Sabancı Üniversitesi

1st SL Technology Collaboration Mini-Conference

Digital Cocktail Recipe:

1/2 Shot of VLE, 1/2 Shot of PLE, Layer Theories on Top, and Serve with Digital Story Cakes

IŞIL BOY

just
enjoy
the
cocktail

A little bit about me...

graduated from Istanbul University

working as an ICT Coordinator at Yıldız Technical University

studying for an MA with the University of Manchester in Educational Technology and TESOL

giving talks & training courses under the sponsorship of PEARSON Education

conducted educational technology course at BRITISH SIDE English Language School

will be working as a teacher trainer at Pilgrims™ this summer

iTDi Associate

IATET representative for Turkey

DESIGNING & DEVELOPING EDUCATIONAL COURSEWARE

VLE & PLE

- A VLE (Virtual Learning Environment) is a computer program that facilitates computerized learning or e-learning. Such e-learning systems are also called **Learning Management System (LMS).**

- **Examples:** Moodle, Blackboard, Second Life, etc.

- Personal Learning Environments (PLE) are systems that **help learners take control of and manage their own learning**. It is an environment rather than a system.

- **Examples:** Web 2.0 tools such as blogs, wikis, Twitter, Facebook, etc.

VLE Vs PLE

- VLEs are considered as institution-led, "**one size fits all**" monoliths.
- PLEs, on the other hand, are seen as **learner-centred, flexible** environments.
- VLEs can also include PLEs, like blogs and wikis.
- E-portfolios are the result of working within a PLEs.

SECOND LIFE

?

BLACKBOARD

MANCHESTER 1824
The University of Manchester
My Manchester
Isil Boy
My Places
Home
Help
Logout
Blackboard
My Studies
My Library
My Services
Student Life
Thinking Ahead
My Union
EDUC70221 Evaluation and Design of Educational Courseware 2011-12 1st Semester
Orientation
EDUC70221 Evaluation and Design of Educational Courseware 2011-12 1st Semester
Announcements
Orientation
Course materials
Reading list
Assessment
Forums
-> Distance forums
-> Technical forums
-> On-site forums
External tools
-> Course wiki
-> Course blog
-> Unit Evaluation
General
-> Course tutors
School of Education
Language Teacher Education Group
Orientation
Distance and On-site participants
This site is accessed by two different groups and because of past experience and feedback we have created two different sets of Forums.
The content of the Courseware is primarily aimed at the participants who are at a distance, so when it asks you to make a comment on the forum, then th
designed for distance participants. If on-site participants want to engage in these conversations, then this is fine, but there are also different forum activ
you and you will be advised what these are in classes. On-site participants can of course make use of the online input materials to review the regular clas
The next section on the organisation of the course unit applies to both groups.
Course overview and timetable
This course unit aims to provide you with the skills to both evaluate existing educational courseware and also to create and critique your own. The first p
course unit gets you to look at a variety of learning materials and review them using a combination of frameworks. The second part involves you prototyp
learning task using authoring software. In the third part we will create learning materials making use of WordPress as a Content Management System and
combining it with a number of tools.
The course unit uses a wiki and a blog as its core technologies for the delivery of the material, the role of Blackboard will be to provide a space for management of th
and discussions. We will be making use of Wimba classroom for tutorial sessions later in the course unit.
The basic schedule is as follows:
Week 1 (26 Sep - 2 Oct): Setting the scene and materials evaluation

