

ENSINO
LUSÓFONA



UNIVERSIDADE
LUSÓFONA

21st Mar 2022

Day 2 – Mar 21st – 10h00 – 12h15

- **Trainer:** Diogo Morais
- Digital Education for Digital People
- Principles of Blended Learning

- Digital as the *lingua franca*
- Collaborative learning
- Web 2.0 tools for learning
- How to keep learners involved and avoid attention drop
- Using culture and history to bridge the gap between cultures

Objectives: Keep students involved is a critical part of their learning experience. During this unit, we will explore ways to keep students' attention and measure the learning outputs against our initial goals using web 2.0 tools

How are you feeling today?



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Where are you from?



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WHO ARE YOU?

- **30 sec to present your name and your role**
- **Please talk a bit about how you got involved in this project**
- **Talk about your expectations for today**

Who Am I?

- Psychologist by training;
- Teacher by passion;
- Researcher by necessity;
- A father of 3 by choice!



https://www.youtube.com/watch?v=lK_cdkpazjl&t=203s&ab_channel=TheCGBros

What do you like most about your job?

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**What are the biggest obstacles that you
have faced as a teacher?**


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What were the biggest difficulties that you have felt as a learner?

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Digital is
the
Common
language!



Why? Why not?



Lingua Franca: Digital or bust!

Only about 20% of all online content is generated in english;

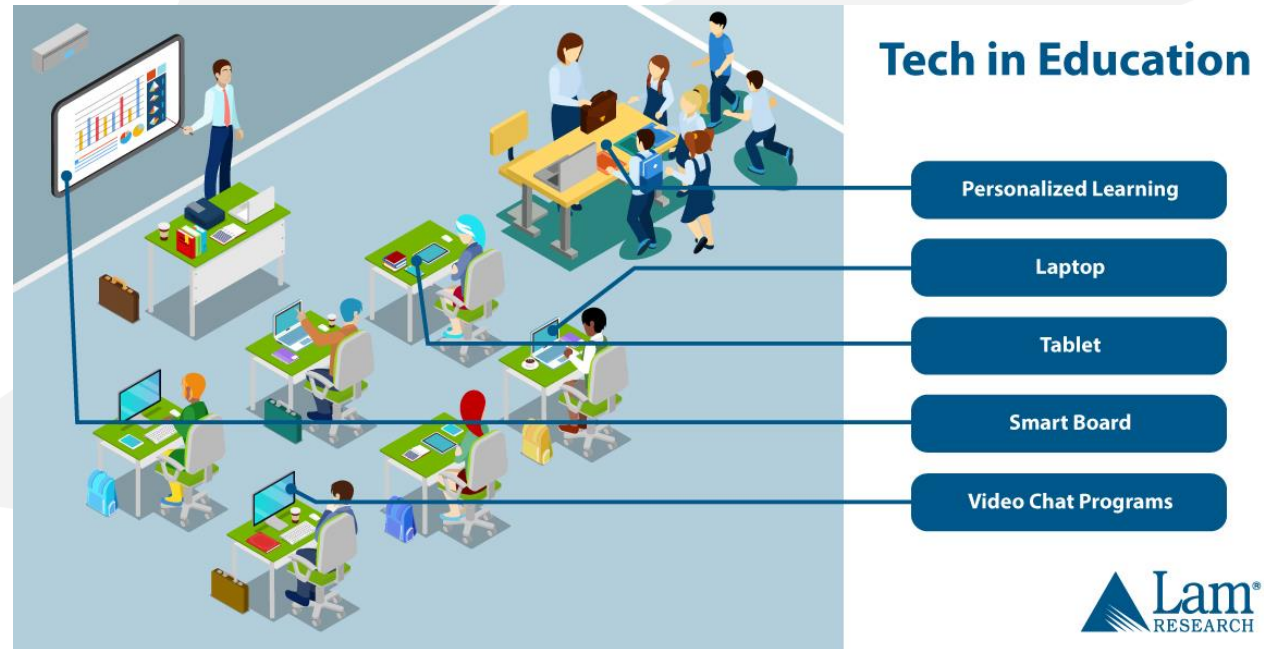
Followed closely by chinese (around 19%);

We are still missing on developing a comon language for digital content!



Technology and learning

- Collaboration
- Availability
- Engagement
- Fun!



Why use Web 2.0 tools?

(1) interaction, communication and collaboration;

(2) knowledge creation;

(3) ease of use and flexibility;

(4) writing and technology skills.





Independent **division of work**

Group effort **required**

More **freeloaders**

Members are **mutually dependent**

Minimal interaction required

Social skills are **improved**

Helping and sharing is **minimal**

Helping and sharing is **expected**

VS

COLLABORATION IS THE KEY!

How can technology help us achieve the desired outcomes?

Examples

- Google Docs and google classroom

• with Google Workspace for Education Fundamentals

G Suite for Education is now Google Workspace for Education Fundamentals — a free suite of easy-to-use tools that provide a flexible and secure foundation for learning, collaboration, and communication.

Get started for free

Compare editions

https://docs.google.com/document/d/1AQVXxt7jBt3fP777_Z4AxzT8Fj-U-yVjNQcHiBZ2K4o/edit?usp=sharing

Learning Management System (LMS)

