The Inspired Learning Initiative is a strategic program of work within the Portfolio of the Pro Vice-Chancellor, Education & Student Experience for an initial 5 years.

This investment will enable the Portfolio, in partnership with faculties, to supplement their existing resources in support of the educational development priorities of the UNSW 2025 strategy. Embedded within the Educational Excellence Theme, the Inspired Learning Initiative (ILI) is intricately linked to a number of initiatives, will be ongoing and iterative in realising the educational aspects of the Strategy, and, via the Scientia Education Experience, it will greatly enhance the student learning experience and educational outcomes.

Our Inspired Learning Initiative includes:

- **Digital Uplift**
- **Multidisciplinary Course Design Teams**
- **Digital Assessment System and Project Pilots**
- **Media Development Rooms**
- **Scientia Education Academy**
- **Students as Partners**
- **Summative Peer Review of Teaching**

Additional projects supported by the Inspired Learning Initiative
The Portfolio partnered with Associate Professor Michael Kasumovic and his company Arludo to gamify four undergraduate courses in Science – Maths, Psychology, Science Ethics and Chemistry.

“The underlying theory for embedding simulation-based learning and gamification into undergraduate courses is founded upon the shift towards generation-z learners and our controlled experimentation into incentivizing students by tapping into their ways of socializing and learning,” said Associate Professor Mark King, Director of Educational Delivery Services. “It is also based on their preference for learning through gameful approaches, including competitive ones.”

These mobile games are currently being trialled in Term 1, 2019 and present more accessible opportunities for students to learn and engage anywhere, anytime with scientific theory and concepts.

Find out more about this exciting learning initiative by reading the full article here: When the student is the scientist: gaming brings STEMM to life (26 March 2019, UNSW Newsroom)