

Prix

HUBLO

Awards

i-MERSION CP

2024 Hublo Awards Rules and Eligibility

What do the Hublo Awards recognize?

These awards recognize the advancement of digital literacy through the application of inspiring digital learning practices by educational advisors (EAs) at higher education institutions. The mission of the Hublo Awards is to showcase these practices and inspire other key initiatives by encouraging a culture of innovation and excellence.

What is a digital learning practice?

A digital learning practice is the use and integration of digital technologies for learning purposes, with the goal of enhancing the teaching process, the student's learning experience, or the support of institution members by improving structures, methods or tools.

Who are the Hublo Awards for?

The Hublo Awards recognize current EAs or people in any other position devoted to digital learning development, support or coaching, who work at a higher education institution in Quebec.

Categories

Transformation

This category recognizes a change in organizational structures involving an innovation in the tools or work methods used. It also highlights practices that promote digital leadership by sharing a global vision and an organizational culture focused on incorporating digital technology at different levels of the institution.

Examples of objectives pursued through the digital learning practice:

- Improving organizational practices (e.g., creating or enhancing tools linked to program development or upgrading, or handling other projects; improving a decision-making process, modifying work methods, etc.)
- Implementing digital leadership within the institution by sharing a global vision and an organizational culture (e.g., institution-wide digital plan, digital learning engineering, etc.)

Success

This category recognizes a practice that improved students' academic success by contributing to learning enrichment or skills development. The category highlights the measures that improved knowledge transfer or information retention.

Examples of objectives pursued through the digital learning practice:

- Enhancing the student experience (e.g., authentic situations; handling of tools/mechanisms; knowledge and competency acquisition facilitated by digital technology; etc.)
- Boosting learner motivation and engagement (e.g., active learning; co-creation; improved digital learning strategies and materials; etc.)

Resources

This category recognizes the contribution of the practice to advancing the field of education, and to the accessibility or development of resources for teachers, students or other members of the institution.

Examples of objectives pursued through the digital learning practice:

- Efficiently collecting or distributing content to improve access to information (e.g., improved information collection or analysis methods, tools for disseminating or recording educational monitoring results, etc.)
- Developing or optimizing tools to facilitate access to digital resources for teachers or members of the institution (e.g., toolbox, website, digital platform, videos, tutorials, etc.)

Equal opportunity

This category recognizes digital learning practices aimed at providing all individuals with access to learning and development, regardless of ethnic origin, socioeconomic status, physical or mental ability, gender, race or any other factor that might normally result in disadvantages or barriers.

Examples of objectives pursued through the digital learning practice:

- Democratizing digital technologies (e.g., access to a reliable internet connection, computer equipment, digital tools [free platforms or software], etc.)
- Fostering inclusion (e.g., accessibility and alternatives to digital tools and content for people with disabilities, use of technology to personalize the learning experience for different types of learners, reduction of existing inequalities [marginalized or vulnerable groups], etc.)

Digital ethics

This category recognizes the contribution of the practice to the development of critical thinking, respect for human rights, citizenship and digital ethics. In this way, the digital learning practice helps to promote the responsible use of digital technology in all forms.

Examples of objectives pursued through the digital learning practice:

- Promoting digital ethics, which includes the moral principles and values governing the institution's use of digital technology (e.g., transparency of the process or use of data collected by digital tools, the right to disconnect, etc.)
- Promoting digital citizenship; responsible behaviours, competencies and attitudes associated with the use of technology and online interactions (e.g., authenticity and integrity of information and identity, copyrights, the fight against misinformation, cyberbullying, etc.)
- Upholding digital security (e.g., informed consent, data confidentiality and protection, etc.)

