The World of E-Learning

E-Learning

e-Learning

e-learning

???
How do we write it?

Basically any of these are okay. Just be consistent.

http://www.google.com/trends/explore#cmpt=q
e-learning: electronically (digitally) supported teaching and learning

“Computer-based Instruction” (CBI)
Poll Question 1:

1. Which term best describes you?

- Digital Native
- Digital Immigrant
- Digital Tourist
- Digital ex-Pat
- I have no idea.
e-learning 101:

WEB-BASED
“Online”  “Internet-delivered”
“Distance Learning”  “Digital Ed”
“Virtual Education/Instruction”
“Internet-based Training” (IBT)
“Web-based Training” (WBT)
“Web Application”  “App”

CLOUD-BASED
 (“New School”)

CLIENT-BASED
“Local”
Downloaded
Networked
Intranet

Tangibles: CD, DVD, Video Tape, Audio Tape (“Old School”)

E-learning Devices & Tools

The “digitization” of information and experiences
E-Learning Devices & Tools

Not Mobile

Desktop computers

Sensors & Monitors

Mobile

Laptops; tablets; smartphones; readers

(multi-way content portals)

3 major trends:

mLearning: anywhere/anytime access
BYOD: “bring your own device”
1:1 Computing: device for every learner
Sensors & Monitors

- microscope
- student response systems
- environmental sensors
- remote observation
- galvanized skin response detector
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E-learning Devices & Tools

Blended Learning
(Rotation, Flex, Self-Blend,
Enriched Virtual, Combo)
**BLENDED LEARNING IS...**

- a formal education program in which a student learns at least in part through online delivery of content and instruction with some element of student control over time, place, path, and/or pace
- at least in part at a supervised brick-and-mortar location away from home

Source:
Emerging Models

Poll Question 2:

2. In traditional “bricks & mortar” classrooms, instruction is typically delivered…

- Asynchronously
- Synchronously
- I’m not sure.
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E-learning Devices & Tools

Synchronous
Asynchronous (or both)

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Synchronous = “Same”
Synchronous - Asynchronous

Face-to-face
- Instructor-led training/workshops

Synchronous
- Webinars/Live streaming
- Live simulations

“Collaborative” Asynchronous
- Discussion forums
- Social networking

Self-paced Asynchronous
- Online-self tutorials
- Archived podcasts

Source: http://centres.smu.edu.sg/cte/blended-learning-programme/
“Hybrid” mix of online/offline instruction

“Push vs. pull” push technology automatically delivers information to the user based on pre-defined profiles or filters; pull requires the user to go get the information

“OER” Open Educational Resources; freely accessible documents and useful for teaching, learning, assessment and research

Vocabulary
- 1:1 Computing
- App
- Asynchronous
- Blended
- BYOD
- Cloud
- Flipped
- Synchronous
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**E-learning Tools & Devices**

**Synchronous**

**Asynchronous**
(or both)

**Blended Learning**
(Rotation, Flex, Self-Blend, Enriched Virtual, Combo)

**CSCL: Computer Supported Collaborative Learning**
Social Networking, Chat Boards, Discussion Groups, Live Chat, Blogs, Wikis, PSNs, Facebook, Twitter
PSNs: Closed Groups; Privacy; Confidentiality; Smooth UI/UX; Mobile
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Content Creation,
"Curation" & Delivery

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Enhancing Teaching

**Screencasting**
- Jing
- Metta $
- ScreenChomp
- Screencast-o-matic
- Screenr
- ShowMe

**Onscreen Whiteboards**
- Popplet
- Twiddla
- Web Whiteboard

**Onscreen Diagraming**
- Lucidchart; mindjet; mindmeister

**Web-based ASR**
- The Answer Pad
- Poll Everywhere
- Socrative

**PPT Alternatives**
- Animoto
- Haiku
- Snagit

**Course Creation**
- Articulate $
- Storyline $
- Camtasia $

**Other Cool Tools**
- Audacity (sound editing)
- CoachMyVideo (commenting)
- Powtoon (narrated animation)
- Telligami (narrated animation)
- TouchCast
“gamification” the use of game mechanics, such as goals, levels, points, badges, in activities that are not typically games

“MOOCs” Massive(ly) Open Online Courses; online course aimed at large-scale interactive participation and open (usually free) access via the web

Vocabulary
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- Hybrid
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Augmented & Virtual Reality

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Reality?

