

# Industry as partners in curriculum – a collaboration in creating co-operative learning experiences

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# Curriculum Design and Co-op Learning

## Curriculum Design Methodology

- **PART 1** | A consistent approach to program design and renewal

**Co-operative Model** – transforming programs into a co-operative model of learning through program renewal

- **PART 2** | Role of industry in co-design, co-development and co-delivery becomes central to the creation of curricula.
  - What this partnership might look like within a curriculum design

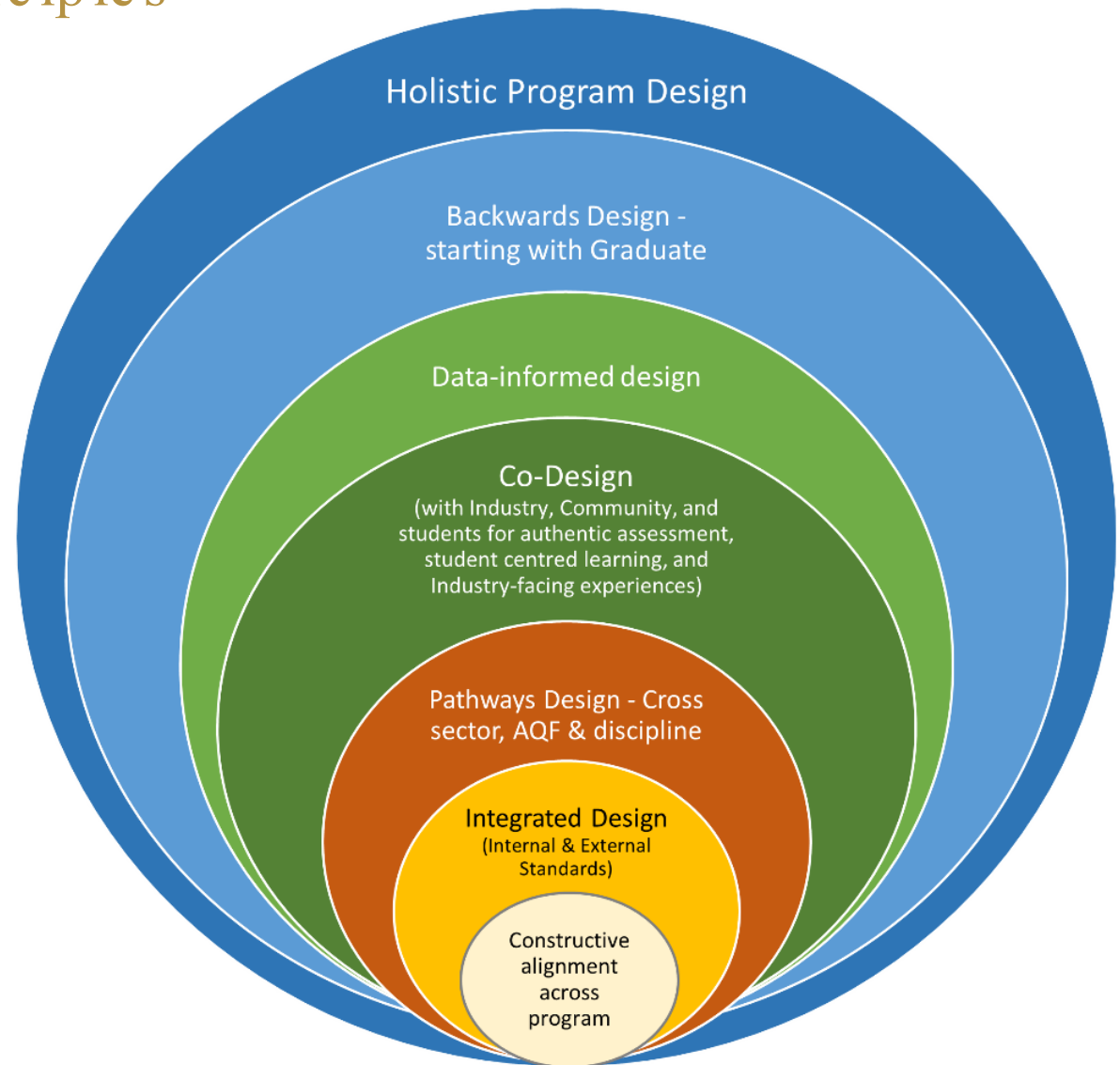


Consider the contributions you, as Partners, can make ...

