

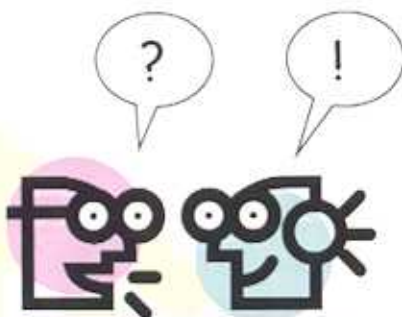
CLII Activities

CLII MEMBERS HELP TO IDENTIFY, ORGANIZE AND CONDUCT THE FOLLOWING SHARED ACTIVITIES:

- Implementing educational innovations via course design projects
- Assessing learning and evaluating innovations via laboratories, design studios and research
- Community portal and governance to support the sharing of ideas, materials, collaborative knowledge production and improvements in practice
- Conferences to solicit student input and focus
- Seminars and workshops to disseminate project benefits
- Monthly IP video conferences on topics facilitated by communities of practice

CLII is a Vanderbilt University sponsored program made possible by the collaborative efforts of many partnering institutions and centers.

<http://www.clii.org>

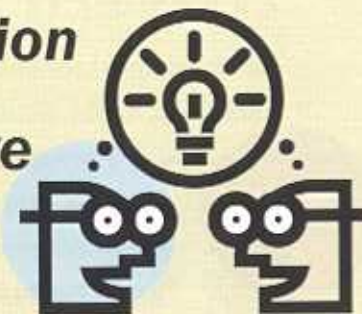


For information, contact:

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or apply for membership online at:

<http://www.clii.org>

Community Learning and Innovation Initiative



COMMUNITY LEARNING
THROUGH
INNOVATION BY DESIGN

<http://www.clii.org>



ABOUT CLII

The Community Learning and Innovation Initiative (CLII) was formed through the



merging of communities of practice with origins from both the Faculty Innovation Profile Project (FIPP) and

the National Learning Infrastructure Initiative (NLII) communities. CLII supports communities of practice to facilitate innovations and enhanced collaborative efforts among educational researchers and practitioners. CLII members explore, examine and communicate how shared pathways of collaboration can help bridge academic technology and learning theory to innovatively design and deliver improved capabilities and services in higher education.

JOIN A COMMUNITY!

Gaming and Simulation. Gaming and simulations promise an emphasis on



intuitive and engaging ways to

discover and learn. Members

work to explore how gaming and simulations can be introduced to faculty for use in instruction.

Learning Space Design. The design of learning spaces, whether they are classrooms, laboratories, libraries, informal, or virtual spaces—can enhance learning.



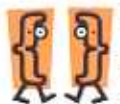
Excellent learning space design can improve learning outcomes. Educators, technologists, and space planners are combining technology, pedagogy, learning and physical space.

Student Academic Systems and Learning Support Services. Capabilities exist to collect, store, inter-



connect and deliver student data from diverse sources with greater accuracy and security. Members work to identify, prototype and evaluate new systems and services.

Bridging Community. Effort is focused on bridging



research and practitioner communities to develop shared language and communication pathways, as well as to develop

a set of processes and tools to help strengthen the connection between practices in higher education and education research.

E-Portfolio in Higher Education. Educational re-



searchers, faculty, assessment and learning scientists and technologists, work on the creation, use, publication

and evaluation of electronic portfolio projects and tools.

Applied Use of Technologies in Teaching and Learning. Members bring focus to emerging



technologies that have the potential to advance teaching, learning, and creative expression for learner-centered environments.

VaNTH Community. VaNTH is an Engineering



Research Center involving Vanderbilt University, Northwestern University, University of Texas, and Harvard-MIT. Members are engaged in research and development to transform bioengineering education.

COMMUNITY GATEWAY

[HTTP://WWW.CLI.ORG](http://www.clii.org)