

## **DIGITAL LEARNING**

### **SUMMARY**

#### **DIGITAL LEARNING TECHNIQUES .. THE REDEFINED LEARNING EQUATIONS ..**

Digital learning is redefining and redesigning the way we learn (AND the way we teach).

Has its greatest influence in delivery and accessibility.

Demand and popularity growing at a fast rate.

Learning in the digital environment is creative and stimulating and can provide one of the most powerful learning experiences.

Digital technologies will continue to innovate, improve and change the way we learn.

The process of learning is becoming decentralized because of technology and access to information. The context of how we interact with information and each other has completely changed. Teachers used to be the producers with students being the consumers. Now, both can produce and consume content.

Education systems will need to become increasingly adaptive because of knowledge-pull from students. Educational software can contain artificial intelligence components where tutoring could be accessed. Students could control their own learning goals and manage their process of learning by interacting strategically with the content.

Instructional strategies and tools are being developed to create an effective and engaging learning environment for students.

- In class, lessons are enhanced with video and other digital presentations. Students and teachers can collaborate with other learning opportunities within and outside of their own venue.
- On-line, lesson material is made convenient. Exploration and research is open-ended.

Participants in society are more open and able to share information, as producers and consumers.

#### **THE FUTURE AND IMPACT OF DIGITAL LEARNING TECHNOLOGIES**

The penetration of digital learning in societies and communities where people are still at lack for affording basic education, can lead to a phenomenal growth in spreading knowledge and education.

Global learning is more advanced than it has ever been, technology gives opportunity to those who are less fortunate to learn from others worldwide. Many industries use technology as a training tool to implement new procedures or new products.

## **THE DIGITAL 'GOGIES**

Heutagogy encourages learners to become more self-directed.

Peeragogy is peers or groups of learners learning together... Its about co-creation or co-learning where groups of learners essentially teach other. These learning forums would be the perfect example of such a tactic. In this environment, learners can bring examples of their own experiences to the group, which often deepens the learning for everyone involved.

Cybergogy is about helping adults learn effectively in the virtual environment. It is specific to online instruction. it is about creating engaged learners in the virtual environment by involving them behaviorally, emotionally and intellectually in the learning environment.

Cybergogy refers to "activities in any course with adult learners using instructional technologies on and off line".

Cybergogy for Engaged Learning model could be used to conduct needs assessment and to lay out course design and facilitation techniques. The authors identify methods that instructors can use to detect learners' emotional cues and cultivate their positive feelings; to increase learners' self-confidence and arouse their curiosity through course design and e-facilitation; to conduct online communication and build a supportive learning environment.

## **DIGITAL LEARNING TOOLS**

BaseCamp <https://basecamp.com/>

CitationMachine <http://www.citationmachine.net/>

Delicious <https://delicious.com/>

Diigo <https://www.diigo.com/>

EdShelf <https://edshelf.com/>

GoogleDocs <https://docs.google.com>

GoTo Training <http://bigbluebutton.org/>

GotoMeeting <http://www.gotomeeting.ca/>

LiveBinders <http://www.livebinders.com/welcome/home>

Mahara ePortfolio <https://mahara.org/>

Socrative <http://www.socrative.com/resources.php>

TeacherTube <http://www.teachertube.com/>

Top 100 Tools For Learning 2014 <http://c4lpt.co.uk/top100tools/>

VoiceThread <http://voicethread.com/>

VoiceThread Wiki <https://voicethread4education.wikispaces.com/>

WhatsApp <http://www.whatsapp.com/>

Zotero <https://www.zotero.org/>

## **FACULTY SLOW TO ADOPT**

Faculty are aware of new developments in teaching, but that few have implemented them in their classrooms. [The Chronicle of Higher Education](#) | [Inside Higher Ed](#) | [Full Report](#)

Most of the 3,971 teachers surveyed did NOT cite a lack of time, support, or resources as reasons for not adopting new teaching technologies.

"Diffusion of Innovations" theory. The theory seeks to explain why and at what rate technologies are adopted and spread throughout a culture (in this case among educators).

Learning to work and live together is key. I think this is what Hattie's research (Visible learning) exposes. Teachers need to be pivotal learners because they are the fulcrum balancing the micro and macro of learning.

## **CHALLENGES & CONSIDERATIONS**

Personal connection and interaction of the classroom.

Our challenge as learners and teachers is to wade through the vast amount of information, and come away with something meaningful.

If we rely exceedingly heavily on tech, we will do so at the cost of other means of engaging with the world.

4 Common challenges surrounding cybergogy:

1. Utilization of learners experiences,
2. Consideration of learners' styles and preferences,
3. Importance of social interaction as a motivational force,
4. Control of knowledge acquisition and transfer of learning.

"control of knowledge acquisition" might be that some instructors don't want to give up control, and some may not know how to act as facilitators of self-directed learning.

Learners would need to have some basic skills in discerning what is fact or what is evidence-based information from other's opinions or activist's misinterpretation of research findings.

It can be very overwhelming and time consuming to try to incorporate new technology in to the classroom.

Ongoing training session (self-development) for new technologies for educators should be offered.

## RESOURCES

3 Key Concepts That Will Help You Understand Learning in the Digital Age

<http://info.shiftelearning.com/blog/bid/349245/3-Key-Concepts-That-Will-Help-You-Understand-Learning-in-the-Digital-Age>

7 Things You Should Know About VoiceThread. Educause

[http://moodle.vcc.ca/pluginfile.php/629041/mod\\_forum/attachment/421686/Educause%207%20Things%20you%20should%20know%20about%20VoiceThread.pdf](http://moodle.vcc.ca/pluginfile.php/629041/mod_forum/attachment/421686/Educause%207%20Things%20you%20should%20know%20about%20VoiceThread.pdf)

American Library Association. (2011). Information literacy standards for teacher education. College and Research Libraries news. Retrieved from <http://crln.acrl.org/content/72/7/420.full>

Barkley, E. F. (2010). *Student engagement techniques: A handbook for college faculty*. San Francisco, CA: Jossey-Bass.

