Agenda Taskforce e-learning

• 13:00 uur
  Welkom en toelichting op research en innovatie in OUNL, CELSTEC en Medialab, Wim Westera
• 13:35 uur
  Het innovatie project Online begeleiden, Wil Giesbertz
• 14:10 uur
  Mobile and contextualised learning, Marcus Specht
• 14.45 uur
  Pauze
• 15:00 uur
  Reguliere vergadering van de taskforce
• 16:30 uur
  Sluiting
The Open University of the Netherlands

1. Distance education

2. Innovation
   (technology-enhanced learning)

3. Teacher training in the Netherlands (influx)
OUNL, facts & figures

- Founded in 1984
- 26000 students (parttime; 48% ♂ - 52% ♀)
- Adult education, continuous education
- Academic programmes in psychology, law, environmental sciences, cultural sciences, educational sciences, computer science, management sciences (313 courses)
- 700 fte
- 15 local study centers in the Netherlands (+6 in Flanders)
- Main office in Heerlen
- Budget M€ 60
Organisation OUNL

Board

Schools
- Law
- Environmental sciences
- Psychology

Celstec
- Master progr. Learning & Cognition
- Learning Networks
- Learning Media

RdMC
- Support progr.

Support
- ICT Logistics

Institutional Innovation programme (IPO)
Open Educational Resources (OPENER)
Institutional LLL research programme
Institutional Innovation Programme (IPO)

• Transition to Blackboard
• Future VLE
• Online tutoring
• Computer-based testing (QuestionMark Perception)
• Quality assurance
  – Institutional performance
  – Student surveys
  – Basic teaching qualification
• Multimedia development
• Assessment of Prior Learning (EVC)
• Educational concept
• Workflow digital content creation
OTEC ➔ CELSTEC

- “Centre for Learning Sciences and Technologies”
- Budget M€ 7 (50% external funding)
- ± 90 fte scientific staff; 10 fte support staff
Master programme

• Academic masters programme “Active Learning”
• 200 students
• Director Els Boshuizen
Learning & Cognition Programme

• Cognitive principles of:
  – Learning tasks
  – Learning arrangements
  – Learning assessments
• Director Paul Kirschner
Learning Networks Programme

• Informal and distributed learning
  – Professional development
  – Learning network services
  – Professional communities

• Director Peter Sloep
Learning Media Programme

• Exploration of new media technologies for education
  – Immersive media
  – Social media
  – Mobile media
• Director Wim Westera
• Celstec Laboratory
Educational media at OU.NL

Books
Letters
TV
Telephone
Audiocassettes
Laserdisk CLV, CAV
Videocassettes
Audio CD’s
CD-I
CD-ROM
Bulletin Board
Mercator (CMS)
LMS Studienet (Web, RCA’s, streaming)
Edubox
DVD-V
Blackboard
...ELO2B...
Media production unit

Learning Media Programme
Changing needs of society

Initial learning
Supply driven
Teacher-controlled
Formal
School
Face to face
School
Uniform schedule
Uniform schedule
Uniform product
Content

Lifelong learning
Demand driven
Learner-empowered
Non-formal
Workplace
Any device
Anywhere
Anytime
Any tempo
Personalised
Support
Emerging media technologies

- Wideband internet
- Wireless and mobile networking
- Virtual representations
- Multi-user environments
- Social software
- Ambient intelligence
- Tangible interfacing
- Speech processing
Media’s impact...
Media’s impact
Media Literacy
Immersive media for learning

Absorbing, rich media environments
• Virtual laboratories/virtual practicals
• Real world complexity, Realtime awareness
• Serious games
• Computational dynamics/ simulations
• Role play/multi-user models
• Mixed and augmented virtuality

Projects:
• EMERGO
• Skills Labs
• i-Coper
• Game Learning Patterns
• Image
Social media for learning

Collective expertise and creativity of learners
• User-generated content
• Data mashups
• Content tagging/annotation
• Aggregation of mashup tools and services
• Socio-cultural codes
• Media literacy

Projects:
• Widgets for reflection
• Sharetec open resources
• Openscout
Mobile media for learning

*Ubiquitous, adaptive and contextualised access*
- Cross media authoring and delivery
- Ubiquitous access
- Location-based learning
- Contextualised, personalised learning
- Mixed & augmented reality learning

Projects
- Molecule
- Mobile field trip
- SURFNET survey mobile learning
- Video delivery for mobile
- Grapple
Solutions, services and training

- Infrastructure:
  VLE-pilots, standards, authoring tools, repositories

- Content development:
  Online games, IMS-LD, cross media delivery, mixed reality designs

- Investigations:
  Software benchmark, usability, feasibility, strategy dev.

- Training/workshops:
  Serious game design workshop, Mobile learning workshop, OAI-PMH workshop, Collaborative authoring workshop
CELSTEC Laboratory

Home

School

Work

Education provider

1.26 Media Lounge

1.26 Hot deskings Room

1.26 Hot deskings Room

1.30 Admin Room

1.31 Lecture Room

40 Server Room

38 Hot deskings Room

38 Hot deskings Room

38/07 Educator Studio

36 Usability Room

54 Observation Room

33/23 Team Room

Group work

Hot deskings

Measurement

Lab management

CELSITEC

celestec.org
Widened scope of CELSTEC lab

1. Media technologies for experimentation
2. Shared facilities for Otec/Celstec programmes
3. Open collaboration with external parties
4. Hot desking arrangements
5. A stage in the innovation cycle: joint experimentation, dissemination, valorisation
Stage in the innovation cycle

Directed by Celstec

Directed by partners

R&D → Experiments → Implementation → Appliance

Laboratory

Celstec staff

Partner staff