

**Title:** Using technology to support team-working skills for effective groups: the development of tools and spaces

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### Session Learning Outcomes

By the end of this session, delegates will be able to:

- Review the design and delivery of the online tools and spaces we created
- Discuss the benefits and challenges of designing tools and spaces in a VLE to support team-working and the development of communities, particularly to integrate part-time teaching staff
- Reflect on how technology can be harnessed to build team-working skills and develop effective groups
- Use our experience to inform and develop their own practice and determine the relevance for their own organisation
- Explore opportunities for collaboration on future projects

### Session Outline

This is a reflection, exploration and evaluation of our experience of using technology and, in particular, a Virtual Learning Environment (VLE) to support the development of team-working skills and effective group working practices across a University's diverse academic community. We explore the theory and pedagogy behind team-working and the advancement of effective groups, and how online tools and spaces can support this. We reflect on the challenges and opportunities in designing online resources to support team-working skills and in creating an effective online space for the development of a distributed (Arthur, 2016) academic community of practice (Lave and Wenger, 1991) (the learning design, structure and assessment); developing and engaging groups and teams where the teaching staff are predominantly part-time on a contract basis is a particular challenge. We consider engagement and participation in Continuing Professional Development (CPD) and the methods used to encourage involvement in the wider academic learning community (Gore, Hills, Hughes et al, 2016). We examine how technology can be harnessed and embedded to engage groups and teams to provide opportunities for greater inclusion of part-time teaching staff (Dean *et al*, 2017) in a UK-wide University. Those attending will be able to use our experience to inform and develop their own practice and explore collaboration on future projects cross-institution.

## Session Activities and Approximate Timings

The outline of the workshop is as follows;

Timing	Contents
10 mins	<ul style="list-style-type: none"> <li>Welcome, introduction, scene setting – changes to policy and University structure; why use the VLE for supporting teams and building online communities</li> <li>Overview of the contents and structure of the resources. Presentation of parts of the resources.</li> </ul>
10 mins	<ul style="list-style-type: none"> <li>Small group discussion to explore benefits and challenges (thinking about their own organisations) and overcoming challenges to feed back to the whole group including issues around the use of technology, engagement and participation – part-time, badging, marketing</li> </ul>
13 mins	<ul style="list-style-type: none"> <li>Whole group discussion posing the following questions: Would you engage and why? Is this medium better/worse/just different? Would you or wouldn't you and is it worth the effort?</li> </ul>
10 mins	<ul style="list-style-type: none"> <li>Small group discussion sharing and feeding back to whole group- collaborating on future projects – exploring the following questions: What would a collaboration look like and how could we get it to work? Who might be able to collaborate with who? How can we establish a community to support collaboration in this area (forums, whatsapp chat, formal meetings etc.)? It is hoped that in this part of the session people will be able to identify others within the group with whom they may be able to collaborate with</li> </ul>
5 mins	Summary

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