

**World megatrends and education: developing learning environments using digital technology**

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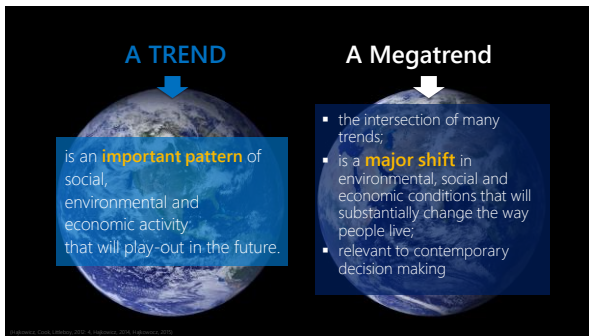
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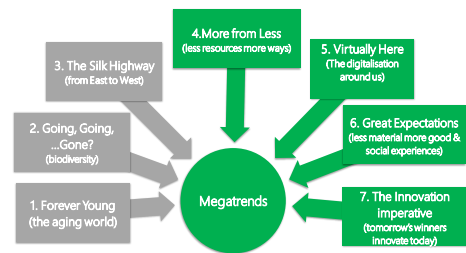


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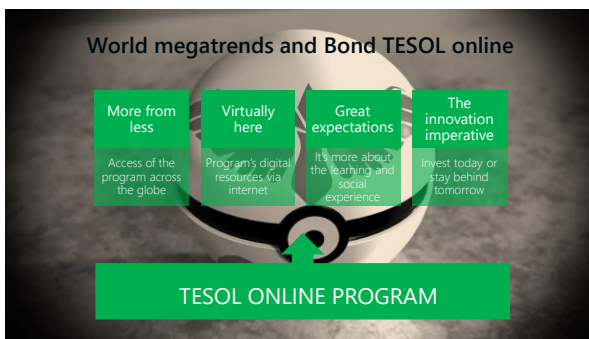
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### World megatrends and online education



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What is TESOL at Bond University,  
Gold Coast, Australia?



Graduate Certificate



Master of Arts

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### 'Distant' is not a new concept...



- USA: 18<sup>th</sup> century Boston
- Australia: 1946 using Royal Flying Doctor Service for Schools of the Air
- Nearly twenty Schools of the Air covering 1.5mln square kilometers
- Digital age: virtual classrooms in real time

<http://www.australia.gov.au/about-australia/australian-story/school-of-the-air>

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## Distance education: from 'the package' ....to online education

Taylor (2001) five distance education generations:

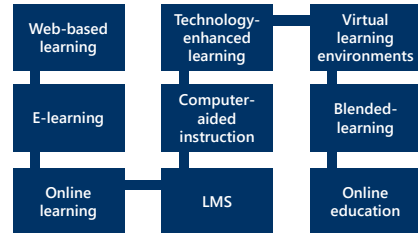
1. Correspondence model, based on print technology
2. Multi-media model, based on print, audio, and video
3. Tele-learning model, using telecommunications to provide synchronous communication
4. Flexible learning model based on Internet delivery
5. **Intelligent, flexible learning model based on the interactivity of the Internet**

(Siemens, 2015)

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## Proliferation of terms



(Rosenstock et al., 2010)

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## Distance and online: what's the difference?

### Distance education:

- teaching and planned learning
- teaching occurs in a **different place** from learning,
- requiring **communication through technologies** and special institutional organization

### Online learning:

- A form of distance education
- where **technology mediates the learning process**
- teaching is delivered completely using the **internet**
- and students and instructors **are not required** to be available at the same time and place.

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## How I see it: DEFINITION of online education

- A form of distance education
- where technology mediates the learning process,
- Learning is flexible
- Flexible teaching is delivered completely using the internet,
- Flexible resources are developed through the collaboration between content, pedagogy, design and technology
- Flexible learning occurs both synchronously and asynchronously
- Flexible learning involves all forms of interaction
- Students and instructors are required to be available at the same time and place at least some parts of the course
- Virtual face-to-face!**

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## In online education

- Alicia (Vallero, 2017; personal comment):
- We are back in the classroom then?**
- Distance** is a different concept
- Learning in **synchronous** and **Asynchronous** environments
- More **learner-centred** (anytime, anywhere, any way)
- Flexible** resources
- Virtual face-to-face**

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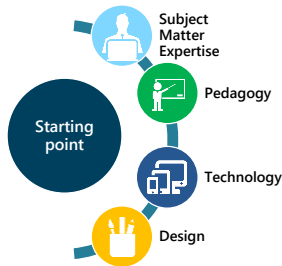
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## Pedagogy versus Technology: The Great Media Debate