Virtual Reality

"Computer Simulation"
"Mixed Reality"

Augmented Reality

TeachME Lab at the University of Central Florida

http://www.youtube.com/watch?v=gk_njOc0xwE
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Augmented &
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LMS: Learning Management System
Learning Management System

Infrastructure
- Registration integration
- Secure information
- Online gradebook
- Technical specifications

Content/Delivery
- CMS
- Quiz/Test Delivery

Communication
- Private/public feedback
- Chat/discussion boards
- Monitored (?) SNS

Productivity
- Calendar/Assignments
- Progress/Status
- Offline work/Apps

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CMS: Content
Management System

LMS: Learning
Management System

Measurement/Analytics
(Big Data & little data)
 Measurement/Analytics


U.S. Dept. of Ed. (2012). Enhancing Teaching and Learning through Educational Data Mining and Learning Analytics
“Big Data” (buzzword) to describe sets of data so large that it's difficult to process using traditional database and software techniques.

“Learning Analytics” the measurement, collection, analysis and reporting of data about learners and contexts, to better understand and improve teaching, learning, and schooling.

Vocabulary
- 1:1 Computing
- App
- Asynchronous
- Augmented
- Reality
- Blended
- BYOD
- Cloud
- CMS
- Flipped
- Gamification
- Hybrid
- LMS
- MOOCs
- OER
- Push vs. Pull
- Simulation
- Synchronous
- Virtual Reality
- Mixed Reality
- Flipped
- Gamification
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- Virtual Reality
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# E-Learning 101:

## Web-Based
- "Online" "Internet-delivered"
- "Distance Learning" "Digital Ed"
- "Virtual Education/Instruction"
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## Cloud-Based ("New School")
- "Local"
- Downloaded
- Networked
- Intranet
- Tangibles: CD, DVD, Video Tape, Audio Tape ("Old School")

## Client-Based "Local"
- Downloaded
- Networked
- Intranet

## E-Learning Devices & Tools

## Content Creation, "Curation" & Delivery

## Synchronous & Asynchronous (or both)

## Augmented & Virtual Reality

## Blended Learning
- (Rotation, Flex, Self-Blend, Enriched Virtual, Combo)

## CMS: Content Management System

## LMS: Learning Management System

## Measurement/Analytics
- (Big Data & little data)

## Online Assessment

## CSCL: Computer Supported Collaborative Learning
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Security

E-learning
Devices & Tools

Synchronous
Asynchronous
(or both)

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Blended Learning
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CMS: Content
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Online Assessment

Content Creation,
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Poll Question 3:

3. The federal law that requires schools to provide Internet filtering to prevent students from accessing inappropriate content is ...

- COPPA
- FERPA
- CIPA
- PIPPA
- I’m not sure.
Border Control

• Who/what do you let in, or keep out?
• What level of information can any individual see?
• How do you protect yourself from threats?

New Vocabulary

• COPPA: Children’s Online Privacy Protection Act
• CIPA: Children’s Internet Protection Act
• FERPA: Family Educational Rights and Privacy Act
• Firewall: network security system that controls incoming & outgoing traffic
• https: Hypertext Transfer Protocol Secure, a protocol for secure communication over a network
• VPN: Virtual Private Network, extends a private network across a public network, such as the Internet
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Accessibility Hardware, Software, & Websites

Security

E-learning Devices & Tools

Content Creation, “Curation” & Delivery

Synchronous Asynchronous (or both)

Augmented & Virtual Reality

CSCL: Computer Supported Collaborative Learning Social Networking, Chat Boards, Discussion Groups, Live Chat, Blogs, Wikis, PSNs, Facebook, Twitter

Blended Learning (Rotation, Flex, Self-Blend, Enriched Virtual, Combo)

CMS: Content Management System

LMS: Learning Management System

Measurement/Analytics (Big Data & little data)

Online Assessment
Accessibility

Web Accessibility Guidelines: WCAG 2.0 (www.w3.org/TR/WCAG)
WAVE Web Accessibility Evaluation Tool (webaim.org)
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CMS: Content Management System

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Measurement/Analytics
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Online Assessment

Purchasing & Infrastructure

Security

Accessibility
Hardware, Software, & Websites

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**E-learning Devices & Tools**
- Security
- Accessibility
  - Hardware, Software, Websites

**Content Creation, “Curation” & Delivery**
- Augmented & Virtual Reality
- Synchronous Asynchronous (or both)

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**Purchasing & Infrastructure**
- Prof. Dev.

**CMS: Content Management System**
- LMS: Learning Management System
- Measurement/Analytics (Big Data & little data)
- Online Assessment
Professional Development

Technology can aid professional development in at least three ways:

Flexibility, Familiarity, and Choice
Phrase Book

- 1:1 Computing
- App
- Asynchronous
- Augmented Reality
- Big Data
- Blended
- BYOD
- Cloud
- CIPA
- CMS
- COPPA
- FERPA
- Firewall
- Flipped
- Gamification/Game-based Learning
- HTTPS
- Hybrid
- Learning Analytics
- LMS
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- Simulation
- SSL
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- VPN

Nice Work!
THANK YOU!

Center on Innovations in Learning

www.centeril.org