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| UK Logo | UDL Initiative Road MapFor Universal Design for Learning Initiative | Service Owner: | Deb Castiglione |
| Modified By: | Deb Castiglione |
| Identification: |  |
| UDL Steering Committee Review: | Initial review with Kathi Kern November 2014Full team review by December 31, 2014 |
| Version: | 1.0 |
| Last Review: |  |
| Next Review: |  |
| 1. 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.  |
| 1. 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). |
| 1. 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.  |
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| 1. Year 1(5/2014 to 7/2015)
 |  | 1. Year 2(8/2015 to 7/2016)
 |  | 1. Year 3(8/2016 to 7/2017)
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| * 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)
 | * 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)
 | * 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)
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