

What we did ...



Data-gathering event, held online; February 2022.



Focused on: academic staff and key stakeholders (self-selecting and by invite); ~30 participants.



Explored experiences and shared views.



Participatory breakout groups.



Data gathered informed the project website and contributed to the '10 ways to ...' booklet.



Evaluation & dissemination event, held in-person; May 2022.



Focused on: academic staff, researchers, edu-developers/digital support staff, students, key stakeholders: ~40 participants.



Explored experiences and workshop ideas.



Breakout group discussions.



Evaluation of the project website and the development '10 ways to ...' booklet.

What we learned ...

EDI

Needs to be a ground-up movement (not about policy).

Good practice is out there but can sit in silos.

Multi-dimensional (e.g. not just physical disability but cultural, socio-economic, staff EDI too).

Wider appeal than just HEIs; applicable to teachers & industry - the pipeline is important.

Still a long-way to go; need mechanisms to inform and empower people (training).

Digital Tech

Digital tools less important than EDI.

Technology shouldn't drive EDI; digital arms race isn't addressing EDI in the field.

Use the digital to enable the experiential (Holmes, pers. comm.).

Pedagogy behind digital design more important to address the EDI than the digital tool itself.

Not trying to replace but augment the in-person field work - preview and review.

Participatory Projects

Cannot do everything, need a tight focus.

Advertise widely & target key people/organisations (get the right people there).

Opportunities for unguarded conversations that fed into workshop discussions (very valuable).

Practices we'd like to share...

Don't work in silos ... reach out to the wider community.

Need help/input from the whole community to get the message out – cannot rely on a website or booklet finding people.

Engage widely across the Geo-environmental sector (from teachers to industry).

Work from a bottom-up approach.

Create a Community of Practice.

Use participatory workshops to engender buy-in (give people problems to solve).

Co-create solutions; avoid box-ticking exercise.

Work on the problem not the digital tool.

Storytelling and sharing experiences help to visualize issues.

Don't be afraid to rip up your ideas!