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UK Government

Local Skills Improvement Fund

Making an impact through West Yorkshire Colleges



Digital
Innovation

Introduction

West Yorkshire Colleges secure funding to accelerate digital innovation in education

In 2023, the West Yorkshire Consortium of Colleges (WYCC) secured £6.9 million from the Department for Education to digitise teaching and learning in key sectors.

The funding is part of the Local Skills Improvement Fund (LSIF) and launched a West Yorkshire digital innovation project led by the colleges.

The project will build capacity to meet local skills priorities that were identified in the Local Skills Improvement Plan (LSIP), launched by the West and North Yorkshire Chamber of Commerce.

Since then, colleges have collaborated through the consortium to develop current and new digitised training provision and curriculum for key industries.

The funding was split into six key sector areas, and each collaborative project has been led by a West Yorkshire college.

1. **Creative Industries**
2. **Construction**
3. **Advanced Manufacturing and Engineering**
4. **FinTech**
5. **Health and Care**
6. **Teaching and Learning**

Using the investment, colleges have already opened specialist hubs and digital spaces to offer high level curriculum using immersive and digital technology and Artificial Intelligence.

The funding must be invested before the end of March 2025, but the impact will continue long into the future.

This brochure explores some of the impact the investment has made to date within the colleges. It highlights the enhanced learner experiences, skill development of teaching staff and improved opportunities for engagement with employers, local and national.



The LSIF ambition

As part of the funding announcement, the (then) Education Secretary Gillian Keegan said, "This investment is about boosting local industries, building people's skills and ultimately futureproofing our economy and the career prospects of the next generation."

"Our local skills projects will bring together regional organisations, businesses and education providers to respond to the specific needs of employers, building an increasingly skilled workforce and growing local economies."

"Whether it is green skills, construction, engineering or digital, thousands more people can now gain the skills they need to secure good jobs closer to home."

On securing the funding, Project Director of the West Yorkshire Consortium of Colleges, Joanne Patrickson said, "This is a fantastic opportunity for the region to advance the skills needed in technology to keep up with industry changes. Not only will the funding of new equipment help to improve the learning experience in colleges, the collaboration between our partners will grow the skills and knowledge of the teaching staff who can deliver relevant training to the current and future workforce."

James Mason, CEO of West and North Yorkshire Chamber of Commerce, said, "Skills are frequently cited as a key issue for employers."

"This funding will begin to address the crucial need for improved productivity in our region and empower our workforce to deliver results for the whole nation."

1. ABOUT Creative industries

The Creative Industries project includes the development of a new skills hub that promotes the journey of digitalisation within the Creative Industries and opened in September 2024.

Based in Dean Clough Mills, Halifax, Calderdale College's 'Mill Studios' offers a creative skills space that brings the very latest digital technologies to the region. The hub will focus on game design, esports and film and TV production, and digitalise curriculum content, delivery and assessment.

In addition to the skills hub, Kirklees College and Luminare Education Group are investing in some of the latest digital equipment for music and theatre courses.

Colleges: Calderdale College, Kirklees College and Luminare Education Group.

Across the colleges and by March 2025:

- Over 20 courses will be developed from levels 3-5
- Around 2,800 learners will benefit from these new courses
- Over 4,000 learners will use new equipment
- Total investment of £1.2m



Case Studies: Bringing the investment to life Leeds City College turn imagination into sustainable 3D reality

Leeds City College part of Luminare Education Group has invested in three machines to allow students to bring their imagination to life in 3D print.

Purchasing GP20 Plastic Shredder & Granulator, the Airid Polymer Dryer, and the Filament Maker Composer, all from 3Devo the machines help the college to take small steps toward recycling plastic and reusing it, rather than the need to use 'virgin plastic'.

Technician Tim Wileman at Leeds City College has been testing out the new machines. He said, "The biggest challenge is perfecting the recipe consistently and we're gradually getting closer to our goal of minimising our reliance on virgin plastic filament and enhancing sustainability while also cutting down on plastic waste on campus."

Richard Lee, Assistant Principal at Leeds City College said, "The Creative Arts department are excited by the enhanced opportunities that we can offer to our students through the LSIF investment. Identifying, developing and retaining talented Creative practitioners in the region is central to our work at the college, and the LSIF support will give them the needs to succeed in the digitising Creative sector."

The 3D printers allow students to produce theatre props and prototype creative products.



Kirklees College's Model Citizen music is a hit

Kirklees College secured funding from LSIF to invest in new DJ and music production equipment to help current and new students learn all the latest techniques. The new equipment, along with VR headsets and associated technology has been situated in the college's Huddersfield Centre, helping create a new Digital Learning Hub.