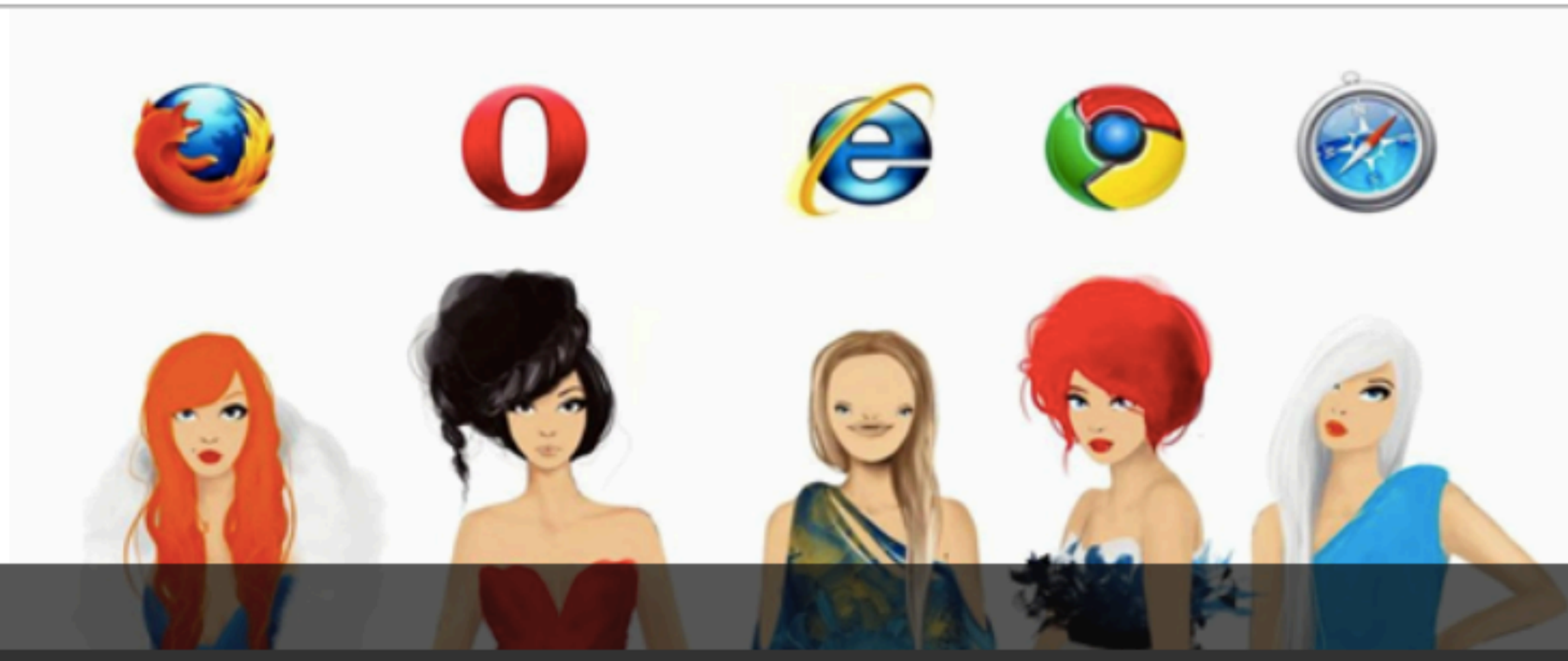
BLOGS & WIKIS

- Blogs: Blogger Blogs (http://www.blogger.com)
- Wikis: Pbworks Wikis (http://pbworks.com)
- Website: ?

WIX

Create a **free website**
Customize with drag drop
No coding skills needed

PBWORKS WIKIS: HOW 2.0 & MORE



wWw

COURSEWARE

HOW 2.0 USE WIKIS »
WIKIS FOR CLASSROOM USE »
WEB TOOLS & APPS FOR WIKIS »
QUIZ
WIKI CHALLENGE!
ABOUT
PBWORKS WIKIS: HOW 2.0 & MORE
wWw

VIEW EDIT

Educational Technology Course

last edited by Işıl Boy 2 weeks, 1 day ago

Page history

Dear all,

This is the wiki page I have set up to collect all the materials developed during the course. There are three folders created for three modules along with the sub-folders for each subtitle. Besides, you will see some extra pages which will help you develop your IT skills. During our course, there will be some tasks you need to do, you can find the tasks on the sidebar (on the left side of the page).

Theory: Instructional Design Theory
Method: Blended Learning
Approach: Learner- Centered Approach
Objectives:

- To enhance digital literacy and basic ICT (*Information Communications Technology*) skills
- To provide knowledge of appropriate web technologies and skills for incorporating web 2.0 tools into the classroom.
- To provide techniques for integrating technology into the curriculum, and strategies to overcome possible problems during the integration process.
- To practise designing, developing and evaluating educational courseware.
- To use educational web-based resources effectively.
- To use interactive multimedia learning materials in the light of cognitive load theory.
- To develop multimedia learning materials in line with multimedia design principles.
- To develop skills for integrating all the materials developed during the course into the actual courseware.
-

MODULE 1: TECH-UP (4 Hours)
Improving ICT Skills: Google shortcuts, Google's tools, getting royalty free images, best websites for teaching resources and lesson plans, screencasting tools.
Internet Safety: Internet safety tips, teaching internet safety through digital games.
Web Technologies: Basic tutorials for web technologies.

