Chapter 14
Designing Engaging Online Environments: Universal Design for Learning Principles

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ABSTRACT

Engagement in learning is critical to students’ achievement of meaningful learning outcomes. Educators often describe engagement as a multi component concept that involves emotional, cognitive, and behavioral domains. In an online environment, student engagement is challenging to achieve. Both synchronous and asynchronous instruction needs to be thoughtfully designed to engage students at a meaningful level. Moreover, within an online environment, some of the differences between the students from diverse backgrounds may be more challenging for the instructors to address and thus require an intentional and systematic approach. Universal Design for Learning (UDL) is an instructional design framework that is based on a notion that all students are varied in their learning needs and therefore instruction needs to be flexible to ensure learning of all. This chapter will examine the construct of engagement, focus on learner variability, and offer practical instructional design solutions based in the framework of UDL.

INTRODUCTION

Engagement in learning is critical to students achieving meaningful learning outcomes. The concept of engagement has received a great deal of attention in the past two decades (Christenson, Reschly, & Wylie; 2012; Finn & Zimmer, 2012;
In an online environment, student engagement may be challenging to achieve. Both synchronous and asynchronous instruction needs to be thoughtfully designed to engage students at a meaningful level. Moreover, within an online environment, some of the differences between the students which are due to their diverse backgrounds may be more challenging for the instructors to address and thus require an intentional and systematic approach. Universal Design for Learning (UDL) is an instructional design framework that is based on a notion that all students are varied in their learning needs and therefore instruction must be flexible to ensure learning of all (Meyer, Rose, & Gordon, 2014; Rose & Meyer, 2000). At the core of the variability of the learners are the differences caused by racial, linguistic, religious, cultural, sexual, and ability differences. Flexible instruction designed within UDL framework ensures that learners have multiple means to engage in learning, are given the information and content instruction through multiple modalities, and have an opportunity to demonstrate their learning via multiple means (see http://www.udlcenter.org/aboutudl/udlguidelines).

This chapter will provide the readers with a rich description of the concept of student engagement and an understanding of the underlying challenges to engagement within online environment. Moreover, the chapter will explore the variability of the learners and the importance of designing online instruction utilizing culturally responsive approach. Universal Design for Learning framework will be described in detail to provide a systematic and intentional approach to designing engaging online environments for students from a variety of diverse backgrounds and with varied learning needs. Finally, the chapter will provide specific strategies and ideas for designing online instruction utilizing UDL framework.

BACKGROUND

Online learning is becoming an increasingly popular option for delivering post-secondary education. In fact, Allen and Seaman (2010) reported a 21% increase in enrollments in online courses between 2008 and 2009. This increase corresponds to an overall increase in institutions of higher education offering online learning options.
A Smart Trajectory Model for Teacher Training
Elena Merzon, Elvira Galimullina and Elena Ljubimova (2019). Cases on Smart Learning Environments (pp. 164-187).
www.igi-global.com/chapter/a-smart-trajectory-model-for-teacher-training/219025?camid=4v1a

The Inquiry, Communication, Construction and Expression (ICCE) Framework for Understanding Learning Experiences in Games
www.igi-global.com/article/the-inquiry-communication-construction-and-expression-icce-framework-for-understanding-learning-experiences-in-games/118133?camid=4v1a
Utilizing Innovative Video Chat Technology to Meet National Standards: A Case Study on a STARTALK Hindi Language Program
[www.igi-global.com/article/utilizing-innovative-video-chat-technology/70396?camid=4v1a](www.igi-global.com/article/utilizing-innovative-video-chat-technology/70396?camid=4v1a)

Classroom Orchestration: Balancing between Personal and Collaborative Learning Processes
[www.igi-global.com/article/classroom-orchestration/132856?camid=4v1a](www.igi-global.com/article/classroom-orchestration/132856?camid=4v1a)