- Does media influence learning?
- Is pedagogy all that counts?
- Pedagogy and technology debate
- Need for collaboration between approaches to pedagogies and technologies
- We however found more principal factors.....*

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### Building a learning environment:

- Organic holistic concept that embraces
- the learning taking place
- the setting: eco-system of learning that includes the activity and outcomes of learning
- The Learner:
- Experience/s
- Expectations
- Culture & values

[http://www.keepeek.com/Digital-Asset-Management/oecd/education/innovative-learning-environments\\_9789264203488-en#v5i1m06M8#page25](http://www.keepeek.com/Digital-Asset-Management/oecd/education/innovative-learning-environments_9789264203488-en#v5i1m06M8#page25); De Corte, 2010)

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## How to build the online environment?

## Theoretical framework: pedagogy

1. Progression of thought and learning
2. Make it visual!
3. 'How do I know if I'm learning?': Gamify it!
4. The ADDIE Model

### Practical building blocks

1. Learning Management System
2. Asynchronous learning environment
3. Synchronous learning environment

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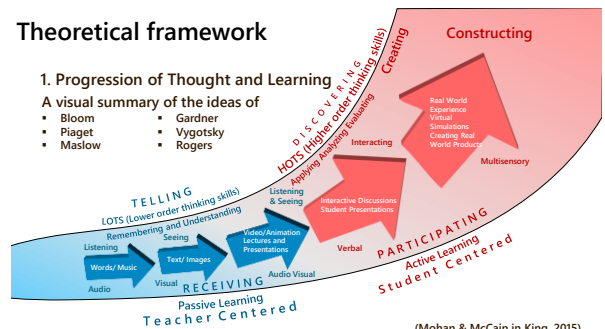
## 21

## Theoretical framework

## 1. Progression of Thought and Learning

A visual summary of the ideas of

- Bloom
- Piaget
- Maslow
- Gardner
- Vygotsky
- Rogers



(Mohan & McCain in King, 2015)

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## Theoretical framework

## 1. Progression of Thought and Learning

### Development of Mental Processes

Lower-order thinking skills

- Telling
- Remembering & understanding
- Receiving
- Passive learning
- Teacher-centred

## Higher-order thinking skills

- Discovering
- Applying, analysing, evaluating
- Participating
- Active learning
- Student-centred

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## Theoretical framework

## 1. Progression of Thought and Learning

Development of activities that support learning

- Audio
- Visual
- Audio-visual

- Verbal
- Interacting

- Multisensory
- Real world experience
- Virtual simulations
- Creating real world products

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## 2. Make it visual!

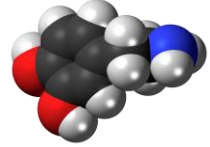


one beer please

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## 3. Gamify it!

- Danny: *How do I know if I'm learning?*
- **Distraction!** 'Not just the young ones' anymore...
- Zichermann: the gamification revolution
- Generation brought up on games
- Dopamine: a quick blood rush to the brain
- Learning: (instant) feedback, friends, fun



(Zichermann, 2014a, b)

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## Gamification and the new learner



### Duolingo

- A free language learning app
- 2011: release of Duolingo, Luis von Ahn
- 2014 June: 30 million people learn languages (11million active)
- More than people studying than in the US school system

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## 4. Design of an Online Course: the **ITERATIVE** version of the ADDIE Model

generic instructional systems  
development process

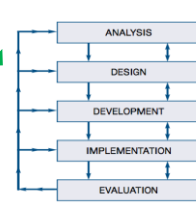


Figure 1. An ISD Model Featuring the ADDIE Processes (Source: Grainger, 1988).

(Valencia &amp; Webb, 2014)

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## The framework elements we used

- **Theoretical principles:**
  1. Progression of thought and learning
  2. Visual
  3. Gamified
  4. ADDIE: do it and...re-do it!

### What do we do now?

- Building a learning environment

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## Building a Learning Management System

A **learning management system (LMS)** is a software application for

- supporting online, blended or face-to-face learning
- delivery of digital subject/program content,
- the administration,
- documentation,
- tracking, reporting and
- Blackboard, Moodle, WebCT, Canvas, MOOC platforms.

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There is a LOT to choose from

Figure 3.3. Common and emerging innovations of technology in learning environments



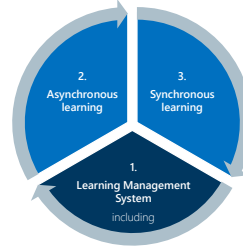
Source: UNESCO (2016), ICT Transforming Education: A Regional Guide, UNESCO Publishing, Bangkok.