Create a page
Upload files
Invite more people

Share this page
Put this page in a folder
Add Tags
Control access to this page
Copy this page

Navigator

Starred Pages and Files
MODULE 1– TECH UP
MODULE 2– COURSEWARE TIME
MODULE 3– DIGITAL MAGICS
Activity Tracking
aysenur

Pages Files options

SideBar

TASK 3
How to Use DomoGoAnimate
TASK 2
Wiki Roll
Blog Roll

Courseware Licensing

Creative **C**ommons:

http://creativecommons.org/choose

DESIGNING A WEBSITE

Learning Theory & Instructional Design Theory

- *Learning theory* is the study of **how people learn**.
- *Instructional Design Theory* is the study of **how to best design instruction so that learning will take place.**

(Smith, n.d.)

Setting clear objectives and design accordingly, plays an important role in designing good instruction. (Wilson, Parrish, and Veletsianos, 2008)

EFFECT

- DEFINE
- DESIGN
- DEVELOP
- EVALUATE

4 Usability *Heuristics

refers to experience-based techniques for problem solving, learning, and discovery. (Wikipedia)

- Visibility of system status
- Recognition rather than recall
- Aesthetic and minimalist design
- Help and documentation

(Nielsen, 1994)

TOOLS

JING

Screen Capture & Screen Recording

for a Back-up Plan

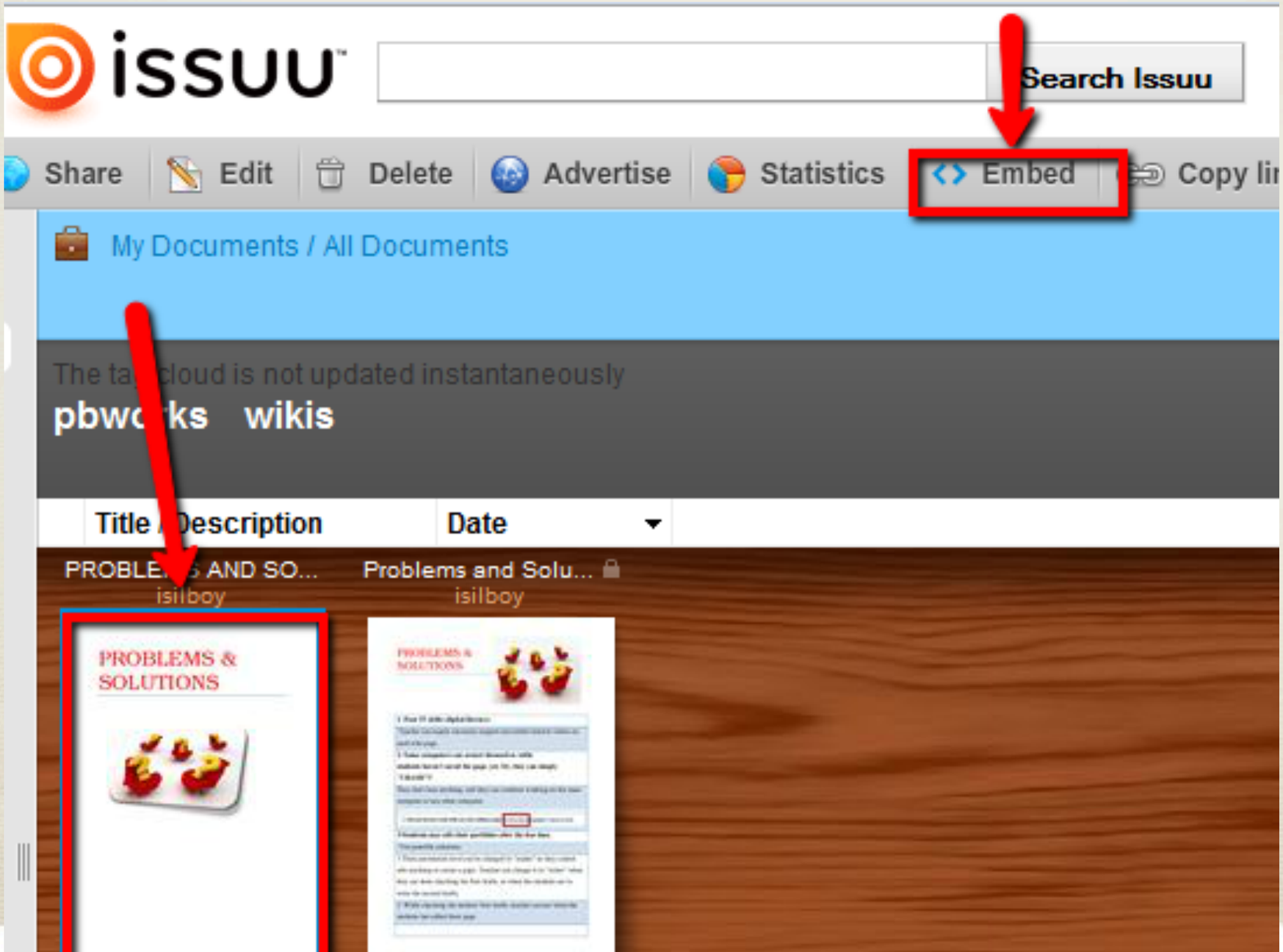
Prezi

cloud-based presentation software

for Digital Stories

E-Books: Issuu.com

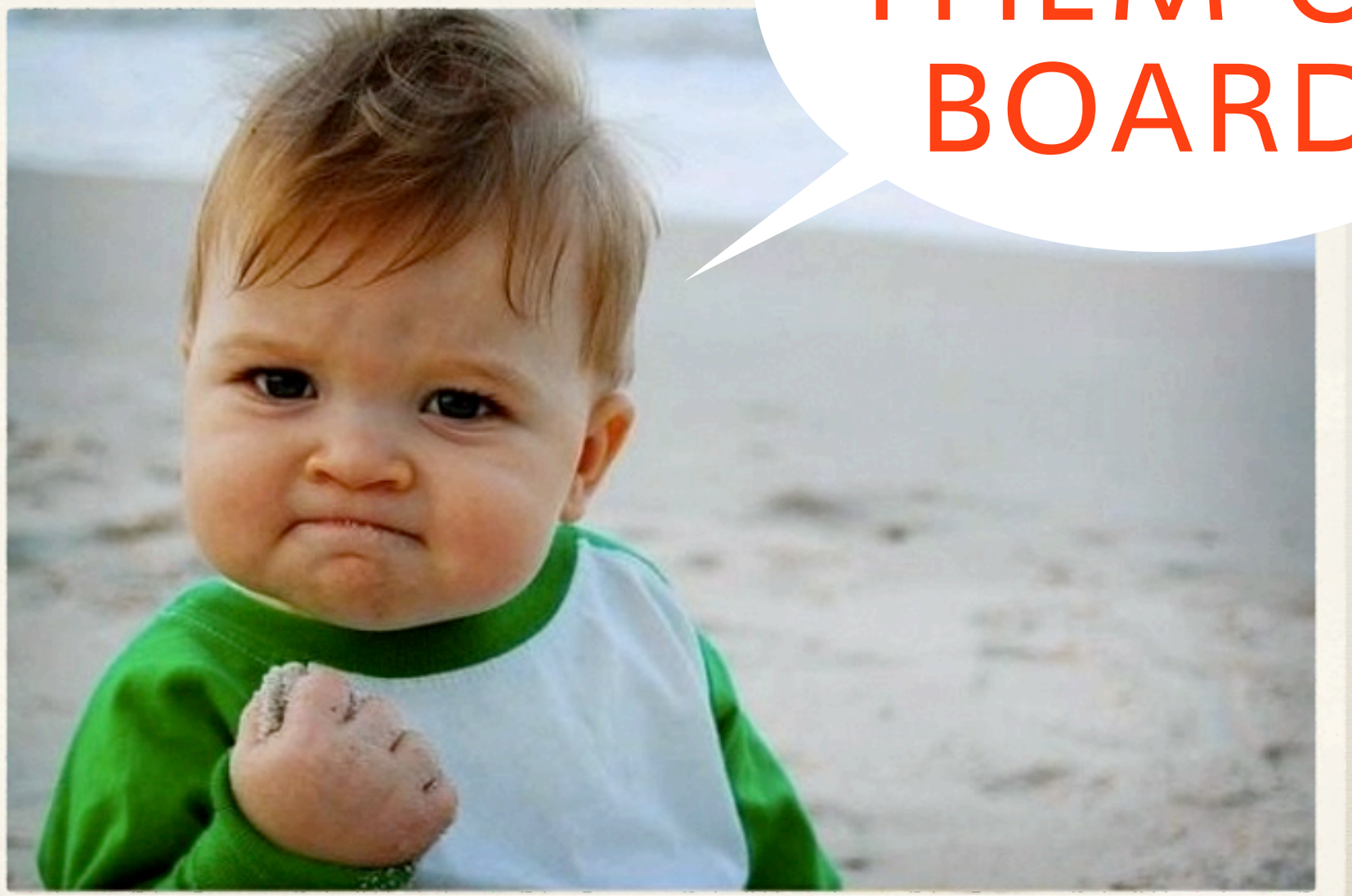
WORD- POWERPOINT- PDF



HOW 2.0 INTEGRATE TECHNOLOGY INTO TEACHING?

