



Curtin Leaders Program: Curtin University

CASE STUDY: Curate, Credential and Carry Forward Digital Learning Evidence: tiny.cc/cccdle

Context: The Curtin Leaders Program is based on the Social Change Model of Leadership Development, and is designed to give students the opportunity to develop leadership skills and capacities. It is targeted primarily at undergraduate students, but is open to all students. Students have a range of modules they can complete and are introduced to tools and skills that will help them be more successful at university, as well as building capacity that will increase their employability.

[1] What are we doing?

The Curtin Leaders Program is hosted on the Curtin Challenge platform and accessible to students and staff with a Curtin ID. The student can select from a range of leadership skills modules, and complete them in any order at any time. Each module contains five activity pages, with different content and interactions on each page. Each module is worth 100 points. Points are allocated on the basis of complexity and time to complete the activity on each page. Students who currently complete six 'Self Leadership' modules automatically gain the Self Leadership badge. Badges are being designed for students who complete any five modules. Combining any of the five completed modules with a minimum of 10 hours volunteer activity and a written reflection enables students to earn a Curtin Extra Certificate which provides official recognition of significant involvement in co-curricular programs that contribute to university life and personal and professional development.

[2] How are we doing it?

The Curtin Leaders Program originally offered modules via Blackboard, as well as face-to-face workshops. Feedback from students indicated that they wanted higher levels of interaction and engagement in the online modules. A workshop with students, staff and alumni was facilitated by a game designer and researcher, to generate ideas for a more engaging online space. We identified a range of highly interactive educational games online and interactions that helped inform the development of the activities in our online modules. Eleven different interaction types were developed as the basis for module content. User testing was conducted to refine the modules during an alpha pilot phase (Semester 2, 2014).

[3] Who is involved?

The audience is primarily undergraduate students.

However all students and staff with a Curtin ID can access the modules.

[4] Why are we doing it?

- To give students the opportunity to access leadership development opportunities anywhere, anytime on any device, in a fun and engaging way.
- To develop students' leadership skills, increase their confidence, provide practical opportunities to implement their learning and increase employability.
- To provide co-curricular opportunities for students to learn and implement new skills and to connect them with the range of opportunities available for personal development.
- To increase retention through the building of networks and developing a sense of identity and community.

[5] What are the challenges?

- Ensuring that the learning outcomes are met when using non-traditional methods.
- Time needed to develop content that is fun, engaging, interactive and meaningful.
- The costs involved in up-to-date content development
- Creating a sense of community for online students

[6] Where is it heading?

New modules are being developed so that the online program fully mirrors the face to face version:

- Identifying resources that students find valuable and creating the means to share these.
- Using individual modules to support professional development in other co-curricular programs.
- Mining the data analytics to gain a deeper



Support for this project has been provided by the Australian Government Office for Learning and Teaching. The views in this project do not necessarily reflect the views of the Australian Government Office for Learning and Teaching. Unless otherwise noted content on this site is licensed under the Creative Commons Attribution Share Alike 4.0 International License.



- understanding of student use.
- Creating a Co-Lab (a physical meeting space) to help develop community and work through activities collaboratively.

Resources: [Curtin Leaders Program](#); [Curtin Challenge](#)

Contacts: Kristen Barker

(kristen.barker@curtin.edu.au); Kate Gresham

(c.gresham@curtin.edu.au); Linley Lord

(linley.lord@gsb.curtin.edu.au)



Support for this project has been provided by the Australian Government Office for Learning and Teaching. The views in this project do not necessarily reflect the views of the Australian Government Office for Learning and Teaching. Unless otherwise noted content on this site is licensed under the Creative Commons Attribution Share Alike 4.0 International License.