# Curriculum Design Methodology

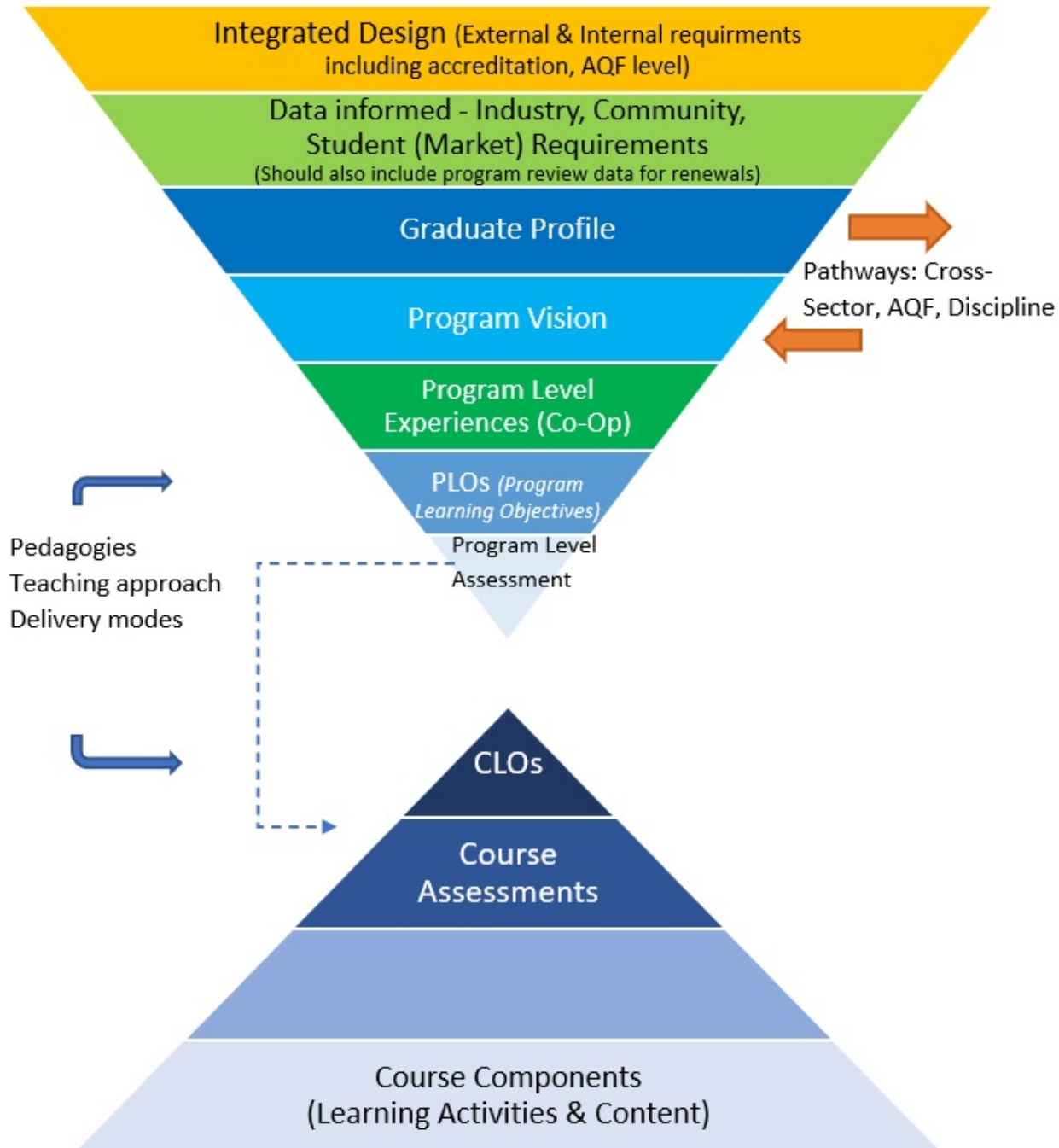
## Guiding Design Principles

1. Holistic program design
2. Backwards design
3. Data informed design
4. Co-design
5. Pathways design
6. Integrated design
7. Constructive alignment