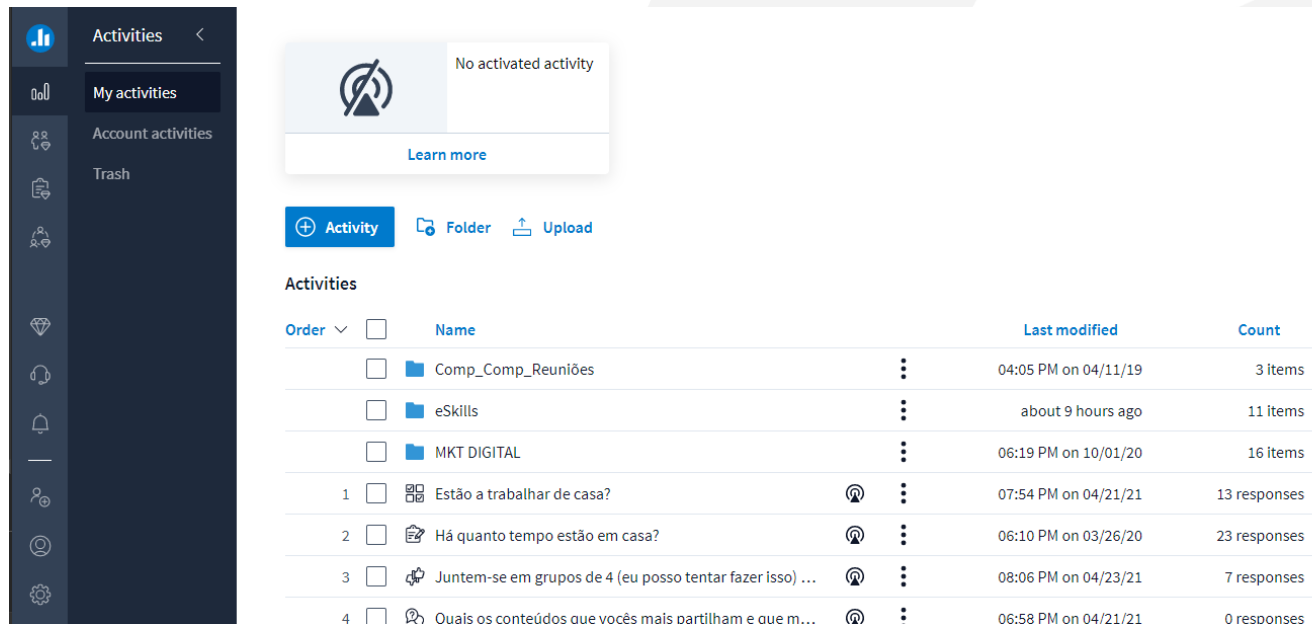


Videoconference tools



Examples

- Poll everywhere (with Power-point integration)



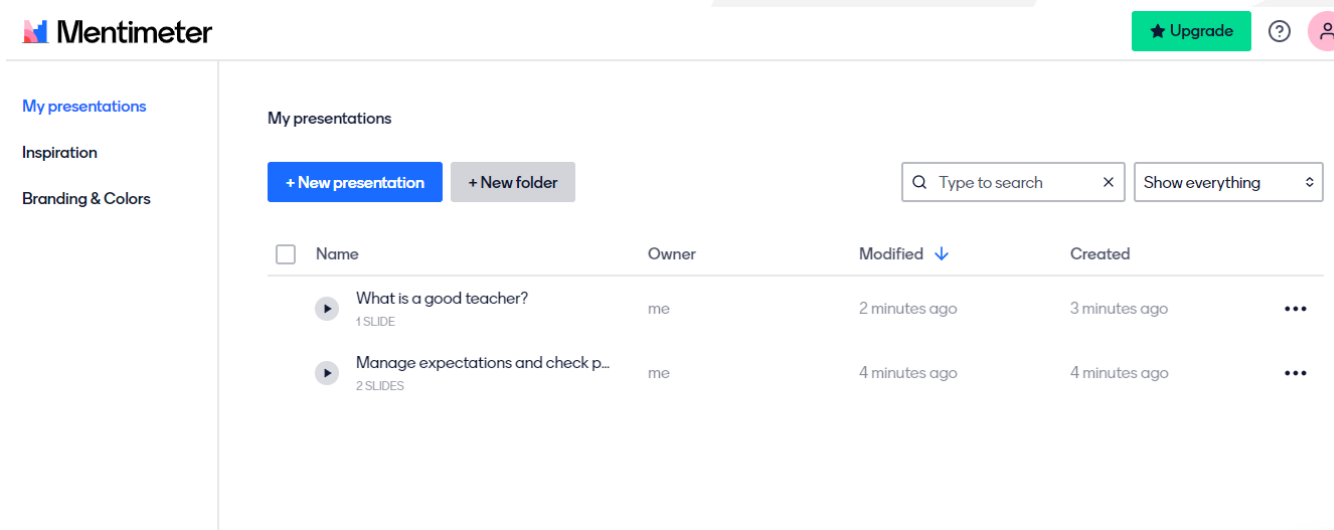
The screenshot shows the Polleverywhere web interface. On the left is a dark sidebar with icons for various functions. The main content area has a top section with a 'No activated activity' message and a 'Learn more' link. Below this is a row of buttons: '+ Activity', 'Folder', and 'Upload'. The main section is titled 'Activities' and contains a table with the following data:

Order	Name	Last modified	Count
	Comp_Comp_Reuniões	04:05 PM on 04/11/19	3 items
	eSkills	about 9 hours ago	11 items
	MKT DIGITAL	06:19 PM on 10/01/20	16 items
1	Estão a trabalhar de casa?	07:54 PM on 04/21/21	13 responses
2	Há quanto tempo estão em casa?	06:10 PM on 03/26/20	23 responses
3	Juntem-se em grupos de 4 (eu posso tentar fazer isso) ...	08:06 PM on 04/23/21	7 responses
4	Quais os conteúdos que vocês mais partilham e que m...	06:58 PM on 04/21/21	0 responses

<https://www.polleverywhere.com/activities>

Examples

- Mentimeter.com



The screenshot shows the Mentimeter web interface. On the left is a sidebar with 'My presentations' (active), 'Inspiration', and 'Branding & Colors'. The main area is titled 'My presentations' and contains a table of presentations. At the top right of the main area are buttons for '+ New presentation' and '+ New folder', a search bar, and a 'Show everything' dropdown. The table has columns for Name, Owner, Modified, and Created. Two presentations are listed: 'What is a good teacher?' (1 SLIDE) and 'Manage expectations and check p...' (2 SLIDES), both owned by 'me' and created/modified a few minutes ago.

<input type="checkbox"/>	Name	Owner	Modified	Created	
<input checked="" type="checkbox"/>	What is a good teacher? 1 SLIDE	me	2 minutes ago	3 minutes ago	...
<input checked="" type="checkbox"/>	Manage expectations and check p... 2 SLIDES	me	4 minutes ago	4 minutes ago	...

<https://www.menti.com/g4y5wrh14k>



Examples

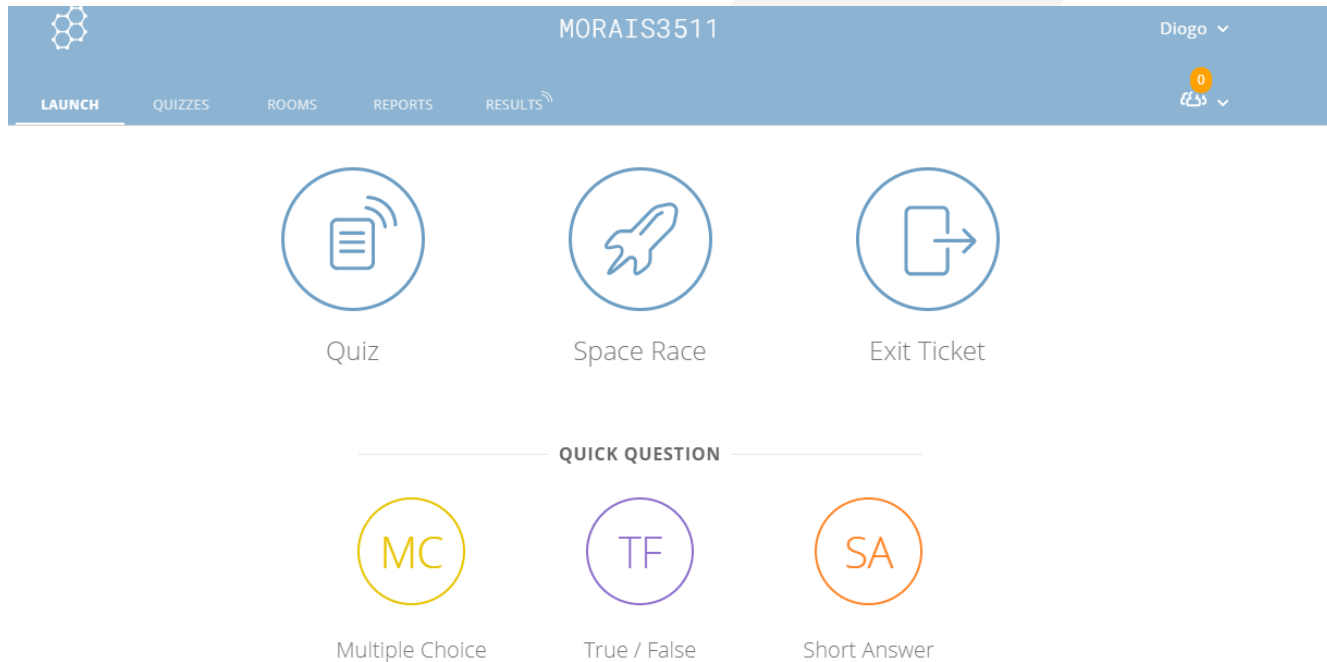
- Padlet:

The screenshot displays the Padlet website interface. At the top, the 'padlet' logo is on the left, and a search bar with a magnifying glass icon and the text 'Search' is on the right. Below the search bar, a greeting reads 'Hi, Diogo' followed by 'Welcome to Padlet!'. A row of four buttons is positioned below the greeting: 'MAKE A PADLET' (pink), 'JOIN A PADLET' (orange), 'GALLERY' (green), and 'UPGRADE' (grey). On the left side, a vertical menu lists 'Recents', 'Made', 'Shared', 'Liked', 'Archived', and 'NEW FOLDER'. The main content area shows two 'eSkills' padlets. The first padlet, titled 'eSkills', has a colorful abstract background and a purple circular icon with the letter 'D'. It is attributed to 'Diogo Morais' and was created 'less than a minute ago'. The second padlet, titled 'Bookmarks', has a dark blue background with a space theme and a purple circular icon with the letter 'D'. It is also attributed to 'Diogo Morais' and was created '3 minutes ago'. To the right of the padlets is a large QR code.

<https://padlet.com/diogomorais1/5u328ja08je3vt4u>

Examples

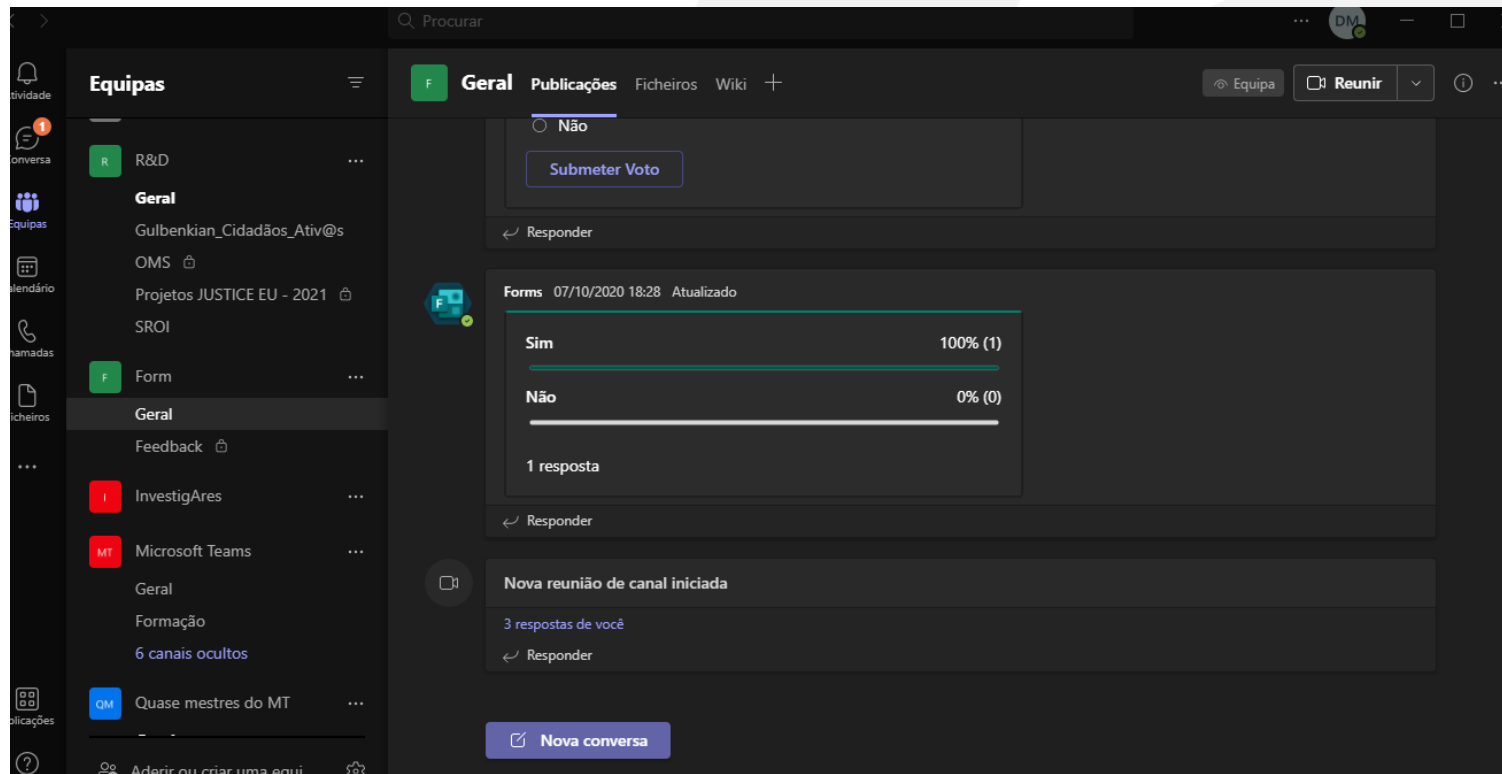
- Socrative:



<https://b.socrative.com/teacher/#launch>

Examples

- Microsoft Teams

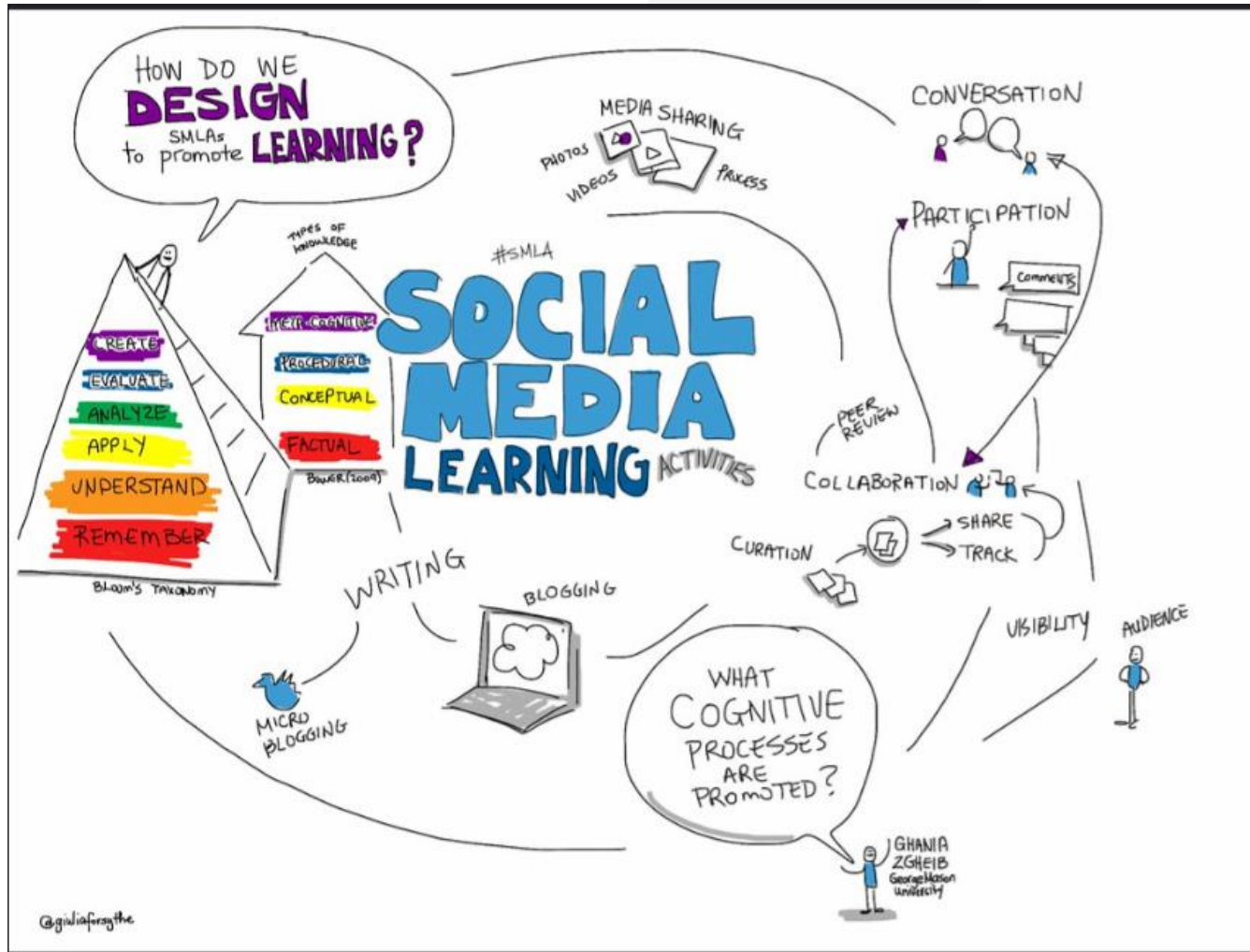


What about social media?



**The New Age of Interactive Learning through
Social Media**

What about social media?





How to keep learners involved and avoid attention drop

- **Use multimedia!**
 - Trailers;
 - Movies;
 - Animations;
 - Music;
 - Polls;
 - And games!

How to keep learners involved and avoid attention drop

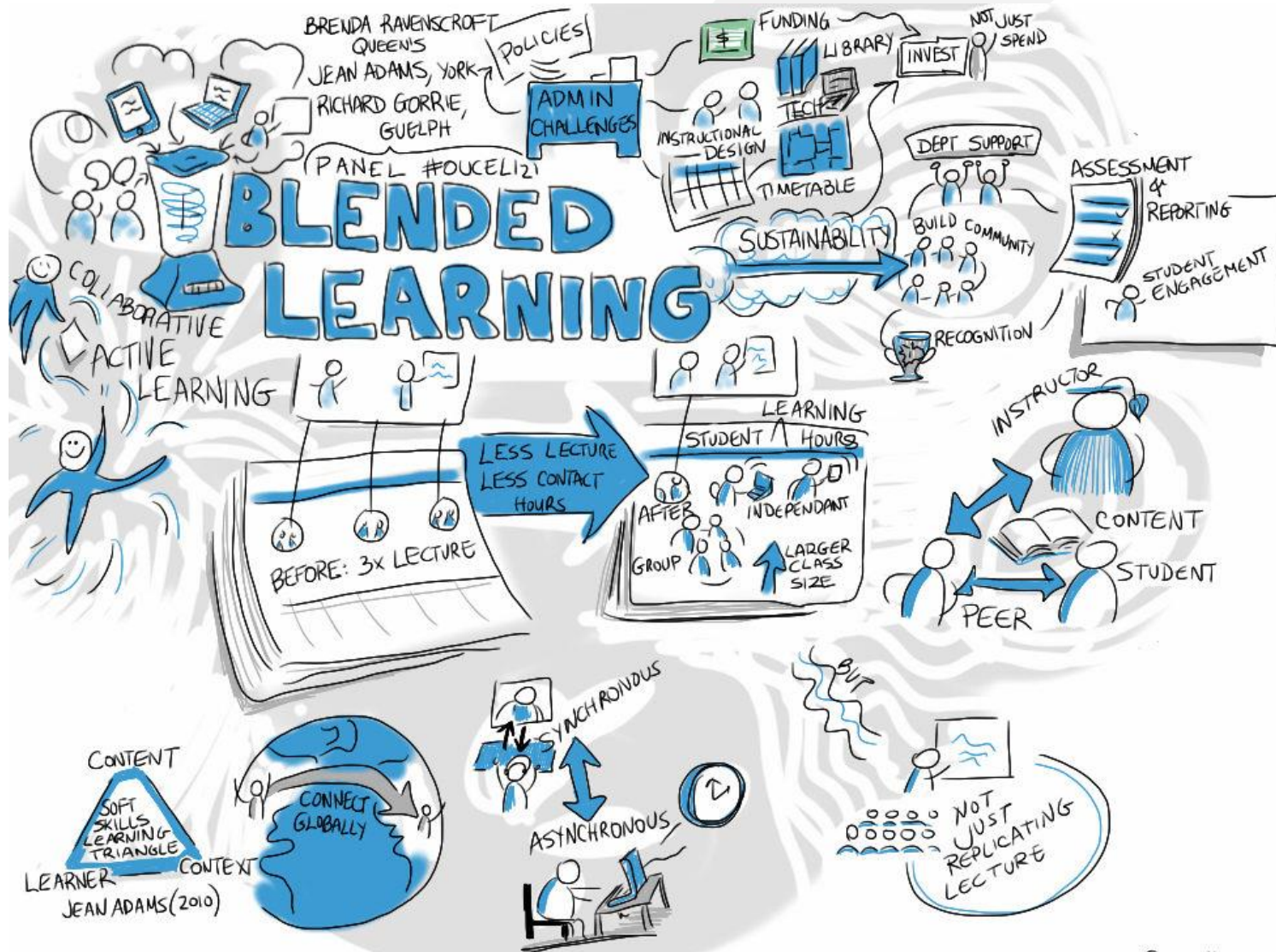
- Promote chatting and discussion;
- Find common interests in students;
- Promote organized debate but also with some degree of autonomy