For institutions: Technical Infrastructure.

For educators and learners: Learner and teacher familiarity with technology.


GET
THEM ON
BOARD!

We Need **ACTIONS** not Words

A.C.T.I.O.N.S

Access

Costs

Teaching and learning

Interactivity and user friendliness

Organisational issues

Newness

Speed

Bates, 1995

Please fill in the blanks

A picture is
worth.....
a thousand words.

but WHY??

Dual Coding Theory

- refers to dual channels for processing and storing visual and verbal information. Clark & Paivio, 1991
- Text is processed and encoded in verbal systems and pictures are processed both in the visual and verbal systems. **Pictures may be remembered better than text because they are coded twice.** Paivio, 1986
- **Meaningful learning** occurs when learners have to actively process information, that is, when they integrate both words and pictures into a meaningful construction. Wittrock, 1989

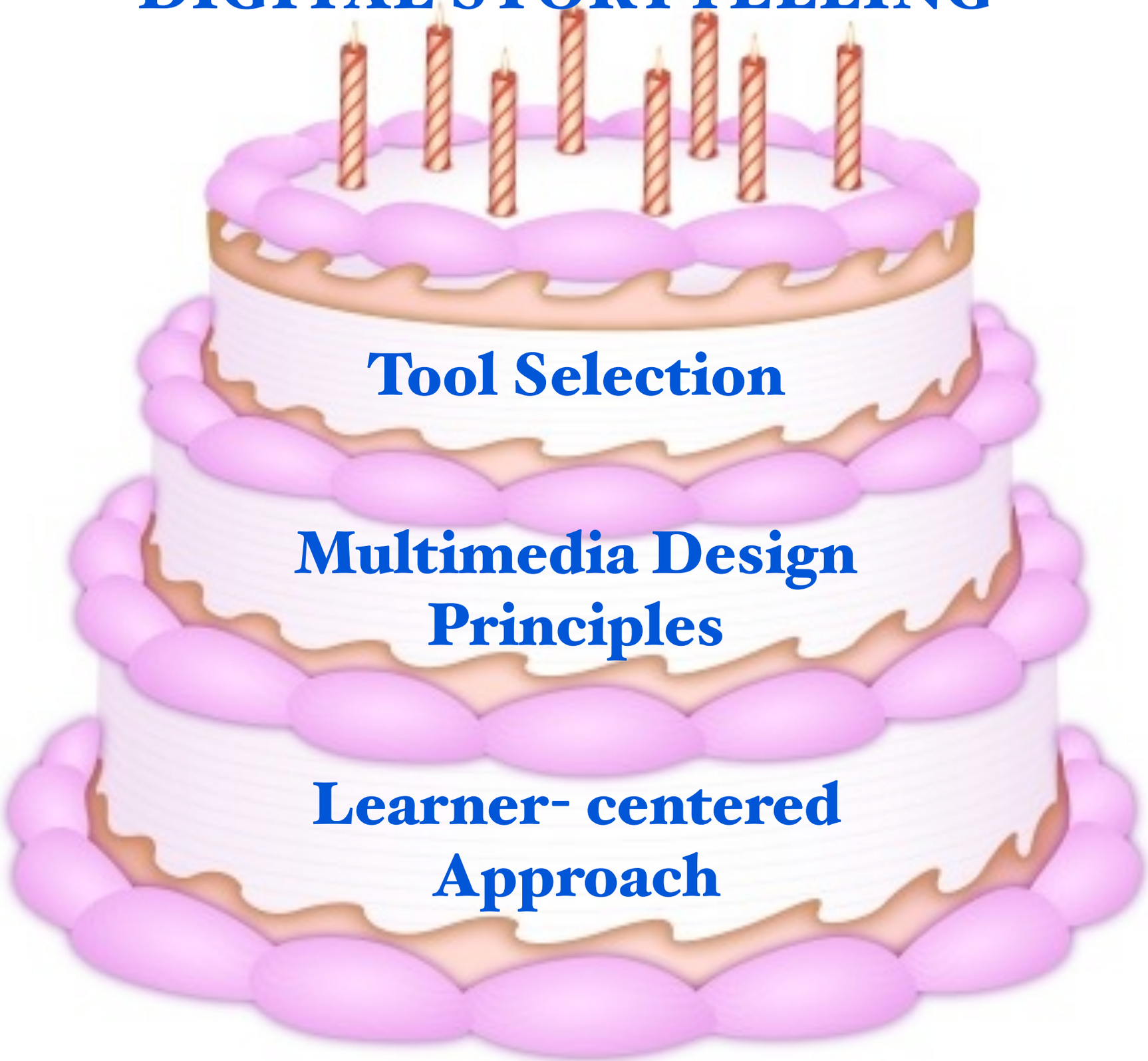
Digital Stories

100 tools to create digital stories!!

How 2.0 choose the right tool?

Digital Story Baking

DIGITAL STORYTELLING



Tool Selection

Multimedia Design Principles

Learner- centered Approach

Define Your Approach

Technology- Centered

OR

Learner- Centered Approach?

Technology- Centered Approach: The focus is on the capabilities of cutting edge technology.

Learner- Centered Approach: The focus is on the way that people learn and process information.

MULTIMEDIA DESIGN PRINCIPLES

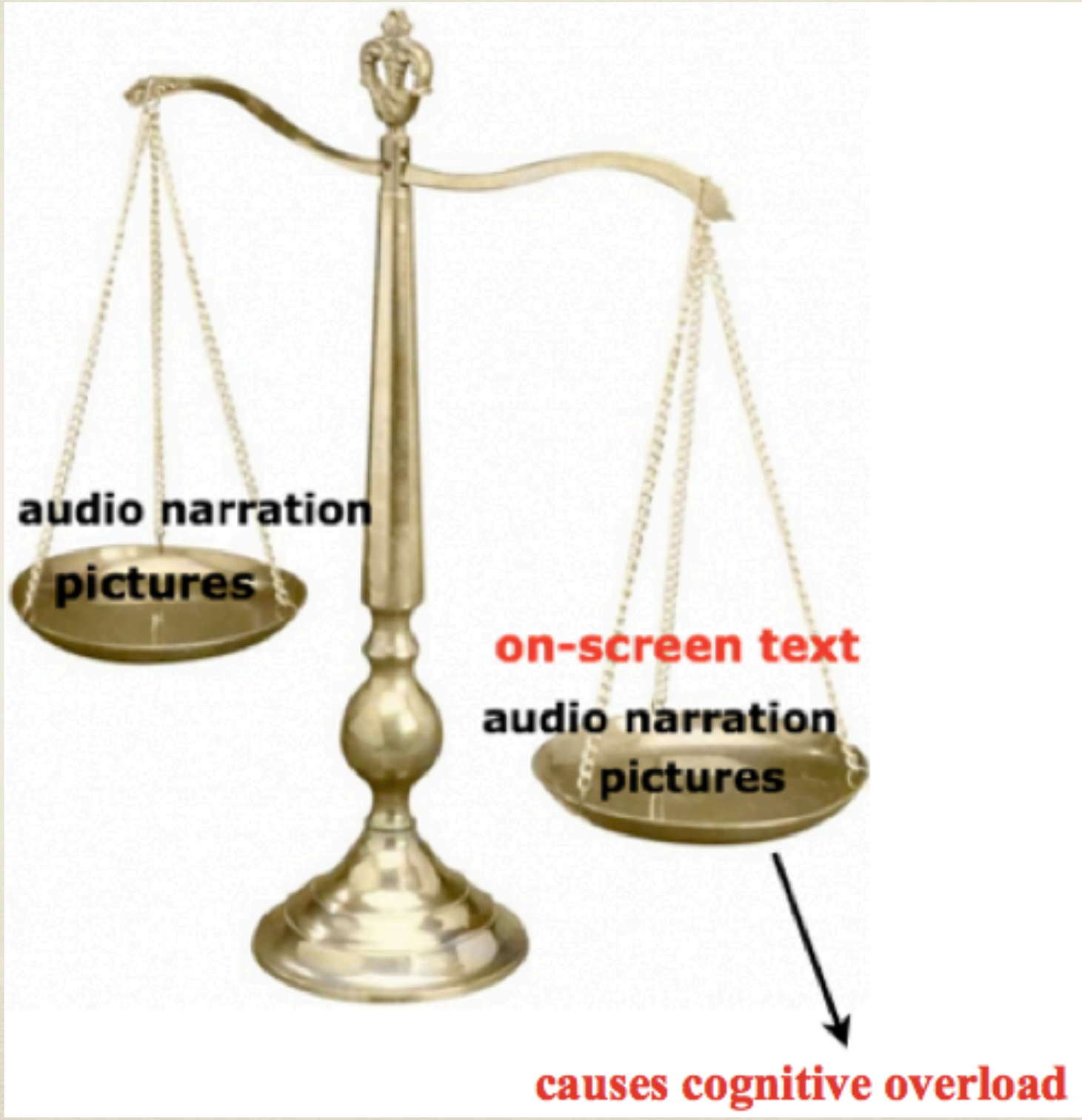
- **Multimedia principle:** People learn better from words and pictures than from words alone.

