Digital literacy skills are a crucial attribute for today's students http://www.academy.gcal.ac.uk/llida/. Supporting these skills in a resource constrained environment can be challenging. To meet this challenge the JISC-funded 'Anytime Learning Literacies Environment (ALLE) project (http://alle.uwl.ac.uk/) has created an on-line learning resource to help students acquire digital literacy skills, in the form of a learner journey. The journey is comprised of a series of learning objects, created using the GLO Maker Tool (http://www.glomaker.org/), which enables learners to embark on their own interactive journey and helps them develop their learning and literacy skills. Segments of templates from the JISC LLiDA project (http://www.jisc.ac.uk/whatwedo/projects/elearningllida.aspx) were used to inform the design.

A prototype of the learner journey has been used and evaluated by over 200 first-year business students from two universities; the University of West London (UWL) has scaffolded the journey within the curriculum, whilst at London Metropolitan University (London Met) students were encouraged to use the journey according to their needs. Initial analysis of user feedback indicates in both institutions that the learners really enjoyed using the materials and students' perception of their digital literacy skills has increased. The Learner Journey has been modified in the light of user feedback (http://hermes.uwl.ac.uk/learnerjourney/).

This workshop will present an overview of the design, implementation and user feedback (students who used the materials will be at the workshop as presenters) of the Learner Journey. It will also offer an opportunity for participants to explore possible uses of the Learner Journey within their own institutions, to play with the GLO-Maker Tool, practice designing their own Learning Object and to explore customisation of the learning objects from the Learner Journey.