How to keep learners involved and avoid attention drop

- **Breakout rooms** are a great way to get this done (online it becomes easier – but monitor);
- It fosters autonomy, teambuilding and team work;
- Also, increases motivation and engagement

What Is **Blended Learning** and **How Does It Work?**





#OUCEL12 @g.wiaforsythe

The Definition Of Blended Learning

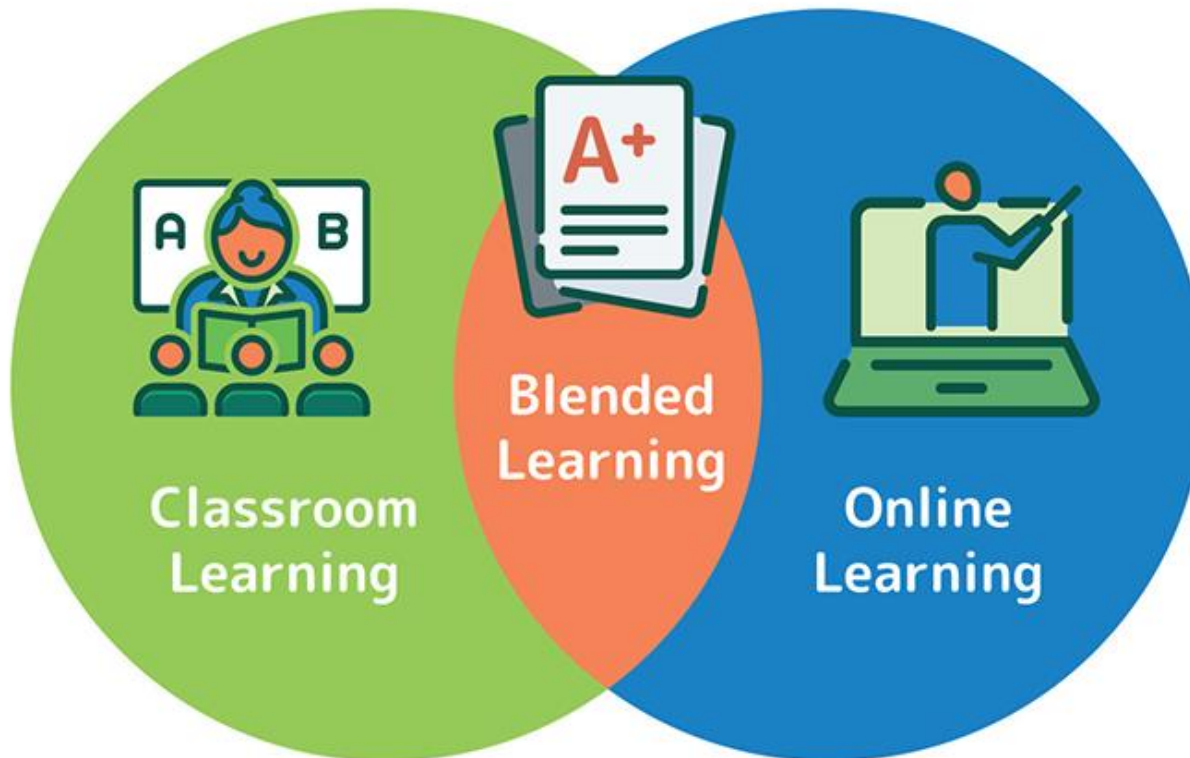


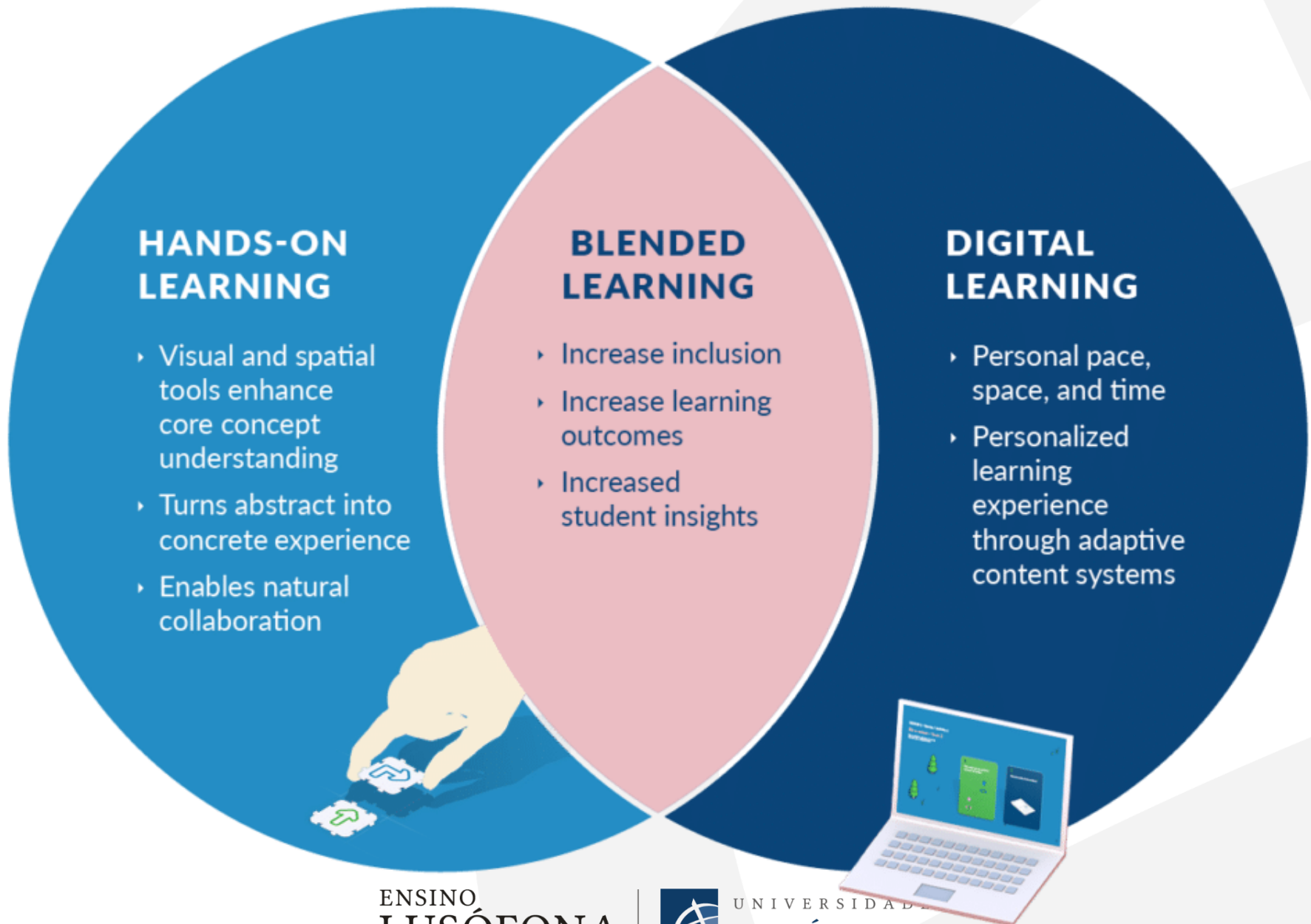
"Blended learning is an approach to learning that combines face-to-face and online learning experiences.

