



The student learning experience

Programme design

Quality assurance
and improvement

Environment for
learning and teaching

Guidance and
learner support

**Student
learning
experience**

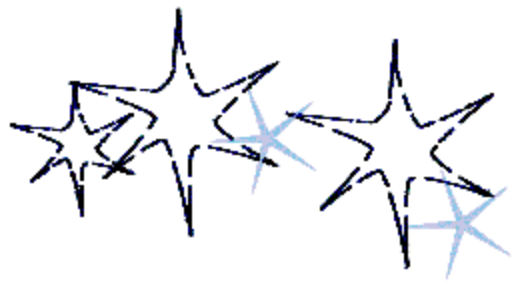
Equipment and
materials for learning

Learner progress
and outcomes

Learning and
teaching process

Assessment

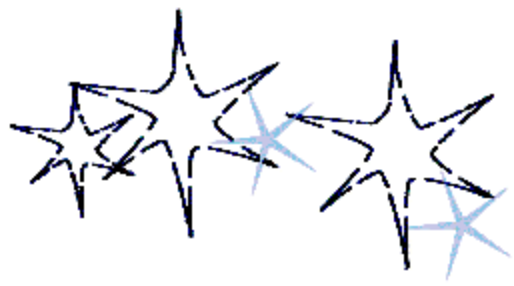




Programme design

- Learning objectives and a blank sheet of paper
- Shaping the course from scratch
- Engaging students in national forums





What this doesn't mean...

STUDENT AUTHORITY



“Always-right” customer

“Empty vessel”

Sales assistant

Omnipotent deity



STAFF AUTHORITY





What it does mean...

- Partnership, “co-creators”, citizenship
- Do these concepts define your...
 - institutional mission?
 - student induction?
 - student rep training?
 - staff development activities?

