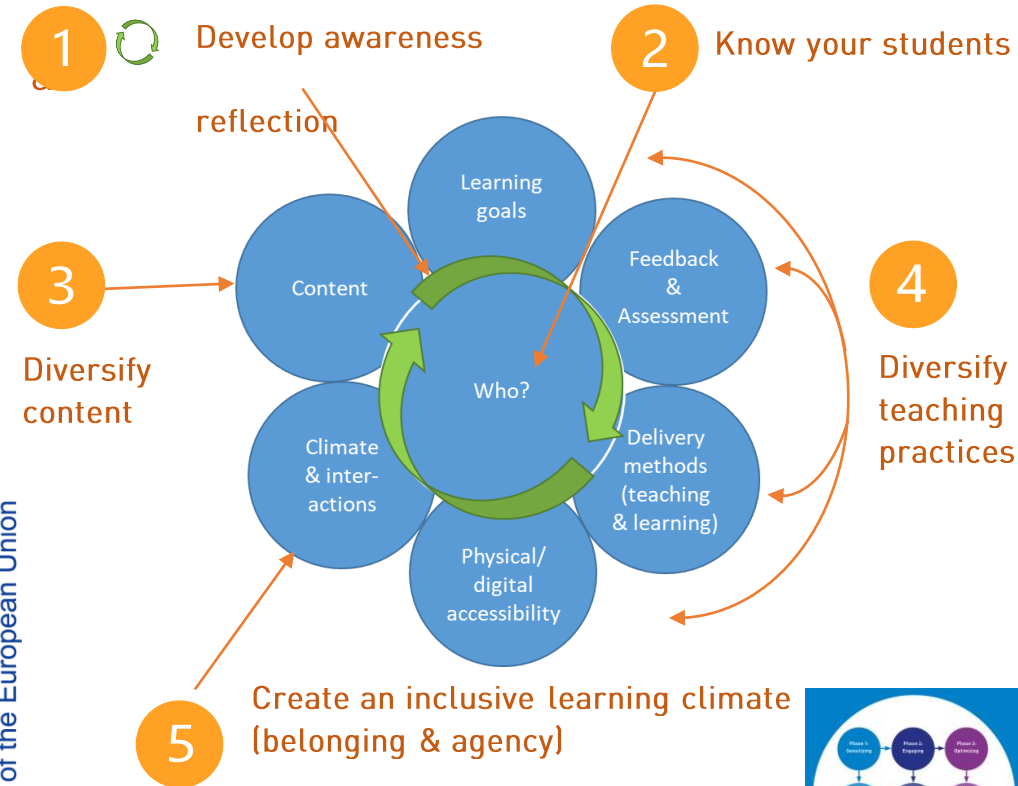### 5 guidelines that cover all aspects of teaching (course level)

1 **Develop awareness** reflection

2 **Know your students**

3 **Diversify content**

4 **Diversify teaching practices**

5 **Create an inclusive learning climate (belonging & agency)**

For more inspiration & practical teaching activities, see the new brochure:
VU Mixed Classroom in Blended Learning!
www.vu.nl/en/about-vu/more-about/mixed-classroom

Fig 1. Inclusive digital education

technological

content
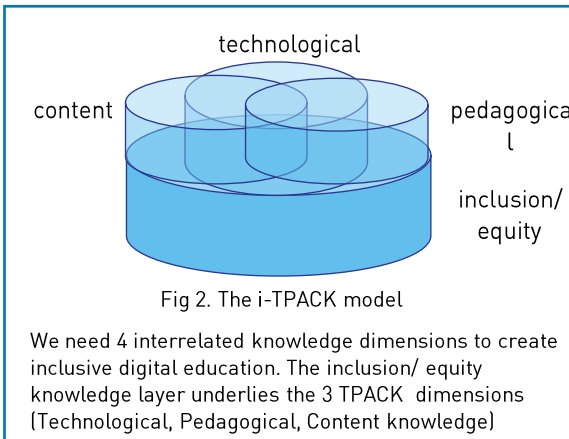
pedagogical

inclusion/ equity

Fig 2. The i-TPACK model

We need 4 interrelated knowledge dimensions to create inclusive digital education. The inclusion/ equity knowledge layer underlies the 3 TPACK dimensions (Technological, Pedagogical, Content knowledge)

(Diagram labels: Learning goals, Content, Who?, Feedback & Assessment, Delivery methods (teaching & learning), Physical/ digital accessibility, Climate & inter-actions)