Ideally, each (online and off) will complement the other by using its particular strengths."



Blended Learning





Components of Blended Learning

- **1. *Synchronous* (live) Classroom format**
- **2. *Synchronous* (live) online format**
- **3. *Asynchronous* (not live) self-paced format**



eLearning

Synchronous vs. Asynchronous



no digital natives

LEARNER GENERATION

digital natives



complex content

SUITABLE CONTENT

simple content



rather suitable if learners
have **the same**
competence level

COMPETENCE LEVEL

rather suitable if learners
have **different**
competence levels



makes sense for
1-3 runs

FREQUENCY OF USE

can be used for years if
the content is adapted
from time to time

high (repeated delivery
costs)

INVESTMENT

high for the first-time
development but on long-term
cheaper than other solutions



BLENDDED LEARNING

An integrated learning experience

IN-PERSON

DISTANCE

SYNCHRONOUS LEARNING

In-person lessons
Group exercises
Face-to-face conversations

Virtual classes
Calls
Instant messages
Collaborative work online

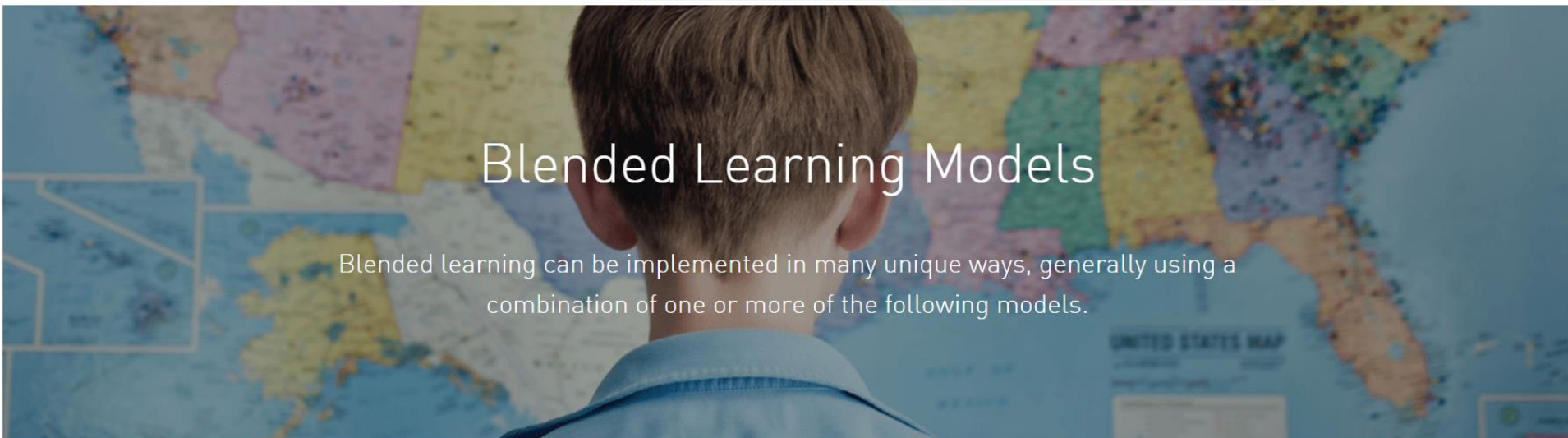
ASYNCHRONOUS LEARNING

Self-study
Internet research
Exams

E-learning modules
Revision
Remote tests (quizzes,
multiple choice tests, etc.)

Want to learn more?

- Check this out!
- <https://www.blendedlearning.org/models/>



STATION ROTATION

LAB ROTATION

INDIVIDUAL ROTATION

FLIPPED CLASSROOM

FLEX

A LA CARTE

ENRICHED VIRTUAL

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Thank you for the attention!

