**014221 Learning in the Digital Age**

**Subject Learning Goals:**

**Student Id: 25984749**

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**1. Critically evaluate digital pedagogies and emerging technologies:**

As part of this subject, I aim to deepen my understanding of digital pedagogies. Howell (2012) defines digital pedagogy as the "thoughtful integration of digital technologies into teaching and learning practices to enhance student engagement and outcomes." More than merely utilising technology, digital pedagogy puts a creative and "learner-centred" experience at the core of its academic goals. I am interested in learning how I will be able to assess the contexts of these pedagogies, with a primary focus on Vocational Education and Training (VET). I plan to do this in large part through an engagement with the scholarly literature and by also considering current or emerging practices. Since VET is a largely practical field, I am very much interested in how digital pedagogies—and indeed cutting-edge technologies like virtual reality (VR) and artificial intelligence (AI)—could change the practical, experiential learning environment. Overall, this critical engagement should help me identify the contexts in which digital pedagogies are effective and with a demonstrably positive impact on learner outcomes.

**2. Develop a digitally enabled approach for VET contexts:**

On top of the knowledge gained from this course I seek to critically analyse my professional context and design a technology driven learning approach tailored to the VET sector. This includes the unique needs of adult learners and addressing digital literacy gaps, accessibility, and engagement challenges and workplace/industry requirements. My focus will be on creating a practical framework that integrates digital tools to improve teaching and learning consistent with the Australian Qualifications Framework (AQF) standards and regulatory bodies (ASQA) This goal reflects my commitment to enhancing education quality while embracing innovation to meet the sector’s dynamic needs.

**3. Create engaging multi-modal digital artefacts:**

According to Miller and McVee (2012), multi-modal digital artefacts include interactive infographics, movies, and e-learning modules that combine text, images, audio, and interactivity to deliver a message. Creating these artefacts will also inspire me to employ my critical thinking skills, work with creative tools, and convey concepts in an engaging way. I'll be able to get practical experience through this method, which will also help me develop resources that better transform theoretically complicated information into useful and approachable tools that enhance learning in the digital era

**4. Enhance communication skills through diverse genres and technologies:**

Throughout this subject I intend to develop my ability to communicate complex ideas across a variety of genres and digital technologies. This includes writing messages that are clear and well-designed, and tailored to specific audiences, whether written reports, interactive presentations, or digital media. Effective communication is crucial in my professional context because it ensures that people are aligned, it fosters collaboration, and it aids in the setting of common objectives. By practicing these skills, I aim to be a better leader and educator in the VET sector.

**5. Foster lifelong learning and adaptability in digital learning contexts:**

In the sector of education with rapid change within the digital environment it is necessary to practise learning and adaptability as a lifelong committed approach. This subject will help me to better understand emerging technologies and how they can affect education. My goal is to promote a ‘*change-ready’* or ‘growth’ mindset, seeking out innovative options, and a leading learner who values personal and professional development. Applying the knowledge that I will learn in this course I intend to be aware of industry trends and assist in developing the learning environment that is relevant, inclusive, and future oriented.