# Curriculum Design Methodology

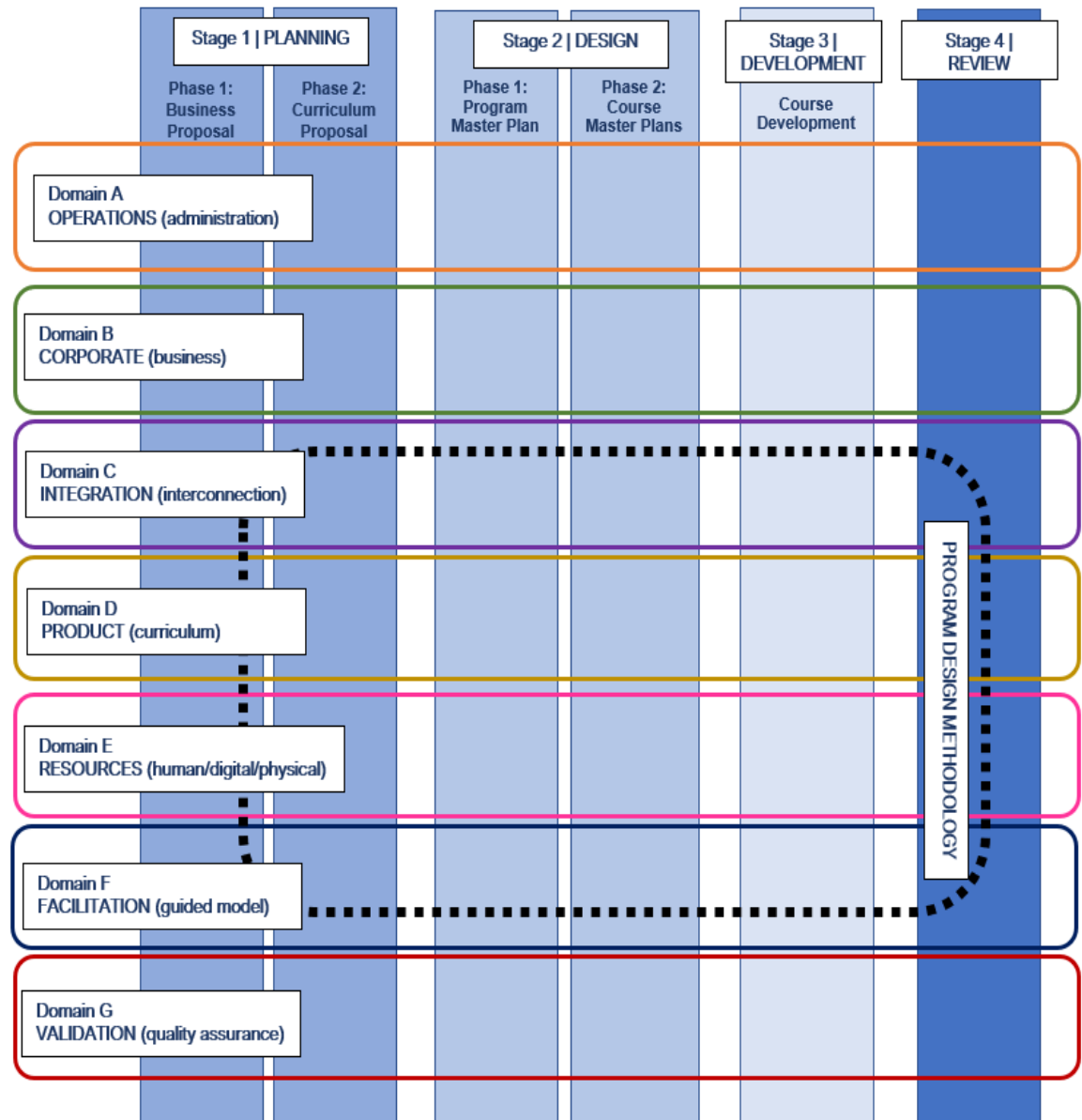
## Curriculum Design Framework



# Curriculum Design Methodology

Cross-functional,  
end-to-end  
approach

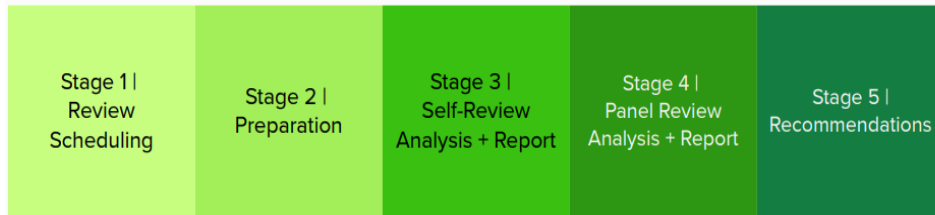
- Administration teams
- Marketing
- Business analysts
- Student facing departments
- Library
- Central L&T Unit
- TAFE
- Industry
- Community
- **Partners**
- Students
- Teaching staff



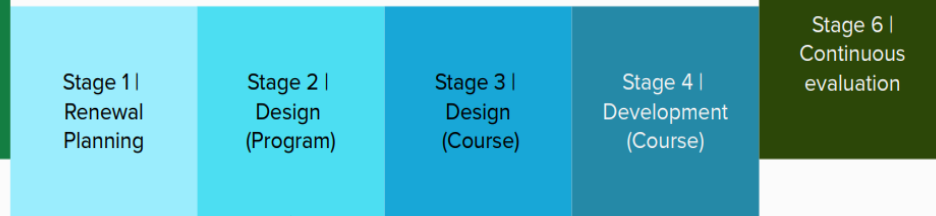
# End-to-end process

## Streamlined approach

### PHASE ONE | PROGRAM REVIEW



### PHASE TWO | PROGRAM RENEWAL



#### Curriculum Design Methodology

- Guiding design principles
- Curriculum design framework
- Design process
- Cross-functional approach
- Facilitated approach

- Current Program REVIEW Process – reviewed and updated. Released in Feb/Mar 2023
- Recommendations are implemented into the Program RENEWAL Process. Planned and piloted. Released in Feb/Mar 2023
- Curriculum Design Methodology supports stages of both processes



# Questions - ?



## PART 2 | Role of industry in co-design, co-development and co-delivery



Consider the contributions you, as Partners, can make...

# Why co-design, co-development and co-deliver with Industry?

- Produce '**Work-ready**' graduates
- Understand industry needs to provide **better pathways to employment**
- Better **prepare students for work** through real or simulated experiences
- Ensuring **currency and relevancy** of what is taught is to today's work-place
- **Engaging students** with their learning through understanding practical applications

# Why co-design, co-development and co-deliver with Industry – It's all about the graduate

By working with industry partners we can better address the big questions:

'What should a graduate be able to think, know, feel and do to succeed in their career?',

and

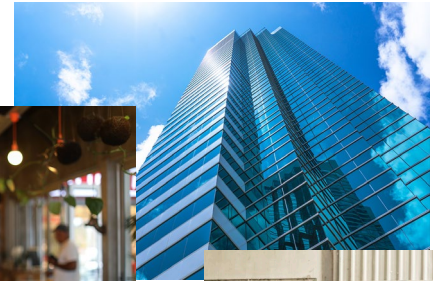
'What learning, assessments and experiences does the program need to provide to enable this'