diogo.morais@ulusofona.pt

VR



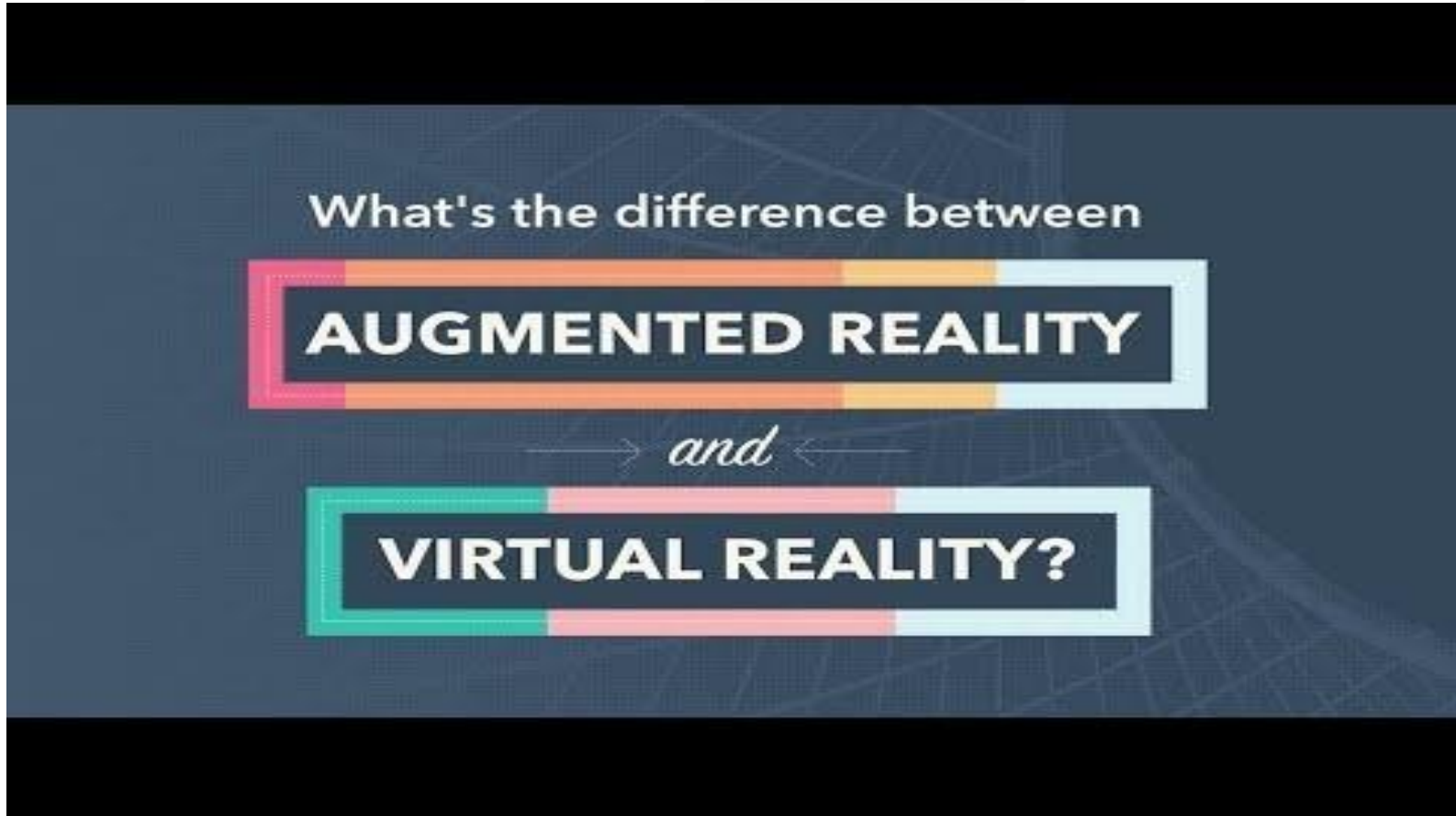
AR



Virtual Reality and Augmented Reality

- **Virtual reality** is the term for putting the user “in” the experience, be it another world or dimension.
-
- **Augmented reality** is where content is "overlaid" on the real world using a device, such as your smartphone's camera. An example of this would be the globally successful game, Pokémon go.

VR vs AR: Showdown!



<https://youtu.be/ZQ2X07Herfl>

New Trends: Virtual Reality and Augmented Reality

- **Technology is reaching maturity and prices are reaching a range that allows for expansion to the masses.**



Why AR/VR?

- **Improves the story component;**
- **It allows to live the experience, instead of imagining it;**
- **It is a differentiating element, being just a tool, not the product of education.**

Why AR/VR?

- Story-living vs storytelling;
- Emotional experiences;
- Administration flexibility;
- Focused attention;
- Ecological validity

Examples in education... and all



Examples in education... and all



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https://www.youtube.com/watch?v=bCjWIPkJ19E&ab_channel=Unimersiv-LearnThroughVirtualReality

Examples in education... and all



VR for English teaching!

Blended Learning 4 All



Examples in education... and all



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https://www.youtube.com/watch?v=niZiK4sUhVs&t=73s&ab_channel=Matteo311

Examples in education... and all



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https://www.youtube.com/watch?v=avhhVtxBnOU&ab_channel=VirtualRealityOasis

Last one, I promise!



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https://www.youtube.com/watch?v=kPMHcanq0xM&ab_channel=MagicLeap

Gamification



Gamification



Gamification Principles

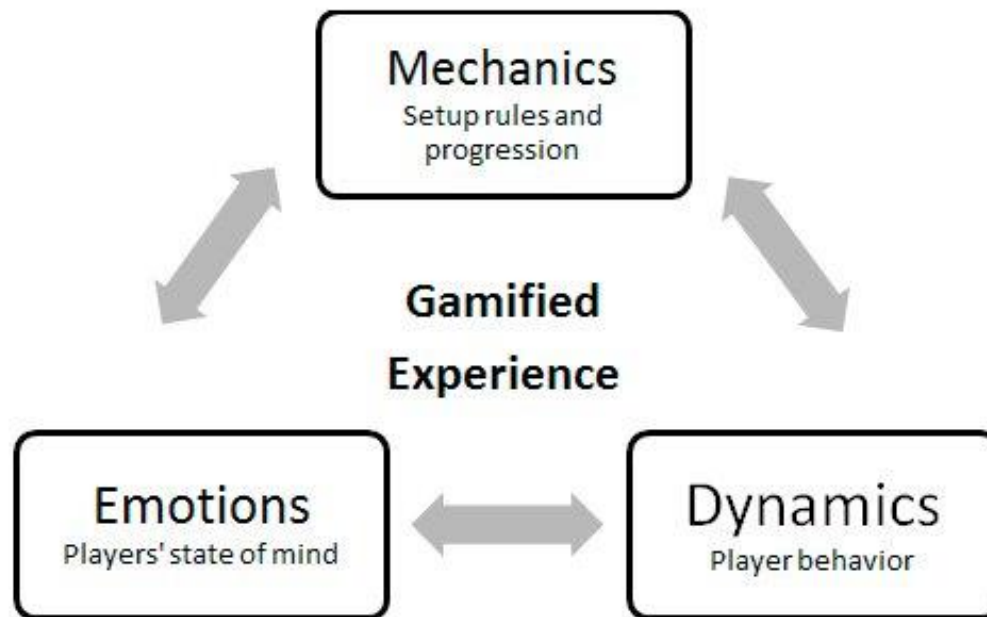


GAMIFICATION CONCEPT







Gamification

- Focus on intrinsic motivation!



Gamers profiles

Players	What are their personalities?	How do you engage them?
 Achievers	Like to ACT ON THE WORLD. They set goals and play to win.	Offer points or badges for progressing through levels to help them feel they've met their goals.
 Socializers	Like to INTERACT WITH OTHER PLAYERS. They chat, share and empathize with others.	Give them the opportunity to socialize, collaborate and discuss.
 Explorers	Like to INTERACT WITH THE WORLD. They love discovery and learning.	Let them give ratings or vote content up or down to share their views about what they've learned.
 Killers	Like to ACT ON OTHER PLAYERS. They like domination and using the tools of the game to win.	Offer places to share their reputation as a fierce competitor (leaderboards, rankings) and feel superior.

Gamification is all about fun!



Points



Badges



Milestones



Rankings



Interactive
communities



Competitions



Mobile apps



Social
Rewards

**Technology
+ fun
+ reward
=
BETTER
ENGAGEMENT**

Examples





Define your organizational culture, make it explicit & constantly reinforce it.



Culture is a living organism that requires constant monitoring and shaping.



Culture is a tool that inspires & motivates your team to achieve goals that may have been perceived as impossible.