The money has helped to expand the work the college is currently doing with Model Citizens, a local community group that supports hard to reach students get into the creative arts through music, DJ, photography and video editing workshops.

The Model Citizens programme supports young people who are often NEET (Not in Education, Employment or Training)

status, don't have high disposable income and are vulnerable to exploitation and involvement in crime overcome the challenges they face. This investment allows Model Citizens to continue their work with college students, including producing their regular podcast which informs the wider community about health, wellbeing and digital inclusion to make a positive impact on the lives of young people and their families.

Warren Dunn, Curriculum Area Manager for Creative Industries at Kirklees College said:

"This investment will vastly improve our music production provision for current and prospective students of Kirklees College and we are very excited to continue to partner with Model Citizens to create opportunities in the sector for the most vulnerable people in our communities."

MODEL CITIZENS

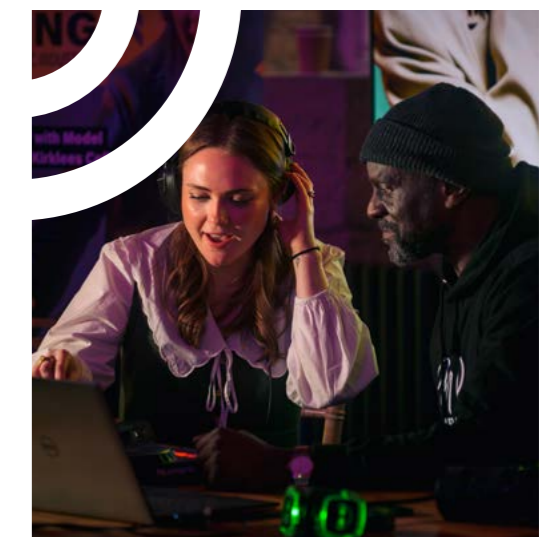
INSPIRING THE NEXT GENERATION OF **DIGITAL MUSIC PRODUCERS**

Funded by the LSIF, the new digital music suite at Kirklees College will host weekly workshops from Model Citizens, where students will:

- Learn to DJ, record and produce music
- Engage with industry professionals
- Get technical support from the experts
- Improve employability skills
- Boost mental health and wellbeing

SCAN THIS QR CODE TO FIND OUT MORE ABOUT MODEL CITIZENS

LEEDS COLLEGE | Digital Innovation | Creative Industries | Funded by UK Government





Calderdale College opens Mill Studios

Calderdale College unveiled its new media and gaming campus at Dean Clough in September 2024 with 60 students studying gaming and media courses.

The new centre, Mill Studios, was funded through the Local Skills Improvement Fund (LSIF) and the college's own capital investment, and aims to add to the district's thriving cultural scene while tackling skills shortages in the Creative Industries.

Mill Studios will transform the ways in which students studying creative courses learn and are assessed in a new digitalised curriculum which includes Games Design, Esports, and a T Level in Media, Broadcasting and Production.

Based on the third floor of D Mill at Dean Clough, the classrooms feature state-of-the-art purpose-built classrooms, along with high-tech equipment including high-spec gaming PCs for Esports, Wacom Intuos tablets for drawing 2D art in Games Design and an Infinity Cove curved green screen wall for TV and film production.

David Malone, Principal and Chief Executive at Calderdale College, said: "The opening of Mill Studios is a significant milestone for Calderdale College and our commitment to delivering cutting-edge education in the digital and creative sectors.

"We are incredibly fortunate to have partnered with Dean Clough, whose spacious and professional venue provides the ideal environment for our students to thrive and excel in these fast-growing industries. I would like to extend a heartfelt thank you to everyone at Dean Clough for their unwavering support throughout this project. Their collaboration has been instrumental in bringing Mill Studios to life, and I am confident that this partnership will open new doors for both our students and the broader creative community in Calderdale.

"This is just the beginning, and I look forward to seeing how our students and staff make full use of this incredible facility as we continue to innovate and expand our curriculum to meet

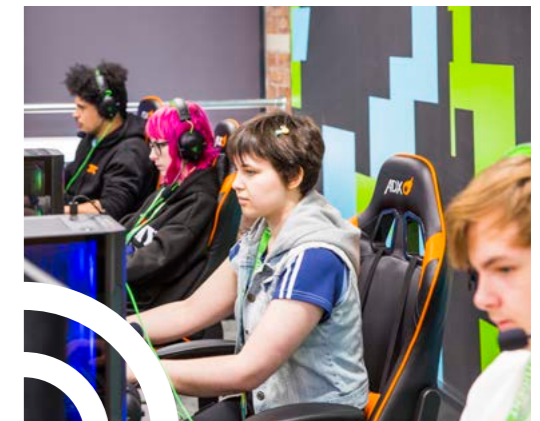
the demands of the future."