- **Coherence principle:** People learn better when extraneous **words**, **pictures**, and **sounds** are excluded rather than included.

- **Voice principle**: People learn better when words are spoken in a standard-accented human voice than in a machine voice or foreign-accented human voice.

- **The Redundancy Principle**: Since people have a limited working memory, presenting the same information in different formats impedes learning and causes cognitive overload. (**Teachers should avoid on-screen texts that merely repeat the audio narration**).

Modality Principle



The Cognitive Overload Theory

The cognitive overload theory is related to diminishing any unnecessary cognitive load in order to aid learning. The material which has no direct relation with the content will impede learning, so it is better to eliminate unnecessary images, sound or animation.

(Mayer, 2005)

Digital Stories: Little Bird Tales

- Teachers can capture the voice of their students, let them draw, import pictures or scan their drawings. It is also embeddable and so is good for blogs or wikis.

EMPRESSR®

The best and original browser based rich media presentation and storytelling tool.

- allows users to add images, audio, and even videos.
- both students and teachers can create digital stories with Empressr, and they can embed them into their class blogs or wikis.

There is an app for that!

Some Questions

- Is it free? (Do you need to pay to use the tool?)
- Is it stable? (Is it a new tool, will it be around next year?)
- Is it appropriate for the learners' needs?
- Is it easy to use both for teacher and students?
- Is it embeddable? (Can you embed it into your class blog or wiki)
- Does it allow users to record audio? (Can you record your voice, or does it only provide 'text to speech'?

How to Use These Digital Stories Effectively?

Teachers should basically follow the multimedia design principles, and be careful with the cognitive load theory. They should consider the **3D E**ffect which summarizes the issues for effective digital storytelling.

