

# Leadership Education and Outreach in a Digital Environment: Lessons Learned, New Tools, Next Steps

## Name and Titles of Presenters:

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## Goals and Objectives of the Presentation:

This presentation is designed to help participants understand a development process used to transform traditional leadership educational tools and experiences into resources for the digital age. The project relegated technology to a service role; that is, technology was used only when it served the goals of the educational process. Participants will learn about how digital tools might be designed and formatted, and how to identify and target appropriate audiences. Participants will have a chance to see and use on-line tools that might supplement their own leadership programs.

## The Presentation:

1. **Introduction:** The presentation is based upon work conducted at the University of Illinois, funded by that institution and by the W.K. Kellogg Foundation. In this final year of funding, the project team will share insights, strategies and tactics that have been useful in developing digital tools based upon traditional educational experiences. They will discuss ways that technology did and did not work well in enhancing learning; and showcase materials that are available to educators.
2. **Three types of audiences for digital tools:** We will describe three types of audiences that have shown interest in using digital tools to enhance their leadership learning. Each audience has its own strengths and weaknesses, its own preferences for learning. We will discuss each and describe how the educational program can be tailored to the audience needs.
3. **Strategies for self learning:** Because more and more people are interested in learning on their own, probably on-line, we must create learning opportunities for them where they are, when they are ready to learn. Creating digital tools is one way to provide educational opportunities in a changing environment. Our audiences are becoming broader and more diverse; we may interact with learners from any age group, from anywhere around the globe. How will our educational programs address these vast differences in audience? How will we enable people to learn on their own terms, but interact with their fellow learners? Technology can serve some of these objectives.
4. **Demonstrations of tools:** Participants will use interactive, computer-based programs as they work through several educational programs such as managing conflict and conducting community needs and resource assessments. These tools will be available to them via the web when they return home. Participants will provide feedback about the usefulness of the tools and contribute to the evaluation.

5. **Next Steps:** When digital tools are used, evaluation becomes complicated. The content must be evaluated separately from the format. We will discuss strategies to conduct meaningful evaluations when new formats are used.

**Descriptive Sentence for Program Book:**

This presentation is designed to help participants understand a development process used to transform traditional leadership educational tools and experiences into resources for the digital age.

**Time Required:**

This program is a workshop that will require approximately 90 minutes.

**Affiliated Costs:**

Presenters will provide materials for the presentation.