Jeremy Hall, Chairman and Managing Director of Dean Clough, added: "We are excited to see the opening of Mill Studios as an expansion of Calderdale College's educational facilities here at Dean Clough which is fast emerging as a centre of excellence for creative industries."

Calderdale College is working with The Community Rail Partnership on a Live project to create a video of how to use a ticket machine.

Karen Hornby, Community Rail Partnership Officer, Rochdale Borough Council said: "The facilities provided at the new Mill Studios are second to none. The professional environment that the students are working in gives them the opportunity to experience a realistic working environment.

"The fantastic facilities provided will also enable the students to complete productive and professional projects which will stand them in good stead when applying for employment. I am hoping to work with the students on media, marketing and gaming work streams this will give them the experience to work in a professional organisation."



2. ABOUT: Construction

Led by Leeds College of Building, this project is developing new training provision which embeds digital skills into the specific trades and professional areas in the construction industry.

The project is upskilling teaching staff and developing a significant suite of interactive and new immersive skills in electrical, plastering, brick plumbing and joinery through the use of Augmented Reality (AR) and Virtual Reality (VR).

The aim is to develop learners' knowledge of the construction site environment in a controlled setting.

Colleges: Leeds College of Building, Bradford College, Kirklees College, Luminate Education Group and Heart of Yorkshire Education Group.

Across the colleges and by March 2025:

- **£1.3million of investment**
- **14 courses are being developed at levels 3-5**
- **Around 380 learners will benefit from these new courses**
- **Over 1,100 learners will use the new equipment**



Case Studies: Bringing the investment to life Bradford College uses LSIF funded rigs to launch Green Skills Centre

New training rigs at Bradford College are helping to train forward-thinking electricians who can play a pivotal role in the region's transition to sustainable energy infrastructure.

Bradford College has recently launched an innovative Green Skills Centre, positioning itself at the cutting edge of sustainable technology education and professional training. With the training rigs purchased through LSIF, the centre provides specialised courses in solar photovoltaic (PV) systems, battery storage technologies, and electric vehicle charging point installation, equipping learners with critical skills that are increasingly vital in the evolving green economy.

Local learners will benefit from hands-on training that directly responds to growing employer demands in green technologies, while businesses in the Bradford community will gain access to a skilled workforce capable of implementing and maintaining advanced renewable energy systems.

This strategic initiative not only enhances individual career prospects but also supports the broader goal of developing a locally-trained, environmentally conscious workforce ready to meet the challenges of decarbonisation and green technological innovation.

Kirklees College puts in the groundwork

Stephen Plumstead, Director of Curriculum Construction, Engineering and Land and based studies at Kirklees College is taking the LSIF funding to a new level in construction. The college has partnered with Flannery Plant Hire to develop land at the college's Technology Quarter in Huddersfield which will host a dedicated training unit for virtual and hands-on groundworks training, funded by LSIF.

"The investment from LSIF has allowed the college to invest in simulation technology for learning Plant Operations. Working with Flannery, one of the UK's leading Plant Hire firms, we are growing the investment and developing land and additional equipment to base a training unit where college students can benefit from a mix of simulation and real-life operation."

Work will continue from January 2025, when the new training unit is due to arrive in Huddersfield.



College construction teachers embrace digital innovation at collaborative event

In April 2024, six colleges from around West Yorkshire came together to collaborate on the digital progression of the construction curriculum using Augmented Reality (AR) and Virtual Reality (VR).

Construction teachers and IT support teams from the colleges spent the day at Elland Road, Leeds. They explored new technologies with leading digital companies and discussed how the technology could benefit both teaching and learning in a construction setting.

The event was funded by the Local Skills Improvement Fund (LSIF) and is part of the West Yorkshire Consortium of College's drive for collaboration in digital innovation across its colleges in order to meet skills needs in the region.

At the staff CPD event, digital companies Metaverse and VISR demonstrated construction-related software and how VR can be incorporated to the curriculum to increase engagement including for maths and English.

WYCC project manager for the Construction LSIF investment, Brydie Lund explained how the event helped turn conversation into collaboration and opportunity.

"We held a workshop that covered areas such as how to

incorporate digital technologies into construction curriculum and how to deal with some of the barriers that staff are facing.

"Having a mix of expertise from construction, teaching and technology meant that the group made positive progress around how to work together to help teachers get up to speed and utilise the investment to its potential.

"During the panel session, we heard from teachers who already use VR, AR and other digital technologies into their classrooms, giving the audience a chance to ask them questions and share ideas."