Evaluation of nominees

Nominee evaluation criteria

Nominations will be evaluated according to the following evaluation grid and criteria:

Section 1: Description of needs, context and objectives (11 points)

- The needs are clearly identified and the initial contextual issues at the institution are clearly described. (3 points)

- The description of the practice clearly outlines its structure, functioning and purpose. Furthermore, the main objective of the practice is clearly defined and does not conflict with possible sub-objectives or indirect results obtained during the implementation process. (5 points)
- The description of the context paints an accurate picture of the situation at the time of implementation (e.g., characteristics of the target audience, circumstances, funding and internal resources, potential obstacles to integrating the practice, etc.). Finally, the portrait of the people involved is clear, allowing a precise understanding of their respective contributions and roles in implementing the practice. (3 points)

Section 2: Characteristics of the practice (30 points)

- How it is inspiring (creative, innovative, unique) for the higher education sector is clearly demonstrated. (10 points)
- Proof of the scope of the digital dimension is provided and fully justified. The digital resources selected are high quality and reflect the capabilities of the end user (e.g., user-friendly, accessible, up-to-date, collaborative, etc.). (10 points)
- By capitalizing on the characteristics and ecosystem of the institution, the practice paves the way for knowledge sharing and transfer (e.g., consideration of the compatibility of existing IT infrastructure, documented implementation processes, etc.). The practice's design methods and governance structure are also conducive to its sustainability (e.g., stakeholder engagement, target audience awareness and training, adaptability and scalability, etc.). (10 points)

Section 3: Involvement in the development and implementation of the practice (9 points)

- The nominee's/team's involvement is demonstrated by the steps taken to accurately determine the institution's needs and perceptions. (3 points)
- The nominee's/team's active participation is clearly demonstrated, in particular through their involvement in the ideation process and in the search for solutions to the needs initially expressed. (3 points)
- The nominee's/team's contribution to the development of the practice is central to its implementation. (3 points)

Section 4—Evaluation of impacts (10 points)

- Evaluation of the impacts of the practice is based on feedback, facts or data that can be used to measure its scope within the institution, and to ensure that the practice adequately meets the initial objective.

Regulations

Eligibility requirements

At the time of nomination, a nominee must meet the following criteria:

- Holds an EA position (or any other position devoted to digital learning development, support or coaching) at a higher education institution in Quebec;
- Led or actively participated in the implementation of the practice;
- Has not submitted this practice to the Hublo Awards in previous years;
- Is a member of the i-mersion CP community (to confirm the EA's membership, contact hublo@i-mersioncp.ca;

- Submit the nomination form, duly completed and signed by the authorized individuals, to hublo@i-mersioncp.ca by the stated deadline.

Who can submit a nomination?

- The EA themselves;
- A member of the teaching staff;
- A person in an administrative or supervisory position at the institution;
- Any member of the team.

The following nominations will not be accepted:

- A nomination of a person employed by the i-mersion CP project;
- A nomination submitted by the spouse or an immediate family member of the nominee;
- A nomination submitted for the purpose of promoting a company or a service;
- A posthumous nomination.

Nomination period

The call for nominations for the Hublo Awards will close on January 19, 2024.

Selection process

The i-mersion CP team will carefully assign each nomination to the appropriate category. This is essential to guarantee the validity of information during the selection process. Relying on their expertise and in-depth understanding of the categories, the team will carefully evaluate each nomination to ensure it is assigned to the appropriate category. In February, a selection committee, made up of members of higher education institutions or of organizations involved in the advancement of digital learning in higher education, will analyze and evaluate the nominations. The finalists will undergo a final evaluation by a jury made up of representatives from different sectors of the community.

*NOTE: i-mersion CP will contact the finalists along with one of the signatories of the nomination (member of administration or immediate supervisor) in March to inform them that their nomination has been accepted and to confirm their presence at the Hublo Awards Gala.

What do the finalists and winners receive?

The finalists will receive

- Promotion of their inspiring digital learning practice on the i-mersion CP website;
- A certificate presented at the Hublo Awards Gala. For team nominations involving more than three people, the team name will appear rather than the names of the individuals;
- A digital badge from CADRE21.

The winners will receive

- The Hublo trophy (one trophy per team);
- A \$1,000 bursary from the Ministère de l'Enseignement supérieur (MES) to develop or improve digital learning practices within the institution;
- A unique digital badge for each winner, from CADRE21.

Partners

