

# Digital Learning Strategy **update**

September/October 2024  
2024/2025 metrics at a glance

## Digital Skills and Digital Fluency

Digital Skills is a service department that helps students, staff and faculty navigate their Academic Technology needs at the college.

We are located virtually at [digitalskills.mohawkcollege.ca](https://digitalskills.mohawkcollege.ca), on-site at Fennell Campus's Digital Creativity Centre and Makerspace (room EA105), and at Stoney Creek Campus (room A211).

 [Watch a video showcasing Digital Skills and our Digital Skills Technicians.](#)

## Now Open! PC/Mac Computer Lab in the Digital Creativity Centre (EA105)

Officially opened in September 2024, the PC/Mac Computer Lab lets students try new software and hardware technologies—even ones that might not be specific to their program area. The lab encourages students to experiment with new technology to complement their existing activities and projects, such as creating something in the DCC lab and manufacturing it in the Makerspace. Additionally, students are exposed to a new world of creative possibilities for their presentations, events, gaming, esports and more!



## Did you know?

Weekly workshops are available for students in the DCC and Makerspace

Programs can use the Makerspace for curriculum-related projects

The DCC and Makerspace offers a wide variety of student-focused events

## 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

**16** Programs

**27** Courses impacted

**1,000+** Students impacted



## Educator support

Support academic technology needs

**611** Real-time problems solved

**1,450** Tech article views

Train on tools and adoption

**31** Events and workshops

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

**389** Real-time problems solved

**49** Makerspace projects

**9** Workshops hosted



## Innovation engine

Adoption of virtual reality (VR)

**3** New courses using VR

Building awareness

**12** Events supported

**100+** attendees engaged in VR

**4** Internal and External Partners



[Check out this partner's story to see Mohawk's XR studio's impact.](#)