Construction departments across the collaboration have been spending their capital investment on VR and digital equipment that can enhance the learning experience and teach students new digital skills with much of the technology due to arrive in 2025.

The collaborative CPD event brought 40 college staff members together from across the region, to allow them to use and enthuse about the kit which they are receiving through the funding, collaborate and share with other members of staff on how they have used it for their teaching or intend to.

Leeds College of Building, Bradford College, Kirklees College, Luminate Education Group, Heart of Yorkshire Group and Calderdale College were all represented at the event and are benefiting from LSIF funding.

3. ABOUT: Engineering

Kirklees College is leading the advanced manufacturing and engineering project. This will support a network across West Yorkshire to bring together knowledge and facilities to develop innovative skills.

Working together with Bradford College and Luminate Education Group, the project will include the development of new interactive and immersive learning and skills in areas which have previously been dominated by traditional manufacturing and engineering methods.

The collective aim is to develop new skills to stimulate and support the rapid growth of the UK's advanced manufacturing sector. New skills are essential to support the transition into digital solutions and autonomous robotic systems. The project will focus on robotics, additive manufacturing and advanced process manufacturing.

Colleges: Kirklees College, Bradford College, Luminate Education Group and Heart of Yorkshire Education Group.

Across the colleges and by March 2025:

- A total investment of £1.2million
- 14 courses will be developed at levels 3-5
- Around 500 learners will benefit from these new courses
- Over 1,000 learners will use new equipment



Case Studies: Bringing the investment to life Bradford College unveils new kit on National Manufacturing Day 2024

Bradford College was delighted to take a long-awaited delivery of a cutting-edge metal 3D printer from Nikon SLM Solutions in 2024.

All the way from European neighbours in Germany, this addition to the new Advanced Manufacturing Centre, the printer can offer students some of the very best learning experiences in the region.

During Bradford Manufacturing Week in September 2024 and at an event hosted at the new Advanced Manufacturing Workshop, the new equipment was unveiled to guests including employer partners and business guests such as NatWest Group, University of Bradford, Solenis, SkillsHouse, and Azets.

The LSIF-funded equipment on show included the NIKON SLM 3D metal printer, a 4-axis CNC machine from XYZ, Formlabs resin printers, and

Solar PV renewable energy and storage training rigs from Quantum Green Skills.

At the event, Business Development and Engagement Manager James Haigh at Bradford College said, "We were very proud to host the team at West and North Yorkshire Chamber of Commerce this week to officially mark the start of Bradford Manufacturing Weeks."

In partnership with Skills House, and in follow up to the launch, Bradford College hosted an event for local secondary school pupils who took part in a two-day fully-EV powered mini go-kart build challenge.

The students created designs and used varied manufacturing methods to build the karts and explore innovation and technologies used in commercial motor vehicles.

The equipment encompasses the development of new interactive and immersive learning and skills in areas which have been dominated by traditional manufacturing and engineering methods.

Kirklees College takes delivery of new 3D printers

Using LSIF funding, Kirklees College purchased 3D print technology that has been a welcome addition to the Engineering offer.

Steve said, "We have purchased essential and state of the art 3D printers to allow more of our students to develop the skills they need for this specialist role. The printers are a significant investment for the Engineering Centre and has helped students to learn how to create prototypes and practise making them to a high spec."

Stephen Plumstead, Director of Curriculum Construction, Engineering and Land and based studies at Kirklees College.

Jolyon Armitage is an Apprentice Electrical Facilitator and studies at Kirklees College's Engineering Centre. Jolyon has been using the Formlabs 3D printer which was bought with the LSIF funding.

Jolyon said, "This printer is used to create a 3D model for 3D printing. It is uses resin and creates a good representation of the 3D model the students have made. This helps with further prototyping and designing of different models. We use these in engineering for rapid prototyping which could be from anything from tiny little cogs, wheels, anything up to big scale arms. It's great to have access to these printers so that we can get a prototype model of the things we're working on."



4. ABOUT: FinTech

As the FinTech sector continues to evolve, there is a definite rise in the use of certain technologies, including blockchain, programming skills, AI skills required including data visualisation tools and query languages to support increased growth in mobile payment technology and cloud technology compared to a significant density in the skills gap prevalent in West Yorkshire.

This project will focus on the development of FinTech future skills designed to meet the demand for talent expected to become increasingly competitive with the entry of new employers to the region.

Colleges: Luminare Education Group, Calderdale College, Shipley College and Heart of Yorkshire Education Group.