CAE Healthcare <http://caehealthcare.com/eng/community/>

Change Management [http://en.wikipedia.org/wiki/Change\\_management](http://en.wikipedia.org/wiki/Change_management)

Chatti, M. A., Jarke, M. & Specht, M. (2010). The 3P learning model. *Educational Technology & Society*, 13(4), 74-85.

Diffusion of innovations theory. (2015, February) Wikipedia. Retrieved from: [http://en.wikipedia.org/wiki/Diffusion\\_of\\_innovations](http://en.wikipedia.org/wiki/Diffusion_of_innovations)

Eickelmann, and Zaka (2013). Restructuring of educational systems in the digital age from a co-evolutionary perspective. *Journal of Computer Assisted Learning* Retrieved from: <http://cclsw2.vcc.ca:2227/ehost/pdfviewer/pdfviewer?sid=3714fad9-c477-4a23-9d53-ffa0be7cf09f%40sessionmgr112&vid=11&hid=102>

E-Learning: Redefining Education for Next Generation

[http://www.ijitcs.com/volume%2011\\_No\\_2/ahmed+rashad.pdf](http://www.ijitcs.com/volume%2011_No_2/ahmed+rashad.pdf)

Fact or Fiction? Are Older Teachers Slow to Adopt Technology?

<https://preilly.wordpress.com/2008/01/27/fact-or-fiction-are-older-teachers-slow-to-adopt-technology/>

Gates Surveys Faculty Attitudes <https://www.insidehighered.com/quicktakes/2015/02/11/gates-surveys-faculty-attitudes>

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I.B.S.T.P.I. <http://ibstpi.org/>

Individual <http://en.wikipedia.org/wiki/Individual>

Jenkins, Henry. (2006). *Convergence Culture: Where Old and New Media Collide*. New York: New York University Press, pp. 2-4, 17-18, 258-260. Retrieved from <http://newlearningonline.com/literacies/chapter-1/jenkins-on-collective-intelligence-and-convergence-culture>

Learning Technologies: Information for Teachers <http://www.learningtechnologiesab.com/>

LiveBinders Channel <https://www.youtube.com/user/livebinders>

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Multigenerational Characteristics <http://www.brucemayhewconsulting.com/index.cfm?id=20209>

Neelam's PIDP Learnings <https://reflectlearnoutcomesofpidp.wordpress.com/simulation-in-healthcare-training/>

One Laptop per Child <http://one.laptop.org/about/mission>

Organization <http://en.wikipedia.org/wiki/Organization>

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Owen, H. (2014, March 12). An iterative process model for change to integrate blended learning. Retrieved from <https://www.flickr.com/photos/24289877@N02/13120142654/in/photostream/>

Predictions on the Future of Higher Education <http://www.businessinsider.com/6-predictions-on-the-future-of-higher-education-2012-8>

Professors Know About High-Tech Teaching Methods, but Few Use Them [http://chronicle.com/blogs/wiredcampus/professors-know-about-high-tech-teaching-methods-but-few-use-them/55777?cid=at&utm\\_source=at&utm\\_medium=en](http://chronicle.com/blogs/wiredcampus/professors-know-about-high-tech-teaching-methods-but-few-use-them/55777?cid=at&utm_source=at&utm_medium=en)

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Teaching in the Community Colleges <http://tcc.kcc.hawaii.edu/previous/TCC%201999/papers/monroe.html>

Team <http://en.wikipedia.org/wiki/Team>

Texas School Administrators. (n.d.). Digital learning: Meeting the challenges and embracing the opportunities of teachers. Retrieved from: [https://www.ced.org/pdf/Digital\\_Learning\\_Issue\\_Brief\\_Final.pdf](https://www.ced.org/pdf/Digital_Learning_Issue_Brief_Final.pdf)

Top 100 Tools For Learning 2014 Presentation T <http://www.slideshare.net/janehart/top-100-tools-for-learning-2014?ref=http://c4lpt.co.uk/top100tools/>

The Peeragogy Handbook <http://peeragogy.org/forward/>

U.S. Army. Avatar-based simulations to boost counseling skills <http://www.army.mil/article/133776/>

U.S. Army MilGaming portal at <https://milgaming.army.mil/>

U.S. Postsecondary Faculty in 2015 <http://postsecondary.gatesfoundation.org/wp-content/uploads/2015/02/US-Postsecondary-Faculty-in-2015.pdf>

What Every Teacher Should Know About Technology  
[http://www.educationworld.com/a\\_tech/tech/tech227.shtml](http://www.educationworld.com/a_tech/tech/tech227.shtml)

## **VIDEO**

Diigo <https://vimeo.com/12687333>

Henry Jenkins [https://www.youtube.com/watch?v=HYbSD\\_GdkjU](https://www.youtube.com/watch?v=HYbSD_GdkjU)

How Schools Kill Creativity  
[http://www.ted.com/talks/ken\\_robinson\\_says\\_schools\\_kill\\_creativity?language=en](http://www.ted.com/talks/ken_robinson_says_schools_kill_creativity?language=en)

Howard Rheingold <https://vimeo.com/35685124>

Howard Rheingold <https://www.youtube.com/watch?v=LC8RvCBj9jw>

Osteoblasts and Osteoplasts <https://www.youtube.com/watch?v=78RBpWSOI08>