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Next.....Building online environment

Asynchronous

Teachers and learners are involved in the learning process at different times



Synchronous

Teachers and learners are involved in the learning process at the same time

Headman in Web, Vahero, King, Hunter 2005

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### 1. Building a Learning Management System (LMS): Alicia

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### Building a Learning Management System (LMS)

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### Building a Learning Management System (LMS)

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Resources we are developing: a mixed bag

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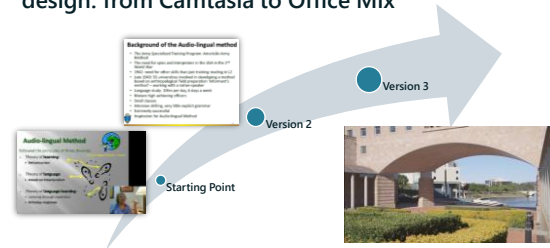
## 2. Asynchronous resources



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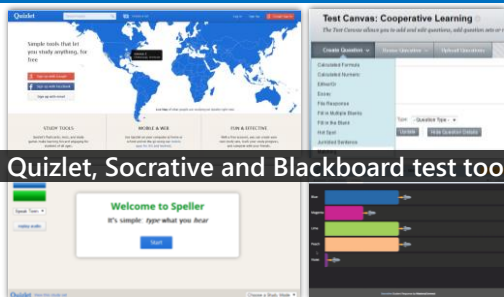
## 2. Asynchronous resources

Video recordings: evolution in technology and design: from Camtasia to Office Mix



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## 2. Asynchronous resources: Chris



Quizlet, Socrative and Blackboard test tool

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## 2. Asynchronous resources

### 2. Pre-recorded content: What's Office Mix?

- Addressing learner engagement:
- Length of the video: *how long do you think?*

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## 2. Asynchronous resources

### Length of the video

- Addressing learner engagement:
- MOOCs mega-data (6.9mIn viewers)
- Length of the video: optimal 6min
- If longer than 9min, they don't finish watching it
- 3min: strongest engagement!
- Other studies: no longer than 10 min
- Many factors come to play

(Gus, Kim, Rubin in Webb, Vickers, King, Hunter, 2020)

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## 2. Asynchronous resources

### Pre-recorded content: What's Office Mix?

- Addressing learner engagement:
- Length of the video: *how long do you think?*
- Re-organisation of the content
- Camtasia was superseded in 2015 by the Office Mix, Add-on to PowerPoint 2013 and later
- Ease of use, very flexible, high selectivity, high interactivity, opportunity for learner-centredness

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Both: Asynchronous and synchronous resources

### Un-death by PowerPoint: (r)evolution in design: templates



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Both: Asynchronous and synchronous resources

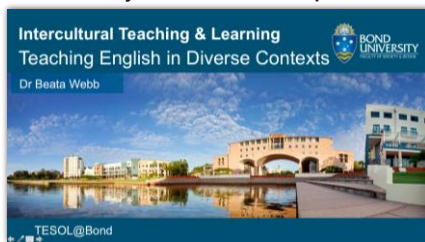
### Un-death by PowerPoint: (r)evolution in design: templates



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Both: asynchronous and synchronous resources

### Un-death by PowerPoint: templates



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Both: asynchronous and synchronous resources

### Un-death by PowerPoint: (r)evolution in design: templates

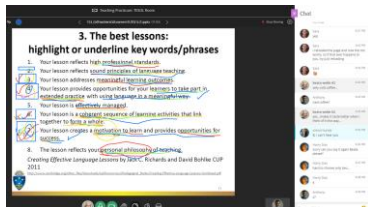


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## 3. Synchronous environment

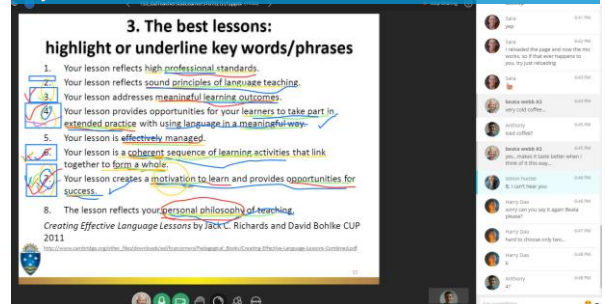
### Blackboard Collaborate

- From Classic
- To ULTRA



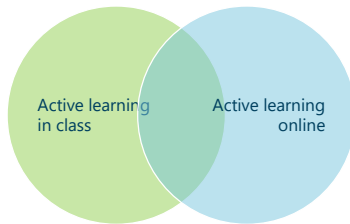
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### 3. Synchronous resources: our virtual face-to-face