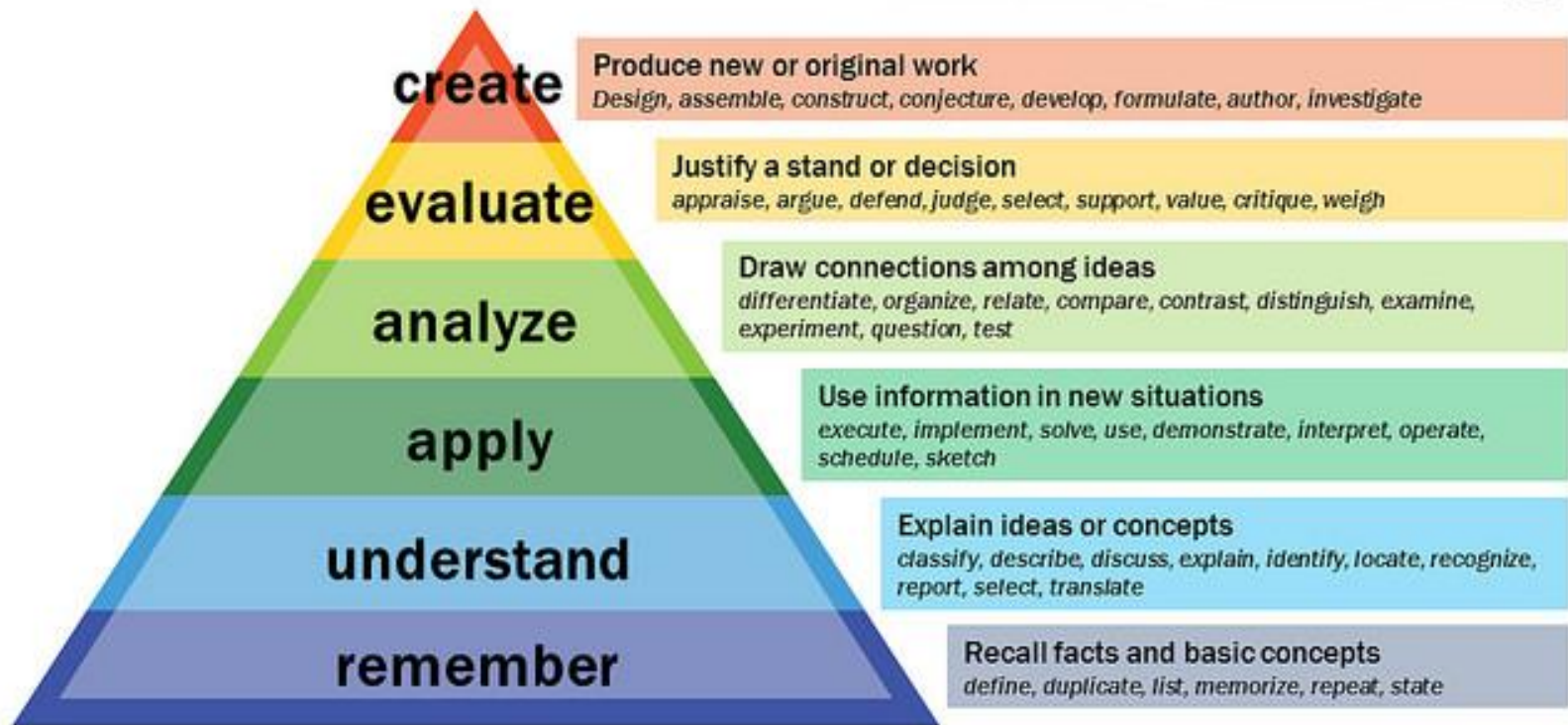


DEFINE THE KEY METRIC THAT MATTERS THE MOST

- Fostering:
 - risk taking
 - pro-active
 - Innovation;

Critical Thinking

Bloom's Taxonomy

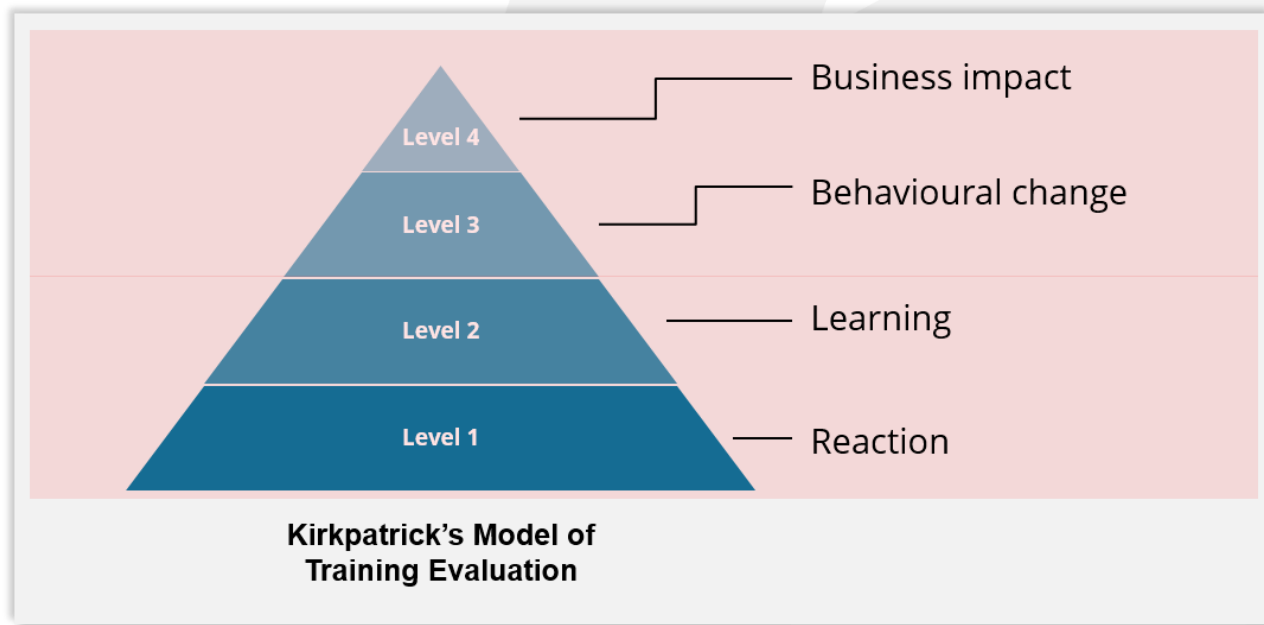


Vanderbilt University Center for Teaching



Measuring success

- <https://www.mdpi.com/1660-4601/18/5/2403/pdf>



Measuring success

Quiz;

**Course
progress;**

**Activity and
course
completion;**

Follow-up

Measuring success

Scenario-base
learning (and
role-playing)

Peer
discussion

Mentoring and
tutoring

Evaluation and
satisfaction
polls

Measuring success

- <https://elearningindustry.com/8-tips-to-measure-your-online-training-effectiveness>
- <https://www.learndash.com/10-ways-to-measure-the-success-of-your-online-course/>

How did we do this week? What did we learn?

Top

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Presentation feedback

0 done

🔄 **0 underway**

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Thank you for the attention!