# UDL Initiative Road Map

For Universal Design for Learning Initiative

## I. Service Definition:
Universal Design for Learning (UDL) is a framework for course design/development that incorporates accessibility, while meeting the needs of the greatest majority of the student population.

## II. Mission Vision / Ultimate Goal:
To enable University-wide support and inclusion of UDL principals in face-to-face, online, and hybrid instruction, Web sites, (and physical environments).

## III. Current Situation:
A white paper was developed by a committee at UK formed to address accessibility. The paper, which included several recommendations, was submitted to the provost. The result was the hire of a Universal Design & Instructional Technology Specialist housed within the Center for the Enhancement of Learning & Teaching (CELT). That person/position is tasked with increasing campus-wide awareness, education, and implementation of UDL principles, which include accessibility features, to meet the needs of the greatest majority of students, as well as legislative mandates.

## IV. Year 1 (5/2014 to 7/2015)
- Conduct a campus-wide needs analysis for UDL through networking
- Develop roadmap outlining a 3-year plan
- Establish a UDL steering/advisory committee
- Design, develop, and facilitate UDL workshops (4)
- Design Faculty Champion program (identify and recruit faculty/staff champions (6))
- Design an online course in UDL (credit-bearing through College of Education)
- Create and implement UDL checklist
- Create white paper and presentation for campus leadership
- Plan a campus-wide UDL marketing, PR campaign
- Develop UDL Web content and UDL blog (CELT Web site)
- Craft captioning guidelines
- Implement and test Clockwork
- Deliver presentations at statewide/regional/national conferences (2)
- Submit grant proposals to support the implementation of UDL (1)

## V. Year 2 (8/2015 to 7/2016)
- Implement UDL marketing, PR campaign campus-wide (including Diversity Awareness Day)
- Develop, offer, and facilitate online UDL course (for credit through the College of Education)
- Design, develop, and facilitate UDL workshops (+4)
- Grow faculty champions program (+12)
- Incorporate UDL in UK courses; increasing the accessibility (insert percentage)
- Deliver white paper and presentation to Provost and President
- Establish a UDL faculty learning community (FLC)
- Evaluate (and revise) UDL checklist
- Establish UDL Experiential/Service-Learning captioning practicum
- Promote library of UDL resources
- Establish accessibility of Drupal Web sites; specifically seeblue (on UKAT server)
- Procure University site license for Read & Write Gold
- Establish process for incorporating accessibility into software procurement (UKIT; Purchasing Office)
- Establish testing lab/center for assessing software/LMS accessibility
- Establish research directions around UDL implementation
- Deliver presentations at statewide/regional/national conferences (2)
- Submit grant proposals to support the implementation of UDL (1)

## VI. Year 3 (8/2016 to 7/2017)
- Design, develop, and deliver UDL workshops (+2)
- Increase the accessibility of (insert percentage) UK course offerings through the incorporation of UDL
- Continue expansion of faculty champions program (+24)
- Design and develop a UDL video game and/or app for educational purposes – faculty/staff/students
- Establish accessibility of UK Web sites (non-Drupal/UKAT sites) (30%)
- Garner public endorsement by the Provost and President of the critical need for implementation of UDL campus-wide
- Establish leadership-endorsed policies for captioning, procurement, etc.
- Deliver presentations at statewide/regional/national conferences (2)