



Concepts of E-Learning

UBC/KFUPM workshop 2009



Welcome!



About UBC



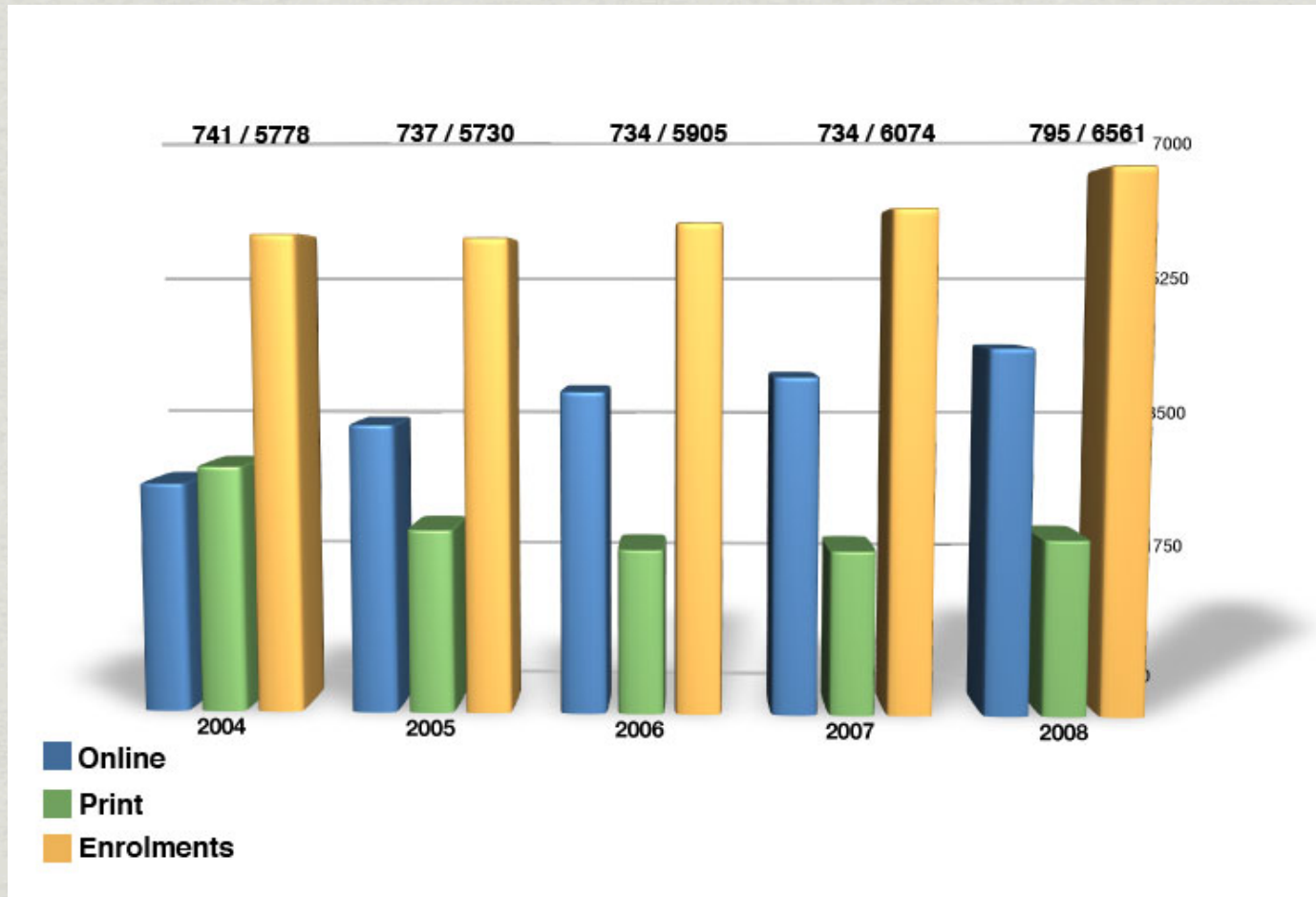
- * Public institution
- * Research Intensive, Dual Mode
- * Distance provider since 1949
- * Four campuses ~50,000 students
- * Innovative: (WebCT, uPortal, Kuali Student, student self admission, definition of scholarship)
- * Entrepreneurial - top ten in North America for spinoff companies
- * Strong executive leadership, decentralized administration

OLT Mission

The Office of Learning Technology collaborates with Faculties and service units to plan, develop, implement and sustain high quality learning and teaching environments and communities of practice which use technology to engage learners, support faculty and bridge distances.



Distance Education courses offered by OLT



Introductions

- * What is your name & home institution?
- * What is your discipline and your role in your institution?
- * What is your experience with e-learning / learning technology?
- * What is the project you are hoping to work on during this workshop?

House-keeping

- * Daily sessions (except Sunday)
- * 9AM-4:30PM, with Lunch and Coffee Breaks
- * Facilities: TAG, Chilcotin Room, Ike Barber
- * Wireless Network
- * Contacts

PERCS

- * Purpose
- * Expectations
- * Roles
- * Content
- * Schedule

Purpose

- * The purpose of this workshop is to strengthen your understanding of the role that technology can play in enhancing the learning process.
- * Through exposure to principles of instructional design and critical frameworks for the selection and use of learning technologies, you will gain a solid base upon which to plan, design and implement your own projects.

Purpose

At the end of the workshop, you will be able to:

- Analyze e-learning and its impact on educational institutions and policies relating to teaching and learning
- Consider current perspectives on learning and their practical implications for the development of effective online materials in mixed-mode and online courses
- Describe the principles of an instructional design model and apply it in support of developing online and mixed-mode learning materials
- Conduct a needs assessment of a learning situation
- Consider the role of an instructional designer/course developer in the KFUPM context

Purpose

- Select appropriate learning technologies for different types of presentation, interaction and assessment needs
- Consider different tools for assessment of student learning in online settings
- Compare social media environments such as wikis, weblogs and RSS feeds to traditional course management systems
- Compare UBC examples of learning technology projects that support different pedagogies in Science, Applied Science and Education to your own local contexts
- Consider the characteristics of effective instruction and learner support in e-learning environments

Expectations

- * What are your expectations for this workshop?
- * What are the key things that you are hoping to get out of your time here at UBC?

Roles

- * Facilitators - from OLT and UBC
- * Faculty guests - from Science, Education, Applied Science
- * You! Individually and as a group

Content

- * Daily Sessions - range of topics relating to e-learning, learning technologies and instructional design
- * Design Workshop sessions - daily opportunity to apply concepts and approaches to your own context
- * e-Learning in practice: Guest sessions with UBC Faculty

Schedule



- * 7.5 days (1/2 day on Friday, July 10th)
- * 9-4 everyday except Sunday, July 5th
- * 15 minutes for coffee/1 hour for lunch

Coffee Break (15 minutes)