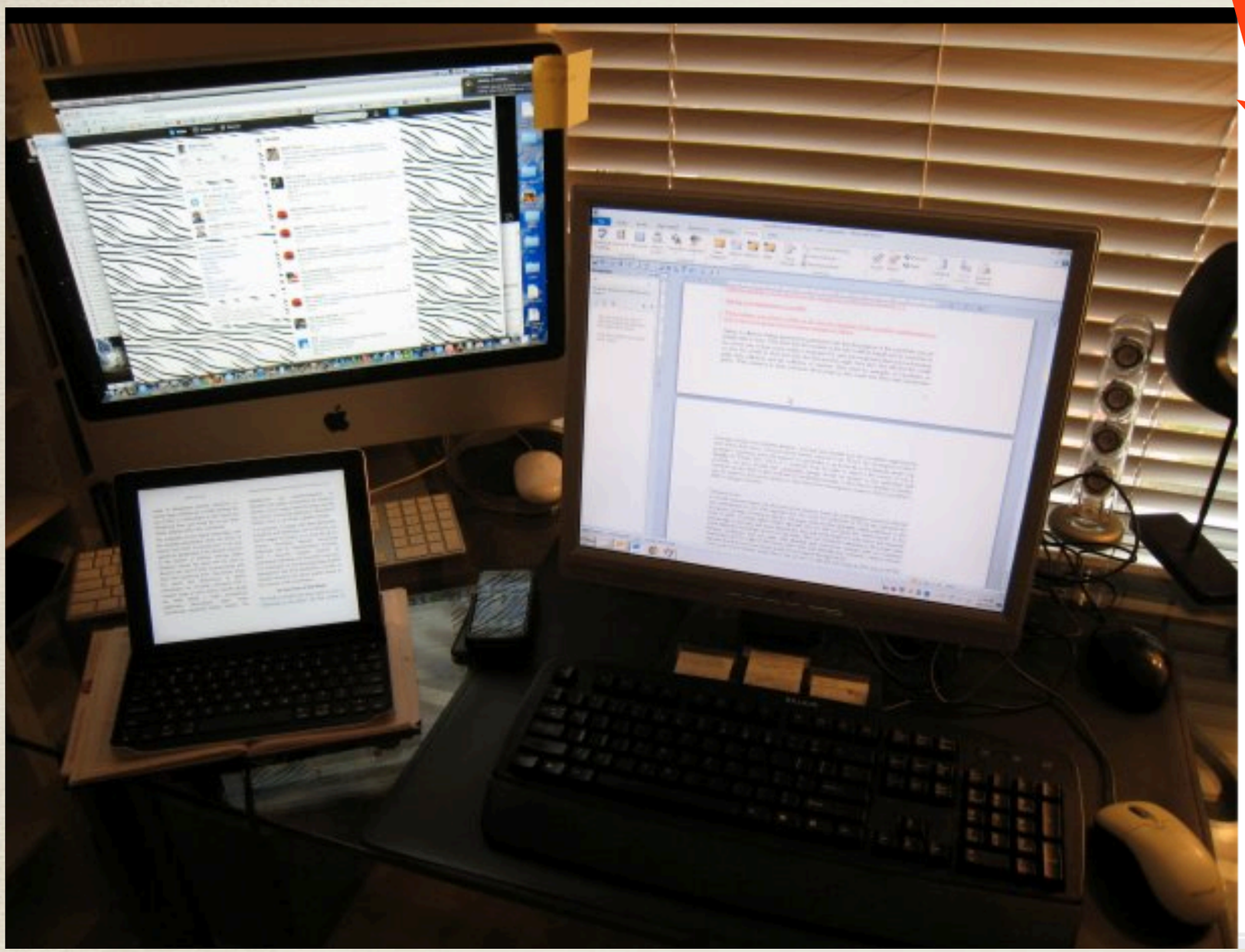
3**D E**ffect

Define your objectives

Do a search for the audio option

Do not use a heavy on-screen text with audio, or the same text with audio narration

Ensure that your content is interesting; do not try to make your material interesting with extraneous digital elements.



Mark Pegrum
May 9

How many screens are too many? I just realised this morning that it's now become totally normal for me to work between four screens ... but the iPhone is still the most fun :)

Like · Comment · Share

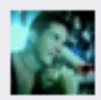
18 people like this.

Gavin Dudeney Hmm.... On a daily basis it's a Macbook Air screen plus connection to 28 inch LCD flat screen monitor, a Macbook Pro screen and an iPhone. Two iPads and an Android added as needed.... We should get out more :-)

May 9 at 3:38pm · Like

Cameron Cam
Wowwwwwwwwwwwwwwwwww you're the kind of multitasking...that's actually really cool you work between four screens (what I assume si) simultaneously.

May 9 at 3:41pm · Like



Mark Pegrum Yeah but even though there are 4 screens, as you can see from the pic I still need sticky notes ...

mLearning

Mobile

E-learning: Beyond classroom walls

mLearning: Beyond computer scree

E-learning: serving the food on a pl

mLearning: serving the same food in a small box

The comparison is akin to 'eat in' or 'to go', giving us the freedom to consume the dish anytime anywhere.

mLearning: letting us
wherever they want, v
valued in the modern
where people cannot
spare enough time for
It also allows people t
their studies into othe

APPS

- **Goodreader:** This is a PDF reader and an annotater app, but it also enables users to organize, and access any file; in addition, users can sync their documents with Dropbox.

- **Posterous:** This is a great app to share ideas or maybe photos and videos. It can be used to write blog posts and lets users keep their posts private.

- **Textgrabber:** This app lets users extract texts from any printed sources, which is a perfect time saver for online learners. It also provides full-text translation.

- **Docas:** This is a pdf annotator and document reader. The key feature is that it allows users to annotate and create audio memos.

- **Diigo Offline Reader:** This lets users save websites and download files to browse offline.

this i believe℠

This I Believe is an international organization engaging people in writing and sharing essays describing the core values that guide their daily lives.

http://thisibelieve.org

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