*The Curriculum Design Methodology principles of student centred learning, backwards design, and constructive alignment underpin this approach.*

# Who/What is Industry

- What 'Industry' means will vary between programs/ disciplines
- **What:** Can include community organisations, regulatory bodies, employers, government agencies
- **Who:** could include employers, industry representatives, experts working in the field, and even recently employed graduates



## The Partner perspective

- The context of 'Industry' and 'Graduate Roles' may look different to partner cohorts.
- Partner Lecturers can help bring these perspectives and contexts to their courses

# Co-design with industry

## What does this mean?

- Co-operation with industry partners in designing the architecture of our programs and courses.
- Engagement can be passive (feedback and guidance) through to active engagement in co-design workshops.

## What might this look like?

### INDIRECT - PASSIVE

- Industry Accreditation standards to which the program aligns

### DIRECT – ADVICE/INPUT

- Review from Industry Board
- Input/advice from industry partners on course/program design
- Surveys of industry partners to gather information on graduate requirements etc.

### DIRECT ENGAGEMENT

- Co-design workshops
- Full review, consultation from Industry partner(s) on program/course
- Discussion and feedback provided by an Industry Board or Accreditation body

### FULL CO-DESIGN

- Collaboration of all parties in all program design workshops
- Collaboration of all parties in design of program overview and individual course design. Collaboration of all parties in design of program assessments

# Co-develop with industry

## What does this mean?

- Co-developing is operationalising the elements of the program design
- Extent of the co-development with industry is dependent on the requirements of the Discipline
- Engagement can be passive (feedback and guidance) through to active (engagement in co-development workshops and actual development)

## What might this look like?

### INDIRECT - PASSIVE

- Written suggestions from industry partner(s) for consideration

### DIRECT – ADVICE/INPUT

- Shared discussion toward curriculum and/or research project development goals/plans
- Industry partner(s) provide input/advice around the development and selection of case studies, real-world examples, reference materials etc

### FULL CO-DEVELOPMENT

- Review and discussion provided by industry partners on all aspects of program, courses including assessment, content and learning activities
- Collaboration and co-development of some aspects of course such as assessment, learning activities, content etc
- Collaboration of all parties in program and course development
- Co-writing all course content
- Co-writing assessment tasks
- Co-writing learning activities

# Co-deliver with industry

## What does this mean?

- Can take place in a variety of modes and locations.
- Extent of the co-delivery with partner(s) is dependent on the requirements of the Discipline.
- Engagement can be passive (feedback and guidance) through to active (delivering content/learning activities)

## What might this look like?

### INDIRECT ENGAGEMENT

### DIRECT ENGAGEMENT

### FULL CO-DEVELOPMENT

<ul style="list-style-type: none"><li>• Advisory Group provided feedback to specific assessment practice</li><li>• Industry partner provides pre-recorded learning materials</li></ul>	<ul style="list-style-type: none"><li>• Industry assists in planning field trips</li><li>• Discussions with industry partners on content delivered</li></ul>	<ul style="list-style-type: none"><li>• Industry partner(s) co-assess some program assessments</li><li>• Industry reps invited to examine thesis, creative work or exegesis and provide feedback to students</li><li>• Co-curating of artistic works</li><li>• Industry partner(s) deliver/co-deliver some lectures</li><li>• Lecturers/Tutors currently engaged in industry and bring current expertise &amp; examples to their teaching</li></ul>	<ul style="list-style-type: none"><li>• Industry partners facilitate simulated or on-site experiences</li><li>• Industry partners facilitate tutorials, online forums</li><li>• Industry partners engaged regularly in (co-)delivering content</li><li>• Industry partners facilitate some simulated or on-site experiences</li></ul>	<ul style="list-style-type: none"><li>• Industry partners engaged in the assessing student learning in the workplace</li><li>• Industry partners facilitate on-site experiences/supervise placements</li></ul>
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# Questions - ?

**I**deas – Please forward  
to your GPS Discipline  
Lead

**I**nformation – Co-op  
Resources for  
Academics

