

DIGITAL CURRICULUM INNOVATION (DCI) INITIATIVE

The DCI Process



UCF

**Pegasus
Innovation Lab**

UNIVERSITY OF CENTRAL FLORIDA

HISTORY

Between 2018–2022, the Pegasus Innovation Lab (iLab) at the Center for Distributed Learning (CDL) oversaw the [Digital Learning Course Redesign Initiative](#) (DL CRI).

The goal of this initiative was to impact student learning by increasing successful course completion (reduced DFW rates – D/F/Withdraw), particularly in GEP & STEM courses. Additionally, we sought to improve FTIC & Transfer student persistence through a strategic course redesign process that leverages the benefit of online, blended, adaptive, and active learning.

Building on the success and momentum of previous innovative projects, and at the direction of the UCF Board of Trustees, the iLab announced the [Digital Curriculum Innovation \(DCI\)](#) Initiative to make strategic investments in curriculum level digital innovation projects.

This new initiative aimed to remove barriers to student access through the implementation of large-scale digital innovation beyond course redesign. It also aimed to increase program level adoption of [personalized adaptive learning](#) (PAL).

The continuation of this document documents the process of initiative the DCI Initiative.

APPLICATION PROCESS

Who could apply?

UCF faculty and CDL staff who were [IDL credentialed](#) or equivalent could apply for funding for their team projects with a complementary support structure. This structure, overseen by iLab, provided a facilitated professional learning community for online education to help meet their project goals.

Which courses were considered?

Funds were appropriated for implementation of large-scale innovations in digital learning courses including the following modalities:

- W (web-based)
- RS (limited attendance)
- V (video course)

Type of Projects

DCI projects may have involved one or more of the use of the following types of technologies in pedagogically sound course redesign:

- Personalized Adaptive Learning (PAL)
- Augmented or Virtual Reality (AR/VR)
- 360 Videos/Immersive 360 Online Activities
- Artificial Intelligence (AI) BOTs
- AI-enabled content creation and distribution (such as Chat GPT, AI generated art, or AI avatars)
- Gamification or game-based learning
- Building interactive open educational resources (OER) content
- And other digital technologies that may be appropriate



APPLICATION PROCESS CONT.

Selection Process

A selection committee was assembled with representation from the CDL teams directly impacted by the decisions made by said committee.

The process included three steps:

1. The selection committee reviewed proposals and identified finalists.
2. Finalists were invited to pitch their projects at [Digital Learning Day](#) for audience support and input, which were then considered by the selection committee.
3. The selection committee then made their final selections of 7 projects.

Project Requirements and Priorities

Priority was given to PAL and any innovation project that could lead to a [High Impact Practice](#) (HIP) designation for DL-eligible courses.

To increase student access at scale, priority was also given to team-based proposals that demonstrated:

- A collaborative group project with 2–3 faculty members who teach courses in sequence, within the same program, or address an interdisciplinary need.
- A clear instructional challenge and intervention aimed at increasing student success.
- A potential for large-scale impact (e.g., high enrollment courses, high DFW rates, adoption by other faculty outside of the project team).

CDL SUPPORT

The iLab hosted and co-facilitate a series of cohort workshops to help the faculty teams and CDL staff meet project milestones. A Summer 2024 meeting was required for those requesting a summer supplement, otherwise it was optional for those looking to get an early start on their projects. Four required cohort workshops were held in Fall 2023 and four were held in Spring 2024.

- Faculty were required to attend at least 3 out of the 4 workshops each semester.
- If this conflicted with their teaching schedule, they were excused but expected to touch-base with the members of the group and their instructional designers.

Project teams were also encouraged to complete a research component at the course or project level with the support of instructional designers (IDs) and the [Research Initiative for Teaching and Effectiveness](#) (RITE).

*The DCI Initiative was funded by the [distance learning](#) (DL) fee and directed by the UCF Board of Trustees. The DCI process was coordinated and executed through the cooperation of the Center for Distributed Learning's Pegasus Innovation Lab, Instructional Design team, Video team, Graphics team, the Faculty Multimedia Center, the iDev team, and Learning Systems & Technology, as well as the Division of Digital Learning's Research Initiative for Teaching Effectiveness.

INCENTIVES FOR FACULTY

Faculty Funds: Each faculty member was awarded up to \$10,000 for allowable expenses subject to university policies and approval from their department chairs. These funds could be used for “any allowable expense other than direct compensation.”

Allowable expenses included but were not limited to:

- Summer supplement
- Adjunct pay for course release
- Research/travel funds
- Conference participation
- Equipment
- Hardware/software

Course Assistants: For each faculty participant, an additional \$1,500 was awarded for a dedicated course assistant.

Additional Expenses: Up to \$5,000 could have been requested during the proposal process for additional expenses with written justification. This was predominantly used for equipment, software, or additional course assistants if the standard amount did not cover all projected expenses.

Funds were accessible half during the fiscal year 2023-2024 (July 1, 2023 – June 30, 2024) and half in fiscal year 2024-2025 (July 1, 2024 – June 30, 2025). The second half of funds was contingent upon the completion of the Summative Project Review.

INITIATIVE TIMELINE

All faculty participants were expected to complete their projects on the same one-year timeline beginning May 2023 and wrapping up April 2024.