Across the colleges and by March 2025:

- A total investment of £550k
- Development of up to 20 courses at levels 3-5
- Around 200 learners will benefit from these new courses and equipment

CASE STUDIES: Bringing investment to life

New report delivers blueprint for colleges to enhance finance and professional services sector

A new report sets out how colleges can play a leading role in supporting West Yorkshire's flourishing finance and professional services (FPS) industry.

Commissioned by Luminare Education Group as part of the Local Skills Improvement Fund, the research builds on the work of the Yorkshire and Humber Financial and Professional Services (FPS) Skills Commission and highlights how colleges are currently an untapped resource for a sector that employs around 80,000 people within the region.

The report was launched to an audience of financial and professional service employers at a special FinTech North event in Leeds City College's Printworks campus in May 2024.

Despite a number of colleges now offering higher education and degree-level qualifications, the report found that college students are not currently a major source of new hires into FPS. And of the FPS-related courses that were looked at, more than half were offered by universities.

Alongside supporting the development of both entry level talent and existing employees, college qualifications are identified in the report as a vehicle that could be particularly effective in meeting an increased demand for soft skills across the sector.

Luminare Education Group held a launch event at Leeds City College's Printworks campus to

share this research with over 50 employers and education providers. The group also used the occasion to announce its commitment to the report's recommendations, establishing a partnership with regional FinTech cluster body, FinTech North, to support the skills needs within the sector through rich engagement with employers.

Bill Jones, Deputy CEO of Luminare Education Group, said: "Our new report is the result of a comprehensive and in-depth analysis of the talent and skills landscape across West Yorkshire's financial and professional services landscape. It highlights a series of recommendations as to how colleges can help to develop this sector, foster better collaboration with employers, and deliver economic and societal benefits across the region.

"Luminare Education Group is committed to enacting the recommendations in this report, to maximise the success of West Yorkshire's finance and professional services sector. I'm excited about the benefits our partnership with FinTech North will bring students, employers and the region as a whole."

Julian Wells, Director of Whitecap Consulting, the Leeds-based strategy consultancy that supported the report, said: "This is a forward-thinking report that highlights ambition and opportunity in equal measure, and reflects very positively on the ability for further and higher education colleges to support the finance and professional services sector. Luminare's decision to launch the report at a FinTech North event is evidence of their desire to embrace the new technology-led developments that are becoming prominent."

To unlock colleges' contribution to the sector, the research recommends the delivery of relevant

courses be expanded and strengthened, alongside the introduction of new programmes and more flexible approaches to learning. It also highlights the importance of aligning course curriculum to emerging fields, such as FinTech and LegalTech, through strong employer engagement.

So financial and professional services employers can better respond to evolving skills needs, the report also recommends that colleges especially enhance their offering around soft skills, to directly help prepare students for professional life in the sector.

And, given the lack of awareness and understanding of the role colleges could play in supporting employers' skills needs at present, it highlights that they must develop a clearer proposition for businesses within FPS.

This report forms part of a wider project, funded by the UK Government's Local Skills Improvement Funding (LSIF), which seeks to address current and future FPS skills priorities in West Yorkshire.

Since the report, University Centre Leeds, a member of the Luminare Education Group has secured a contract to deliver the West Yorkshire Combined Authority's Skills Connect Programme. 'Fundamentals of Financial Technology' will be fully funded for residents of West Yorkshire and offers professionals already working in finance or technology to upskill and understand the key innovations driving the FinTech industry.



5. ABOUT: Health and Care

Led by Shipley College, this project will help to develop the work-readiness of health and care professionals in West Yorkshire. The investment will be used to enhance specialist clinical health and social care provision and upskill the health and care workforce.

The focus will be on the evolving use of artificial intelligence, machine learning and wearable technologies that are permeating traditional clinical and care disciplines.

The project will develop the necessary skills to operate programmable and augmented reality robotics that simulate clinical diagnostics, childbirth, emergency medicine, minor surgeries and personal and geriatric care conditions.

Colleges: Shipley College, Bradford College, Luminare Education Group and Kirklees College

Across the colleges and by March 2025:

- **A total investment of £1.68 million**
- **Over 20 courses to be developed at levels 3-5**
- **Around 750 learners will benefit from these new courses**
- **Over 1,000 learners will use new equipment**

CASE STUDIES: Bringing investment to life

Leeds City College brings futuristic experiences to the classroom

Using the latest in artificial intelligence, augmented reality and virtual reality, learners will find themselves in environments which replicate real scenarios and patient responses, bringing a whole new dimension to their learning. Healthcare teaching teams at Quarry Hill Campus are exploring a multitude of possibilities that the new equipment and facilities will provide for young people going into healthcare professions.

