



# HERODOT

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## Thematic Network of Geography Teaching and Training in Higher Education

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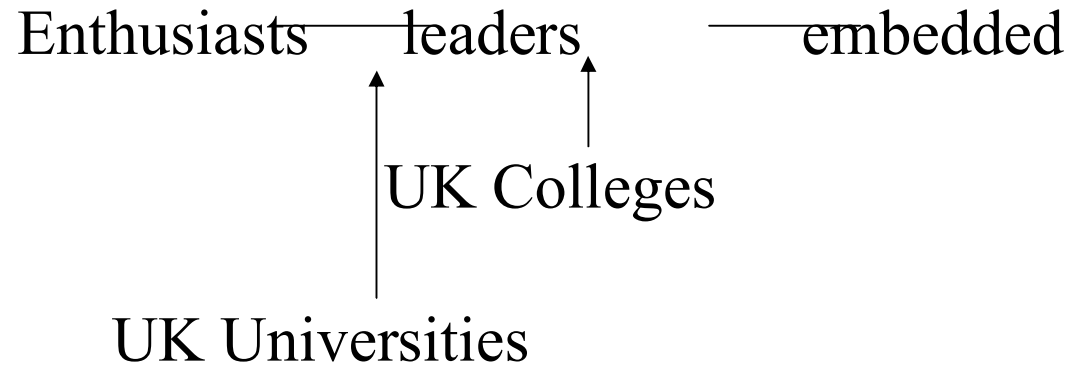
# E-Learning

## Includes:

- Virtual Learning Environments (Learning management systems), **Open or propriety standards?**
- Internet and IT based learning materials  
**Long way to go, will private sector provide?**
- Internet and IT based resources  
**Good and getting better**
- Asynchronous and synchronous communications  
**Teacher to student and peer to peer. Improving**



# Where We Are Now



Currently significant central funding but evidence base poor.

Funding will decrease either because:

- E-learning is embedded
- or
- E-learning fails to deliver



# What is e-Learning

- Political slogan, substitute for
  - Open learning, net based learning, . . .
- Learning dependent on ICT
  - Computers (- and other media?)
  - Internet / WWW - or other electronic networks
- Electronic distribution of learning material
- ICT-supported learning environment
  - with a provider and a receiver



**E-learning is learning facilitated and supported through the use of information and communication technologies (LTSN Generic Centre)**

**Concept of Blended learning or Supported Online Learning – a spectrum along which different models can be placed**

**Process focused not tool and technology focused**

**E-learning should seek to enrich the learning experience**

# E-Learning Developments

- Blended learning concept adopted/ focus on e-pedagogy
  - VLE adoption and use (UCISA survey)
    - “...overall picture is one of evolutionary consolidation. Centralisation is increasing..”
  - Establishment of E-Learning Development Units and teams
  - New role of the Learning Technologist
  - E-learning as a force of change (LTSN e-Learning Guides, 2003)
    - “...will require change at all levels...and for all categories of staff.”
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# E-Learning Developments

*“..dozens of innovative learning technologies to cloud the online learning landscape” (Bonk, 2004)*

Assistive technologies

Course Management Systems/ VLEs

Conferencing/ Discussion forums (synchronous and asynchronous)

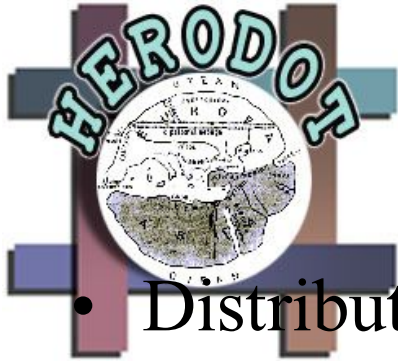
Digital libraries

Mobile technologies – beyond the classroom

Videostreaming

**Making the connections between emerging technologies and enhanced pedagogies**

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# Possibilities

- Distribution and availability
  - International target groups
  - For individuals restricted by
    - Geographical conditions
    - Special needs
    - Family, economy, job situation
- Flexibility and adaptability of content, methods and modes of presentation
- Virtual mobility and collaboration
- Crossing traditional barriers & borders





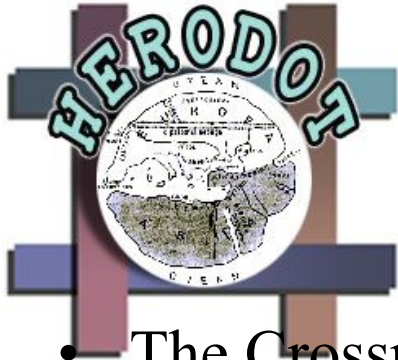
# Challenges

- Acceptance and academic credit
  - Quality and level of learning outcome
- Resources for development and sustainability
  - Not necessarily lower cost than traditional educ.
    - Production of material, tutoring and guidance
- Pedagogical approaches
  - Teaching vs. learning
  - Educational philosophy / principles
    - E.g. problem based and collaborative learning
- Development of virtual learning environment



