Goran Bubaš

University of Zagreb

Faculty of Organization and Informatics

Teaching with Web 2.0 Tools:

Evaluation, Pedagogy and Integration Solutions

ITI 2010 Conference Workshop

A. Recent trends in e-learning 1/4

EXPECTATIONS OF STUDENTS

- Interest in online learning (especially by part-time students)
- 3A access to course material (<u>a</u>nytime, <u>a</u>nywhere, <u>a</u>ny device...)
- High average level of computer/Internet literacy and use of multimedia devices
- New ways of learning and new tools for teaching
- Enrichment of educational experience



A. Recent trends in e-learning 2/4

THE ONLINE TEACHER

- Role specialization (authors, instructional designers, visual designers, multimedia experts, online moderators/instructors, technical support, etc.)
- Need for the development of new competencies of teachers
- Support for advanced ways of online teaching
- Greater workload and more complex demands (communication, creation of online materials)



A. Recent trends in e-learning 3/4

THE UNIVERSITY ENVIRONMENT

- Teaching that is more oriented toward the needs of learners
- Focus on competencies instead of course attendance
- Use of less traditional pedagogical approaches and models (collaborative learning, constructivism, etc.)
- Teacher development programs, support for online teaching and the use of new technologies



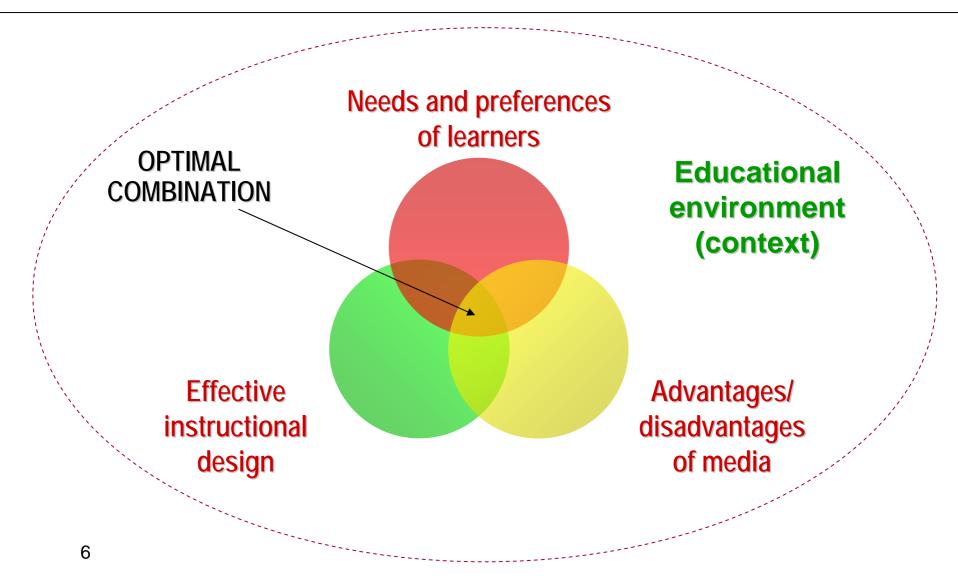
A. Recent trends in e-learning 4/4

E-LEARNING @ UNIVERSITY

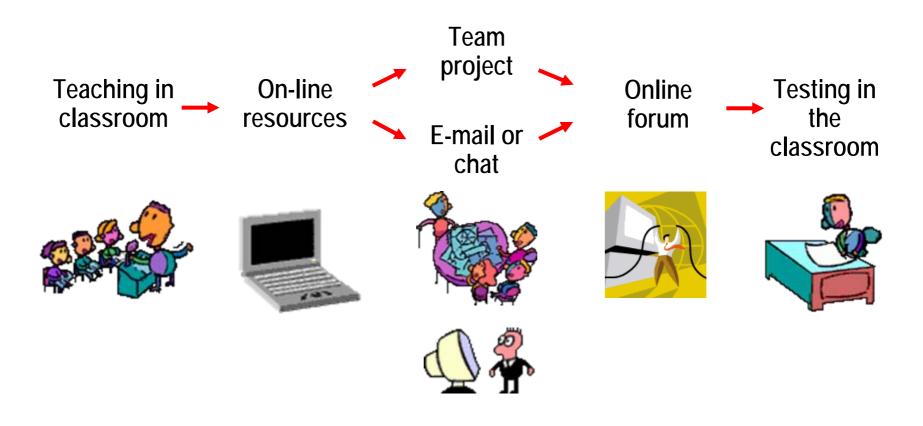
- Blended / hybrid learning environment and the use of various online tools (LMS, ePortfolio)
- Students are more independent in the use of educational content and adopt novel educational technology
- Standard teaching methods are supplemented with new strategies / techniques of teaching



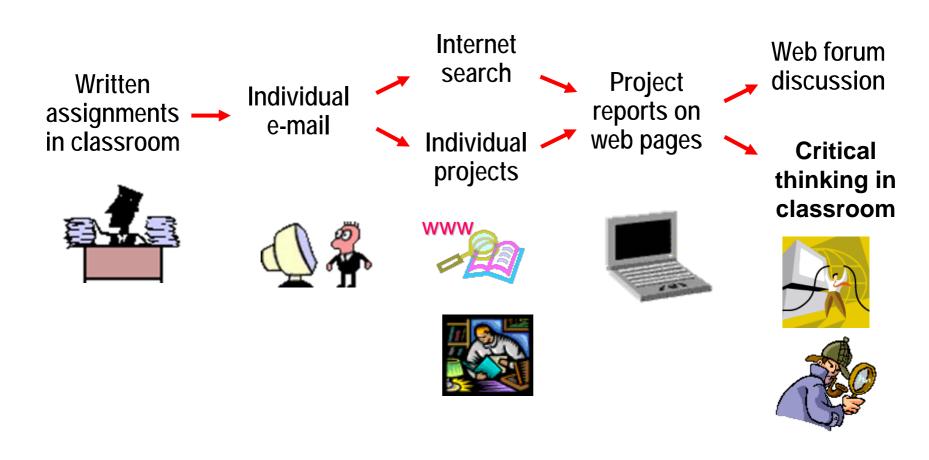
B. Hybrid learning



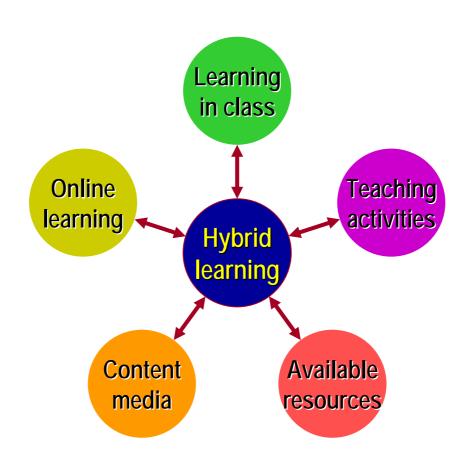
C. Serial/parallel hybrid learning



D. Integrated hybrid learning



E. Optimization in hybrid learning



F. Early example of hybrid learning 1/4

 E-learning tools for the "Psychology of the Internet" university course (2004-2006)

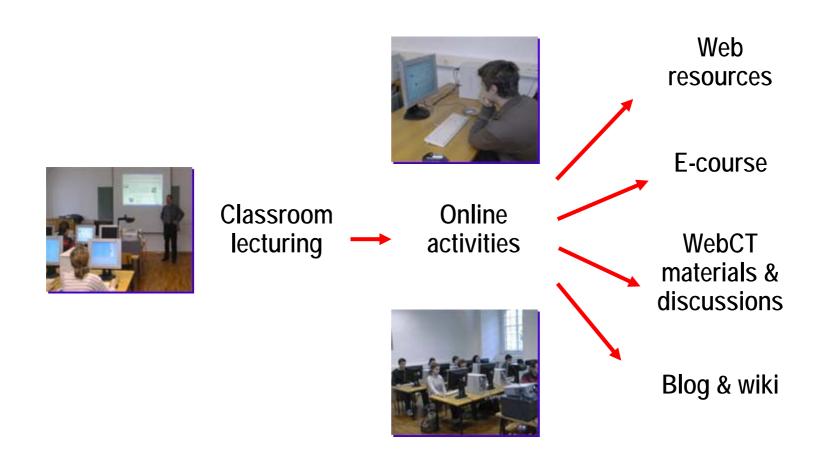








F. Early example of hybrid learning 2/4



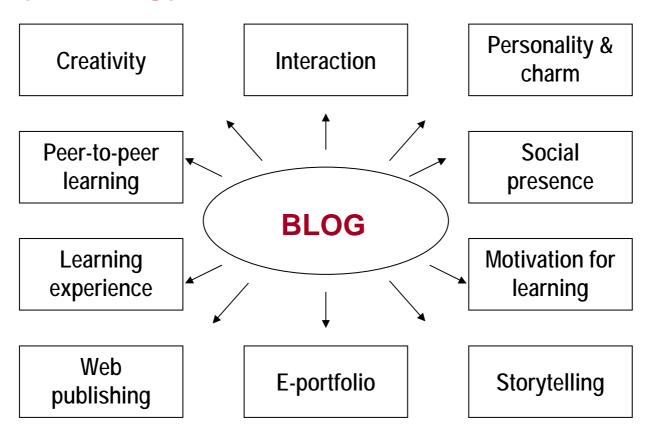
F. Early example of hybrid learning 3/4

 Effects of the use of a <u>wiki</u> in the course "Psychology and the Internet"

Personal web publishing	Development of vocabulary and concepts	Peer-to-peer learning
Self-organizing activities	WIKI	Collaboration
Sense of responsibility	Orientation toward public interest	Empowerment

F. Early example of hybrid learning 4/4

 Effects of the use of a <u>blog</u> in the course "Psychology and the Internet"



G. Hybrid learning and Web 2.0 tools

• The hybrid course "Computer-Mediated Communication" (2008-2010) combines traditional lectures in the classroom with exercises in computer laboratory and the use of e-learning / Web 2.0 tools like Moodle, wiki, blog, e-portfolio, delicious, Gliffy, Bubbl.us, Slidestory, Veotag, Jotform, Google docs, Helipad, SpringNote, iGoogle, myYahoo, Pageflakes, MockFlow, Mockingbird i etc.



H. Pedagogical techniques 1/2

STANDARD TECHNIQUES IN E-LEARNING:

- Group discussion
- Repetition
- Testing (multiple choice)
- Case analysis
- Practical assignments
- Essays (critical thinking)



H. Pedagogical techniques 2/2

CATEGORIES OF INNOVATIVE TECHNIQUES IN E-LEARNING:

- Prior knowledge activation
- Information preview
- Motivation
- Information acquisition
- Practice & feedback
- Closure
- Other





L. Example of pedagogical activities

- Pedagogical activities (e-tivities) with a wiki in teaching English as a foreign language
 - Engwiki projekt (Link)

http://e.foi.hr/engwiki/index.php/Main_Page

M. Pedagogy and e-tivities 1/3

BEHAVIORISM

- How to reinforce desired behavior?
- Learning is divided into small units/steps that are well reinforced!
- The reward should be provided immediately after learning
 - quizzes, marks and other reinforcement practices
- Learning is based on the repetition of activity and reward
 - "drill" as an effective learning method



M. Pedagogy and e-tivities 2/3

COGNITIVISM

- Learning is viewed as information processing
 - How new concepts are acquired?
 - How information is organized, stored and interconnected?
- Different ways of learning:
 - use of models and visualization
 - abstract thinking
 - activities with objects in the environment
- Teaching methods:
 - learning and connecting of concepts
 - categorizations, schemes
 - depending on previous knowledge
 - combined ways of learning



M. Pedagogy and e-tivities 3/3

CONSTRUCTIVISM

- The learners "construct" knowledge with their practical activity
 - How to form integrated (holistic) knowledge?
 - How to structure the learning process?
 - How to connect cognitive and socio-emotional experience?
- Learners choose and transform information, form hypotheses and make decisions
- Teaching principles:
 - learners discover new knowledge (principles)
 - content and methods of learning are adapted to construction of new knowledge
 - practical application of what is learned
 - potential for "knowledge transfer" in problem solving



N. Practical activity

- Web 2.0 and pedagogical e-tivities
 - Categorization of e-tivities
 - place 3-4 e-tivities in each theoretical category (Link)
 - For a specific topic of a lecture and e-tivity choose a Web 2.0 tool:
 - choose/create e-tivities for topics of several lectures
 - select Web 2.0 tool(s) for e-tivities (<u>Link</u>)