Gen Martin, Lead Programme Manager for Teaching, Learning and Development, said the innovative new equipment will make complex subjects more accessible and enjoyable: "As a teacher committed to digital innovation at Leeds City College, it has been really exciting getting involved with all the recent developments in both Artificial Intelligence and Virtual Reality. We have attended professional development events focused on the potential of both AI and VR in education.

"We experienced firsthand the immersive capabilities of VR exploring how these technologies can create dynamic, engaging learning environments that will transform the education we provide."

The funding has been provided by the Department for Education as part of the Local Skills Improvement Fund (LSIF) to create opportunities for more digital innovation in the classroom.

Assistant Principal for the School of Social Science at Quarry Hill, Sheila Lucciarini says the new teaching methods will enable the department to prepare students to fulfil vital roles in healthcare across Leeds.

Sheila said, "We are working in collaboration with healthcare providers in the city to fill roles where there is a skills shortage. This new technology will help us to prepare young people for the workplace now and in the future."

Investments at Quarry Hill include a Metaverse learning environment for learners to use online, a CPR kiosk where students can learn cardiopulmonary resuscitation (CPR), an interactive mannequin to take the place of a patient, online platforms and immersive rooms.

Gen continued: "As we integrate these technologies into our curriculum, I am excited about the new dimensions they will bring to teaching and learning. By embracing these advancements, we are not just preparing students for the future, we are actively shaping it."

Health science and social care teacher Samantha Harnell said: "From the training I have been on it has a lot of uses including giving second years an insight into what they have to do before they do a task with a patient such as putting on personal protective equipment (PPE). It will help them remember what to do."

Where it is difficult to get enough work placements for all students in sensitive areas of health and care, the virtual environments and augmented reality will enable them to experience realistic workplaces where scenarios can be set in a simulated world.

Sheila Lucciarini said: "Students can experience the difficult scenarios they will come across in their careers and be able to learn how to relate the theory they are learning in the classroom to a patient scenario. This builds knowledge as well as empathy, critical thinking, communication and working with others."

Teachers can view each student's progress and provide feedback on their achievements and areas for improvement.



Bradford College

Four new digital clinical ophthalmic booths are enriching the student experience at Bradford College and supplementing the syllabus with high-tech simulation practice.

New training programmes are using the cutting-edge technology to ensure the skills and knowledge of healthcare professionals from Bradford College are developing with the industry.

The booths mirror those seen in industry and are enhancing the ophthalmic dispensing courses on offer at Bradford College and are funded by the Local Skills Improvement Fund.





CASE STUDIES: Bringing investment to life

ShIPLEY College uses LSIF investment to build skills and relationships

ShIPLEY College has been utilising its new technology and equipment funded by LSIF to give students immersive learning experiences and help build relationships with key local employers in health and care.

T Level Health students are now able to use digital human mannequins that simulate real reactions to health checks and speech (with the help of the tutor on a control screen) and are learning to work in real-life healthcare settings like hospital wards.

Healthcare students are also benefiting from the two Anatomage tables that provide interactivity with the human body, using real imagery from inside real humans. The technology is designed to provide students with the knowledge and understanding of conditions, connections and positions of organs through exploration and virtual dissection.

Principal at ShIPLEY College, Diana Bird said "Not only is this providing an enhanced learning experience to our students, it prepares them for a workplace setting and gives them the knowledge and skills they need to work in the health industry.

"The new equipment has also peaked the interest of local employers who are working with us to co-create course content for our students and their own workforce. The cutting-edge technology has allowed us to build and strengthen relationships with these key healthcare organisations, and we're all benefiting from working together."

Staff and students embrace digital opportunities at Kirklees College

Liam Jenkinson, Health and Social Care lecturer at Kirklees College has been embracing the new technology brought in thanks to LSIF this term with the Anatomage table making a big difference to his teaching opportunities.

Liam said, "The students are already benefiting from being able to explore the human body in tiny detail. It combines technology and realism to help them understand and visualise how everything connects and operates. The interactivity of the touch screen allows learners to undertake 3D virtual dissection, layer by layer, from the skin to the human organs. The real-life visuals are sourced from cadaver scans, CT and MRI images so that the students can see what medical professionals see and will be familiar with these images when they go into the workplace.

"From an educational perspective, we are creating portfolios with the students of what they have worked on with the Anatomage table, so they can revisit the imagery in their own folder and include it as evidence of learning for their qualifications.

"We're also showcasing and training staff from other areas of the college in using the table and we've had a really positive response. Our animal care, sport, childcare and hair and beauty departments can all directly benefit from the kit, but it's part of a culture change within the college to digital learning and so, the more familiar staff are with the tech, the more creative and confident they become in using technology within the learning environment. It replicates the move to digitisation within the workplace, and the expectation of employers, so we're preparing the students for what's to come both with anatomy knowledge and digital skills."

