BOLD eLearning Showcase

9 November 2017
Mt Helen
The CRAAP Test

Learning and Teaching Plan 2015-2017 Enabling BOLD Learning

Objective 3.1: Enhance student digital literacy through provision of digital literacy opportunities

Objective 3.2: Enhance student digital literacy through provision of digital literacy support online.

Objective 3.3: Embed digital and academic literacies into the curriculum.


Choosing CRAAP

• Non-discipline specific topic for game
• ‘Whole-of-team’ effort in sourcing
  • Books
  • Articles
  • Websites

Developing CRAAP

- Gameplay
- On-going discussions with development team.
- Consultations about functionality, features & gameplay from an educational P.O.V.

← Wireframe designs of various game play screens
Tuning CRAAP

- Finalising game play instructions
- Proof-reading/play-testing
- Marketing
  - Website
  - Poster/postcard
  - Social media

Proposed colour palette for the screen →
Where next with CRAAP?

- Evidence of impact.
- Review ➤ Improve
  - Embeddable to LMS?
  - Feedback mechanism
  - E.g. Explanations of why resources are chosen/not chosen

Thanks to CLIPP for mini-grant. Kellie Macneil for educational input. Kim Redfern, Bryce Ampt, Anson Pellissier & Chris Callil for development Alyssa Clowes for poster & postcard graphic design.