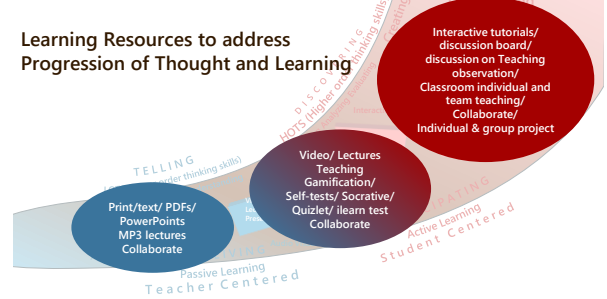
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## 3. Synchronous resources: our virtual face-to-face

**Blackboard Collaborate:**  
our virtual classroom

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## Learning environment: LMS, synchronous &amp; asynchronous

**Learning Resources to address  
Progression of Thought and Learning**

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**Ideally then, online education will mean**

- Well-designed courses
- Interactive & engaging content
- Structured collaboration between peers
- Flexible deadlines to allow students to pace their learning
- Continuous monitoring of student progress
- The provision of formative feedback when needed

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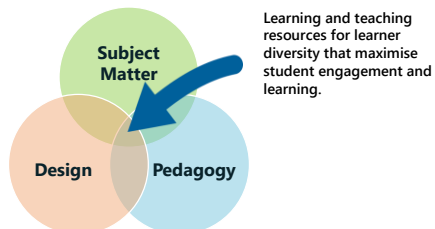
**What to do to improve the learning experience:  
research overview**

- Good support for student-student & student-content interactions (more in online...part of a team)
- Co-operative & collaborative learning
- Fostering interactions via structured online discussions
- Instructor's moderating role in guided discussions important
- Timely feedback
- Instructional scaffolds according to student needs
- Content should be visually engaging and interactive

(Johnson et al 2015: 32 reviews of studies of reviews)

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**Mission accomplished (so far...)**

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**Breaking the myths on online learning: unicorns**

1. When do I get my package?
2. Students are isolated
3. Teaching is robot-like
4. Technology gaps make it hard for students
5. Younger students have better digital skills
6. Online courses are all the same
7. Cost of training instructors is very high
8. You have to be online all the time
9. Students don't have to work so hard: *your degree is just a click away*

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## Students' perspective: YOU NEED A TEAM!

- Well-designed frequently updated courses
- With motivating factors: tasks/examples relevant to practice
- Reasonable level of control and flexibility
- Support to collaborate with peers
- High level of instructor involvement & feedback

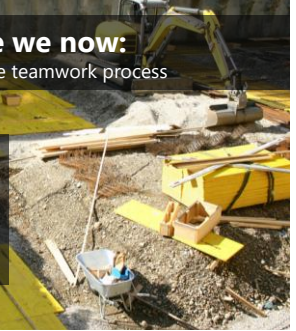


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## Where are we now:

collaborative iterative teamwork process

- An ongoing development and
- Redevelopment project



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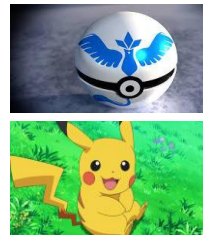
## What makes great teaching?

| Great teaching!!!             | Traditional classroom | Virtual classroom |
|-------------------------------|-----------------------|-------------------|
| Pedagogical content knowledge | YES!                  | YES!              |
| Quality of instruction        | YES!                  | YES!              |
| Classroom climate             | YES!                  | YES!              |
| Classroom management          | YES!                  | YES!              |
| Teacher beliefs               | YES!                  | YES!              |
| Professional behaviours       | YES!                  | YES!              |

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## 5 tips from Pokemon Go!



1. It's digital, game-based, social AND viral AND...amazing
2. It's seriously sticky - with incremental rewards and levels
3. It's easy!
4. Set 'em up, and let 'em go.
5. It's a real treasure hunt
6. It had some near-misses!

<https://www.khnews.com.au>

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## The greatest surprise of all:



- It's personal!
- It's just as hard or harder than face-to-face...
- But you are part of a very strong community
- Success is *a few clicks away* ☺

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## THANK YOU FOR LISTENING

Welcome to Online session 1  
TESOL@Bond Team

From the left: Simon, Masanori, Beata, Alicia,  
Also supporting on tonight: Lauren (Susan) and Chris (DLT)

Dr Beata Webb  
Bond University  
Gold Coast, Australia

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