Enabling a European Digital Plug-and-Play Ecosystem

Moderated by Sidharth Oberoi
Agenda

+ Intro: Melissa Loble, SVP Customer Success and Partnerships, Instructure

+ Lightning Talks

+ Panel Discussion
  + Bart Corbijn, Driem
  + Rick Johnson, VitalSource
  + Mark Leuba, IMS
  + Alberto Ruiz, Edudevel
Plug & Play with IMS
IMS Europe Meeting October 2019
Melissa Loble, SVP Customer Success & Partnerships
“What comes next must be informed by the new learning-centered model that increasingly characterizes higher education practice (hence next generation). It must of course be digital, given that digital technology has become a component of virtually all teaching and learning practice. It must be about learning, since learning ties together learner and instructor. Finally, it must be an environment or ecosystem—a dynamic, interconnected, ever-evolving community of learners, instructors, tools, and content.”

Educause, ELI Paper, April 2015
NGDLE Five Domains of Core Functionality

1. Interoperability and integration
2. Personalization
3. Analytics, advising, and learning assessment
4. Collaboration
5. Accessibility and universal design
Why do Educational Organizations Value Plug-n-Play?

- **Resource savings**
  - Selection efforts
  - Development efforts
  - Support efforts
  - Training efforts
  - Costs
- **More seamless learning experience**
  - Principle-driven universal design
  - Ease of use for everyone
- **Ease of analytics aggregation**
  - Data flows freely to, from & around the ecosystem
- **Drives innovation faster**
  - Better tools, more quickly, and more widespread
Lightning Talks
Panel Session

Q&A
How does a plug & play ecosystem benefit institutions?
Why is LTI Advantage critical?
How has the use of standards facilitated innovation in education?
What are the challenges you see in adoption of new solutions and technology for vendors and institutions?