

# Engaging students in building better digital services

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# THE UNIVERSITY IN BRIEF

1640

ESTABLISHED

715

MEUR BUDGET

300

SUBJECTS

6,000

DEGREES AWARDED  
ANNUALLY

8,200

STAFF

35,000

DEGREE  
STUDENTS

28,000

STUDENTS  
IN OPEN AND  
CONTINUING  
EDUCATION

180,000

ALUMNI  
THROUGHOUT  
THE WORLD



UNIVERSITY OF HELSINKI

# 4 CAMPUSES 11 FACULTIES

## CITY CENTRE CAMPUS

21,000 STUDENTS  
HUMANITIES AND SOCIAL SCIENCES

FACULTY OF ARTS  
FACULTY OF BEHAVIOURAL SCIENCES  
FACULTY OF LAW  
FACULTY OF THEOLOGY  
FACULTY OF SOCIAL SCIENCES

## KUMPULA CAMPUS

6,000 STUDENTS  
THE LARGEST SCIENCE HUB IN THE NORDIC COUNTRIES

FACULTY OF SCIENCE

## MEILAHTI CAMPUS

3,000 STUDENTS  
TOP-LEVEL RESEARCH IN MEDICINE

FACULTY OF MEDICINE

## VIIKKI CAMPUS

6,500 STUDENTS  
TOP-LEVEL RESEARCH IN THE BIOSCIENCES

FACULTY OF BIOLOGICAL AND ENVIRONMENTAL SCIENCES  
FACULTY OF VETERINARY MEDICINE  
FACULTY OF PHARMACY  
FACULTY OF AGRICULTURE AND FORESTRY



UNIVERSITY OF HELSINKI

# Strategic plan 2017–2020

- Digitisation of learning environments
  - Increasing the versatile use of online learning environments
  - Implementing mobile and customised services for teaching and studies.
  - Designing learning environments to be flexible and engaging
- [www.helsinki.fi/strategy](http://www.helsinki.fi/strategy)

# Digital Teaching and Learning Environment Project 2014 - 2016

- Primary environment for all students and teachers
- Integrate existing and new services
- Features:
  - User friendly
  - Responsive
  - Trilingual (Finnish, Swedish, English)
  - Open source <https://courses.helsinki.fi/open>
  - Built on top of the master data systems (SIS, Timetabling, Intranet etc.)

# Focus on the student

- Aim: satisfied student
- Several ways to engage the students
  - Student Panel
  - Opinder
  - Feedback

# Student Panel

- Purpose is to let students guide our development of digital services
- Members from different faculties
- Feedback and brainstorming
- Power to change plans



The members of student panel pondering how to improve user flows

# Opinder

- Idea was picked up from a student workshop
- Feedback loop: prototype, interviews, beta, pilot study, interview, new features

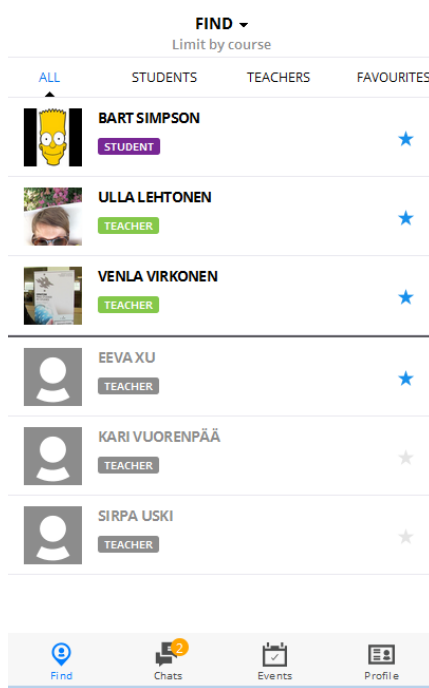


Product Owner and a group of students discussing the concept of the Opinder

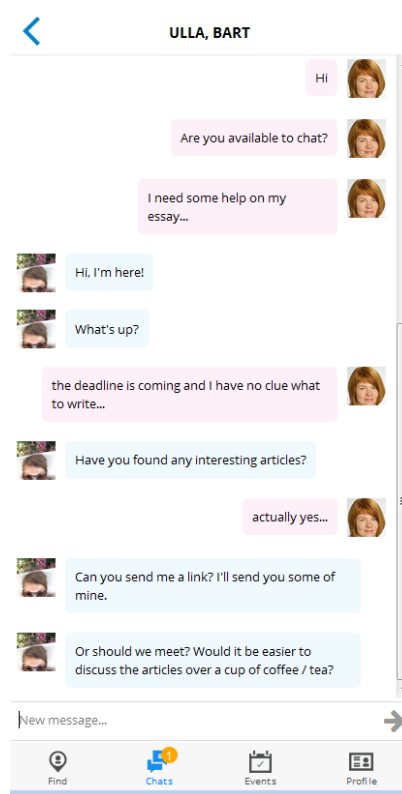


# Opinder

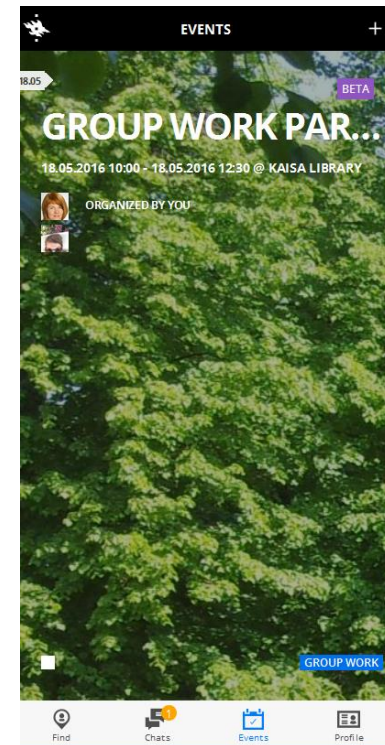
## FIND



## CHAT



## MEET



# Conclusions

- Engaging students by several ways helps us to improve the digital services
  - New ideas and useful feedback
- The ideal student panel would have
  - its own budget
  - a power to decide which services will be developed and which will be put aside
- Opinder will support the students in connecting with other students and in building networks.
  - Information discovery and sharing

# Contact

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