A PICTURE IS WORTH A THOUSAND WORDS

Teaching Effective and Ethical Visual Image Research through eLearning



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1. RATIONALE

Art, Design and Architecture unit assessments often require students to find or generate relevant images to support their work.

IDENTIFIED KNOWLEDGE GAPS:

Students and tutors struggle with:

- Understanding copyright and Creative Commons licences.
- Applying these concepts within and outside of assessments i.e. sharing images on social media or using in exhibitions.
- Ethical and appropriate use of Al image generators.
- Utilising Library image databases and web image searches.
- Correctly attributing and citing images.

There are many helpful resources provided by Monash University and the Library, but they are difficult for students to find, consolidate, and utilise at the point of need.

Lesson Trial, Semester 1 2024: Two 2nd/3rd year undergraduate Architecture units, approx. 200 students (ARC2401/ARC3401).



3. FEEDBACK

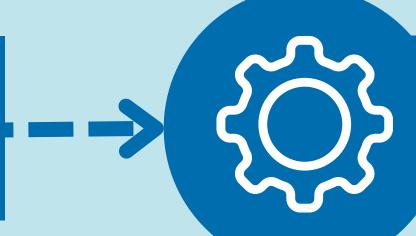
"This is such a great resource and I can't wait to incorporate it into the new units"

- Senior Lecturer

"Your lesson really is an excellent contribution to our department"
- Lecturer

"Trying to communicate the complexity of copyright, attribution, and where Al fits into this whole space, can be rather challenging, but this resource makes it all so comprehensible"

- Librarian



2. APPROACH

LESSON AIM:

Combine disparate resources into one online module

Relevant to all 3 disciplines and UG/PG year levels

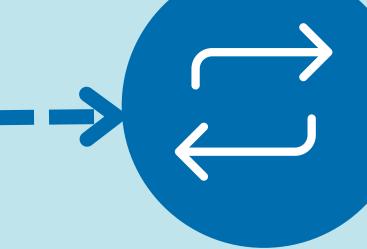
Easy to update and available at point of need

Asynchronous use and/or scaffolded in class

LESSON DESIGN:

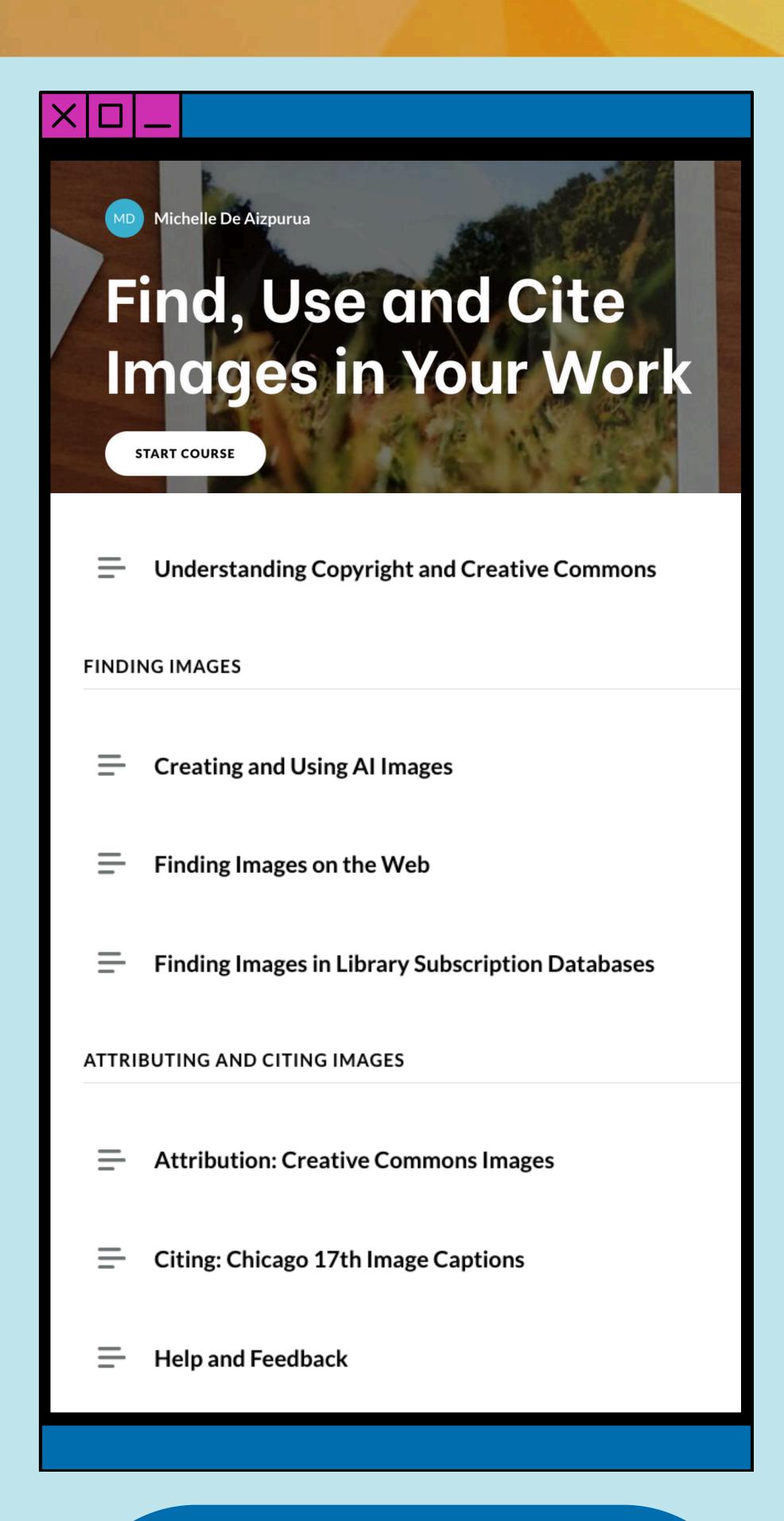
- Software: built in Articulate Rise360, linked in Moodle LMS.
- Collaboration: with Library Copyright Adviser and discipline academics to ensure information is accurate and relevant.

 Adjusted lesson content based on lecturer feedback.
- Evidence-based: utilised MAGIC guidelines (Nichols Hess, 2013) and best practice for Library online lesson creation (Crane, 2016; Jarvis, 2023; Rempel & Slebodnik, 2015).
- Authentic learning: through activities and examples that replicate real world scenarios, and show real uses of Al and ethical/practical issues.
- Interactivity: to enhance learning and engage users e.g quizzes, clickable items, practical activities.



4. LEARNINGS

- Evaluate and improve: plan to gather feedback and data.
- An iterative process: continual improvements and updates within the module and across related resources.
- Practice what you preach: acknowledge the use of Al, and the many existing resources, used in lesson creation.
- Promotions: look for opportunities for wide reach.



POSTER



References & Readings: https://bit.ly/elearning-references

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