

Defining Fused Digital Pedagogy Model(s) Scenario F

Principle	Student Experience Precepts
1. Early/summer reading lists, including for L4 pre-enrolment	Inclusivity, Community
2. Lectures (where relevant in the discipline) to be a mix between face-to-face 'keynote' and asynchronous; a greater proportion of staff time reserved for face-to-face and synchronous smaller group/lab sessions and problem-based learning: <ol style="list-style-type: none"> a. Supporting student learning with consistent and scheduled contact time that will be focused on ensuring students participate and co-create in their own learning experience. b. All online delivered content will be delivered in a segmented and variable fashion to ensure optimum learning (i.e. not in a lecture-only style but using blocks of material and a variety of delivery modes). c. Practice learning is a significant method of fusion-based learning supported by digital pedagogies d. Learning activities will be scaffolded with formative assessment and simplified summative assessment built in to personalise and support student understanding, learning and development. e. Regular and consistent communication and touch points to enable greater student involvement and engagement. f. The use of learning communities for student interaction with peers and staff across the University and on placement and in practice to facilitate communication and interaction, learning and growth, and support and belonging. g. Promoting a policy of interaction with Academic Advisors and support services to aid student health and wellbeing 	Campus premium, Inclusivity, Community, Fusion-based learning
3. Flexible access to learning materials in advance, including (asynchronous) lecture and (synchronous) tutorial/lab questions/tasks	Inclusivity, Community
4. Minimum 6 on-campus face-to-face hours per student per programme per week <ol style="list-style-type: none"> a. Note L6 projects may change the requirement at that level/final semester 	Campus premium
5. Minimum 12 total hours campus face-to-face/synchronous/asynchronous hours (this is not the same as contact hours but is fused digital pedagogy)	Campus premium, Inclusivity
6. No face-to-face written examinations in assessment strategies	Inclusivity
7. Co-created/negotiated assessment vehicles (within set assessment strategy and max assessment items)	Inclusivity, Fusion-based learning
8. Embedding open curriculum	Fusion-based learning
9. Inter-disciplinary learning sets (see separate paper ^{tbcc})	Inclusivity, Community

