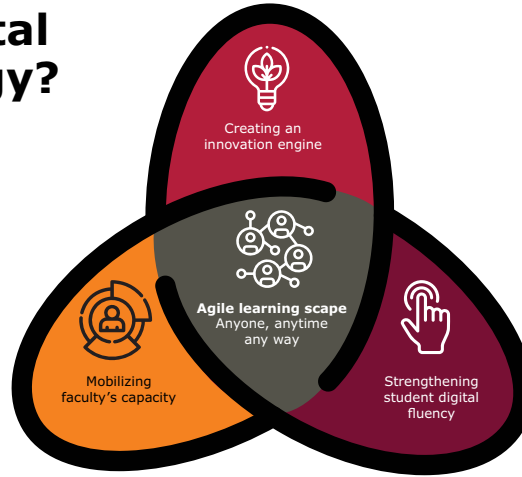


Digital Learning Strategy **update**

May 2024
2023/2024 metrics
at a glance

What is the Digital Learning Strategy?

A strategy to enable the purposeful digital evolution of teaching and learning through strategic investments in people, systems, governance frameworks, business processes and skills development.



Governance

Improving the efficiency and transparency of technology decisions is now done through the Learning Technologies Advisory Group and the Academic Tech Council.

[Learn more about Governance.](#)



Faculty spotlight

Raphaël Tétreault,
Program Coordinator, Game Design

"The DCC and Makerspace have been critical spaces for our Game Design program. We recently ran our first Design Week challenge through the

DCC, a week-long game design challenge where students solve a community driven challenge. An incredibly enriching experience for students and local youth. A notable quote I have from a student was 'Can every week be Design Week?'"

Did you know?

Average number of MyCanvas logins per day* **18,602**
*Winter and fall semesters average

DCC and Makerspace Visits **75,859**

Number of active courses **6,184**

Number of micro-credentials earned **684**

Centre for Teaching & Learning Innovation

Digital skills | Digital learning | XR development | Makerspace
Academic technology | Curriculum and program quality development



Agile learning

Enable flexible academic delivery

15 Programs

94 Courses impacted

15,090 Students impacted



Educator support

Support academic technology needs

2,362 Real-time problems solved

3,414 Tech article views

Train on tools and adoption

87 Workshops given

Enable adoption of tools

Microsoft Teams, Zoom, Instage, H5P, ThingLink, Mentimeter, MyCanvas, Microsoft 365, Kaltura, Respondus, Akindi, Padlet, LinkedIn Learning



Student support

Support students' technology needs

3,466 Real-time problems solved

757 Certifications earned in Microsoft Azure and 365

1,746 Makerspace projects

244 Workshops hosted



Innovation engine

Adoption of virtual reality (VR)

12 New courses using VR

500+ Students using VR

Building awareness

23 Events supported

1,007 Event attendees