T Level Health (Adult Nursing) students Gabriella Mukupe and Rejoyce Nwune have been using the new technology as part of their course.

Gabriella said, "I really enjoy gaining practical, hands-on experience on my course. It's very different to just being in a classroom and facilities like the Anatomage table mean we can see the different systems and where they are located in the body."

Rejoyce said, "I enjoy doing research projects and presenting our findings in class. My favourite part of the course is genetics and DNA. Our tutors are great and take the time to explain and make sure we understand how to answer exam questions."



6. ABOUT: Teaching and learning

Working across all colleges and a number of partner organisations, this project will help to develop the digital skills of teachers and tutors within further education (FE). The focus will be on the use of virtual reality and artificial intelligence, seeking to train 'champions' to help facilitate collaborative continued professional development.

The project will provide a means to share knowledge and specialist training across a network of FE partners.

The knowledge and experiences gained from this project will be shared with teacher education teams to help prepare future teachers in digital technology skills.

Colleges: Luminare Education Group, Bradford College, Calderdale College, Kirklees College, Leeds College of Building, Heart of Yorkshire Education Group and Shipley College.

Across the colleges and by March 2025:

- A total investment of £990k
- Six new courses for staff will be developed
- Over 700 teaching and learning staff to benefit from CPD activity



CASE STUDIES: Bringing investment to life Bradford College opens full-works immersive room

As part of the Teaching and Learning project, Bradford College was able to undertake a full room refurbishment from a very simple classroom into a full immersive classroom. The new immersive room includes screens, computers, cameras, VR headsets and campus setup; everything an immersive classroom needs.

Learning and discovery in the I-Immersive Room at Bradford College enables students to dive into Metaverse Learning interactive scenarios, providing student-led innovation.

Bradford College's Level 3 Computing students joined forces with students from USP College in Essex,, all thanks to ClassView, for a session on AI: 'Today, Tomorrow, and Beyond'.

The session was hosted by USP College, connecting from their immersive classroom to the immersive space at Bradford College for a seamless, immersive shared learning session.

Monika Worthington ESOL Lecturer and Innovation Lead at the college said, "We didn't have to travel all the way down to Essex to be part of it! This just shows that distance won't stop us from collaborating, learning, and innovating with other colleges. A huge thank you to USP College for the invite!"

The immersive room at Bradford College features two impressive digital learning platforms, Bodyswaps and Metaverse Learning, designed to enhance digital transformation in student learning, explore curriculum topics through digital tools, and boost employability skills.

Kirklees College steps up VR in dedicated Innovation Hub

Diane Jessop, Learning Technology Developer at Kirklees College and is based in the Innovation Hub at the Huddersfield Centre. Diane has been integrating the VR headsets and software into students' learning activities.

She said, "We've been using a programme called Body Swaps where the students can virtually put themselves into real life situation such as job interviews, presentations and meetings and learn some of the personal skills needed to feel confident and be successful in these situations. We also have some fun with the VR headsets, to allow both staff and students to feel positive around the technology and explore the opportunities they provide."





Heart of Yorkshire Education Group launches learning pods

As part of its commitment to driving digital innovation in education, the Heart of Yorkshire Education Group has launched brand-new 'I-innovate' learning pods – providing students and staff with the skills they need to excel in a rapidly changing world.

Using funding from the Local Skills Improvement Fund (LSIF), the Group has invested £200K in next-generation technologies including Virtual Reality (VR) headsets, state-of-the-art drones, green screens and podcasting equipment, eGlass Lightscreens, Wizefloor interactive floor projectors and more.

This equipment is available via the Group's I-innovate teaching hubs, which aims to create a new and immersive learning experience for its staff and students.

In December 2024, the Group's first hub was officially opened at the College by Group Executive Director for Curriculum and Quality Standards at the Heart of Yorkshire Education Group, Lisa Macdonald, as part of a special launch event.

Digital industry leaders from FETECH, Prodigy Learning, Vivi and Texthelp were in attendance, alongside staff and students from the Group.

David White, Head of Regional Partnerships and Projects at the Heart of Yorkshire Education Group, said: "The development of I-innovate has been a real passion project of our Digital Team and our partner Colleges through the LSIF digital innovation project. The I-innovate pods will provide a zone where staff and students can explore advanced and emerging technologies in a risk-free, supportive environment, helping to foster a culture of creativity and growth, as well as prepare our students for their future careers."