# Experiences

- Pre-WWW activities, 1985 – 95, with
  - CBT, CAL, . . . ODL, NOL etc.
- WWW allowed –
  - Sharing of resources, distributed databases
  - Collaboration and discussions
  - Multimediated learning material
- Competition and co-operation
  - Traditional universities and new enterprises
  - Networks and exchanges



## *Crossroads history*

- The Crossroads: place of reflection

Technologies ↔ Learning

- mid 80s (one computer for 180 kids, EdWord)
- early 90s (online to kids in regular schools/community centres, at home)
- mid 90s (professional learning using ICT/eLearning)
- late 90s The 3Rs (capacity of ICT for diverse learning styles)
- 2000s (games culture, learning, digital content design)
- NOW : ePedagogy, eCurriculum, eLearning



## *Understand the players*

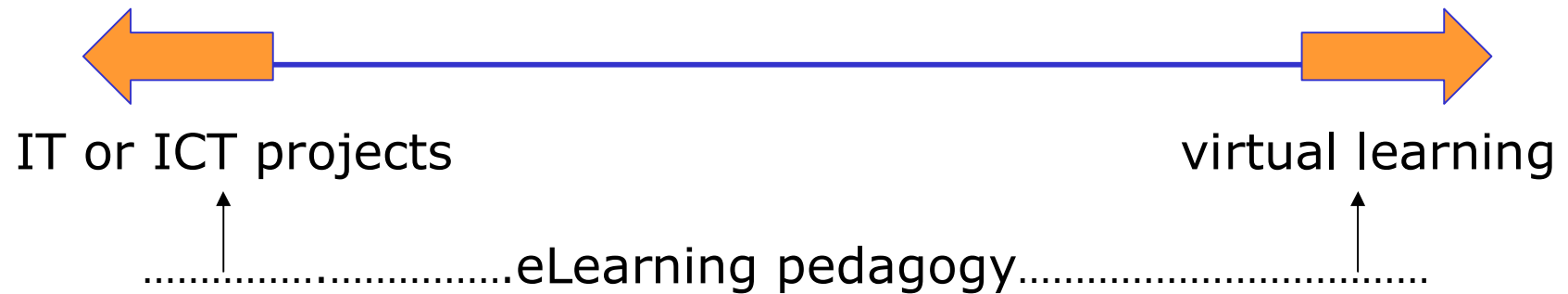
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<u>Description</u>	<u>Birth</u>	<u>Age</u>	<u>Million</u>	<u>(%)</u>
Seniors	Before 1925	77+	0.94	5%
Builders	1926–1945	57-76	2.75	15%
<b>Boomers</b>	<b>1946–1964</b>	<b>38–56</b>	<b>4.75</b>	<b>25%</b>
Generation X	1965–1981	21–37	4.83	26%
<b>Generation Y</b>	<b>1982–2000</b>	<b>2–20</b>	<b>5.15</b>	<b>29%</b>
Generation Z	2001+	<2	0.25	1%



## *Understand..... eLearning*

learners participating in....

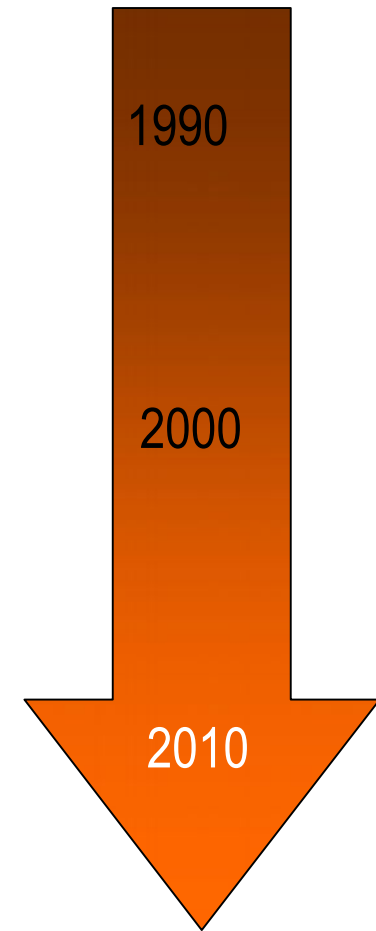


*(all are rich, interactive learning experiences  
increasing the diversity of learning strategies)*



## *Understand...the changing paradigm*

- content - text on screen
- interaction - with content or machine
- relationships - instructional, social and supportive
- digital multimedia learning objects
- managed eLearning environments
- the e-Classroom
- m-Learning





## *eLearning Vision*

“...to provide learners with new and exciting opportunities, to engage with learning content and with others learners in an interactive manner, and to realise their full potential educationally and personally. ...and to stimulate in students the love of lifelong learning”

*DE&T ICT Strategic Plan 2003-2008*



## *Strategies to achieve the vision*

- New digital learning opportunities for students
- Effective professional learning opportunities
- Leadership for ICT management
- Quality content and applications
- Sustained & refreshed infrastructure
- Research and development



*Teacher's essential question*

*What digital content and tools can help me design, construct and deliver pedagogically sound learning experiences for my students?*



# Range of technology and use grid

