

Opportunities and limitations of eLearning

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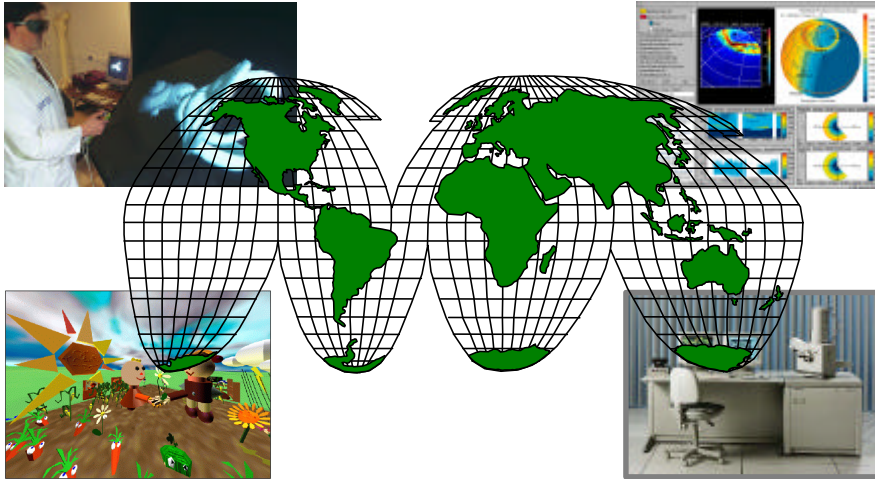
American Society for Training & Development (2001)

- E-learning is the use of Internet and digital technologies to create experiences that educate our fellow human beings
- E-technologies do not change how human beings learn but remove constraints
- E-learning is not just Web-casting lecture, and not training materials dumped online

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GLOBAL UNIVERSITY SYSTEM -- PILOT PROSPECTS



***BUILDING BLOCKS IN COOPERATION AND COLLABORATION FOR
BROADBAND CAPACITIES TO SUPPORT GLOBAL ELECTRONIC
DISTANCE LEARNING AND TELEMEDICINE***

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What is the problem?

- eWorld
- telepresence
- mobility (learner – teacher, learning environment)

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Tools of the Mind

- Sound
- Sight
- Brains
- Touch
- Telepresence

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Howard Gardner: Multiple Intelligences (1993)

- Human organism responds (or fails to respond) to different kinds of contents in the world, such as language, number, and other human beings. Faculties like perception or memory may well differ in strength or mode of operations across intelligences, with memory for spatial information being better or worse than memory for musical information in a particular individual.

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eLearning about eLearning

- Research streams late 1990's - early 2000: designing university programmes, focussing on e-learning, knowledge management, literature review, technology analysis, network pedagogy
- Culture and adoptability of systems, electronic libraries, books, and media
- Different fields and disciplines

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Research findings

- Learning networks can be as effective or more effective than traditional classrooms, in terms of access and learning outcomes
- Collaborative learning designs are more effective for online learning than individuals working alone with materials posted online

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Problems and promises

- Experience demonstrates that collaborative ventures, based on existing providers and reliant on re-engineering of existing teaching and learning practices, are unlikely to be successful, even where they are well financed
- A spirit needed that recognizes the values of a multicultural world, civil society and participation and empowerment of people

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Online Courses as Effective Learning Environments or "Digital Diploma Mills": The Importance of Collaborative Learning (Hiltz 1999)

- Online courses and collaborative learning provide means of improving the quality of learning opportunities, by supporting schools and institutions an environment not dependent on space or time.
- This requires small classes mentored by skilled faculty members.

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Two views of Online courses

- A means of cutting the costs of “delivering” educational materials to students, akin to previous use of instructional television. Post materials on the web; collect assignments; can handle thousands of students.
- OR: A means of improving the quality of learning opportunities, by supporting learning communities in an anytime/anywhere environment (Learning Networks “TLN” or “ALN”)- require small classes mentored by skilled faculty members

Scenario (Ped-Care, EU)

- The application of new technologies to the distance learning involves new problems that require new and innovative solutions from both pedagogical and technological points of view. The same system that provide teacher-student communication provoke an excessive demand on teacher’s response capacity, thus preventing the communication they were intended to provide.

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Experiences of multimedia instruction

- Constraints imposed by the Internet
- Evolution of Web based delivery platforms
- Students learning culture
- Multimedia enhancements
- Interactivity and promoting collaborations
- The synchronous dimension

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eLearning team (Horton 2001)

- Managing the project (1 member)
- Designing the course (3 members)
- Building content (6 members)
- Providing the technical infrastructure (3 members)
- Conducting e-Learning (3 members)

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- Digital Literacy is "the ability to understand and use information in multiple formats from a wide range of sources when it is presented via computers." Paul Gilster
Digital Literacy, Paul Gilster, Wiley and Computer Publishing, 1997

21st Century Literacy Summit Berlin, 7-8 March 2002

- technology literacy
- information literacy, contextual literacy
- media creativity
- social competence and responsibility