Using VR, attendees were able to see what it's like to work in range of roles, including working with patients on hospital wards, working on a construction site or how to repair a boiler. Users are also able to explore other modules such as employability skills, conflict management, public speaking and

presentation skills, mindset development and active listening.

They were also encouraged to record their own podcast using a green screen and state-of-the-art recording equipment.

Cassandra Baxendale, Business Development Director at Metaverse Learning, said: "It's wonderful to see this newly created immersive classroom equipped with state-of-the-art tools, including laptops, drones, and VR headsets. The I-innovate room will enhance learning by providing a fresh, innovative approach to education. The Heart of Yorkshire Education Group's dedication is evident in every detail, and seeing attendees reflect on their thoughts on the meaning of 'innovation' through engaging activities like mini podcast recordings was inspiring. I'm excited about the potential for future collaborations and developing impactful case studies together."

The I-innovate programme was launched in October 2024 and allows staff to earn awards by completing digital tasks tailored to their roles and needs.

Rob Lea, Digital Teaching and Learning Lead at the Heart of Yorkshire Education Group, said: "I-innovate is a digital umbrella which encompasses various initiatives to enhance staff's digital skills and innovation across the Group. Each College has an I-innovate hub in addition to a full-time learning technologist who creates content, immersive spaces and lesson resources to help staff develop new skills and core technology competencies which are relevant to their work. We hope this will allow staff to work smarter not harder, enabling us to address challenges and seize new digital opportunities."

ShIPLEY College gets immersive

ShIPLEY College set out its ambitions for digital progression with a dedicated staff conference 'AI in Education' in March 2024.

ShIPLEY College Principal Diana Bird opened the day with a welcome to the staff gathered in Victoria Hall in Saltaire as well as guests from Luminate Education Group, Heart of Yorkshire Education Group and WYCC.

Addressing that colleges are facing an 'AI revolution in education' Diana explained that the Local Skills Improvement Fund (LSIF) was investing millions in colleges across West Yorkshire including ShIPLEY College to progress digital skills in teaching and learning as well as a number of key sectors, through a mix of new equipment, CPD opportunities and course development.

Keynote speaker and author of 'The AI Classroom: Teaching and Learning in the Artificial Intelligence Revolution', Dan Fitzpatrick took to the stage to present an interactive and creative overview of the advancements in AI and its potential in further education.

The day included a mix of workshops and presentations as well as an engaging employer panel session hosted by Creative Director at Global Media, Penny Lee Brown to discuss the impact of AI on skills needs now and in the future.

Panelist Sammy White, a Learning Evangelist at Glean talked about the potential for AI to unlock new ways of learning to support neurodivergent students and students with additional needs, creating a 'personalised learning experience' for those whose needs can't always be met with traditional methods.

Sam Walker from ACS Group, a B2B group in Baildon, suggested that AI could help to remove the tasks from your day to day work that don't add value, "AI can mean that you can focus on what you're best at." He added that most businesses are already using AI in their operations without realising it and that we are evolving alongside it already.

In September, ShIPLEY opened its immersive room and has introduced it to staff and students with college-wide programmes such as the Prevent awareness. Teachers are beginning to realise the opportunities it can offer for teaching and learning differently and are starting to develop course-specific immersive content.



7. ABOUT: Impact in numbers

Please note: Figures correct as of 31 October 2024.



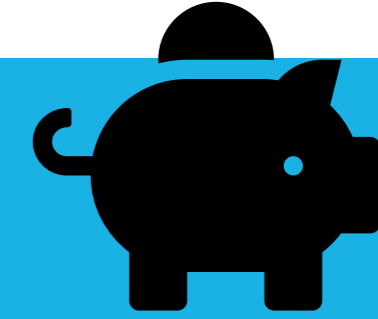
4447

Number of learners using new facilities/equipment created under LSIF:



711

Learner starts on new courses at Levels 3-5:



£96,948

Savings made through shared costs, including facilities, curriculum design, delivery and other collaboration activities:



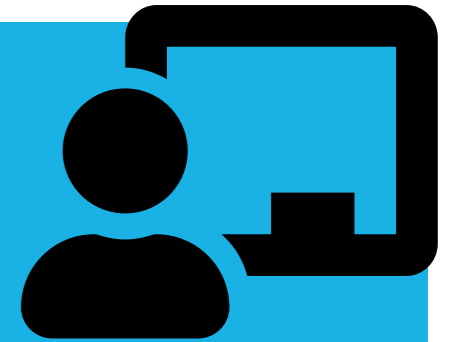
312

Number of teaching staff benefiting from CPD activity:



18

Number of new teaching facilities created:



28

Number of new courses created at Levels 3-5:

