



"E-Learning Support Structures in Traditional Universities"

Prof. Dr. N. Apostolopoulos Center for Digital Systems



Freie Universität Berlin











Freie Universität Berlin: Facts & Figures



- 12 academic departments
- 157 bachelor's and master's degree programs
- 21 doctoral degree programs

- 29,000 students
- 2,662 academic staff
- 302,2 mil. € annual operating budget
- 112 mil. € annual funding

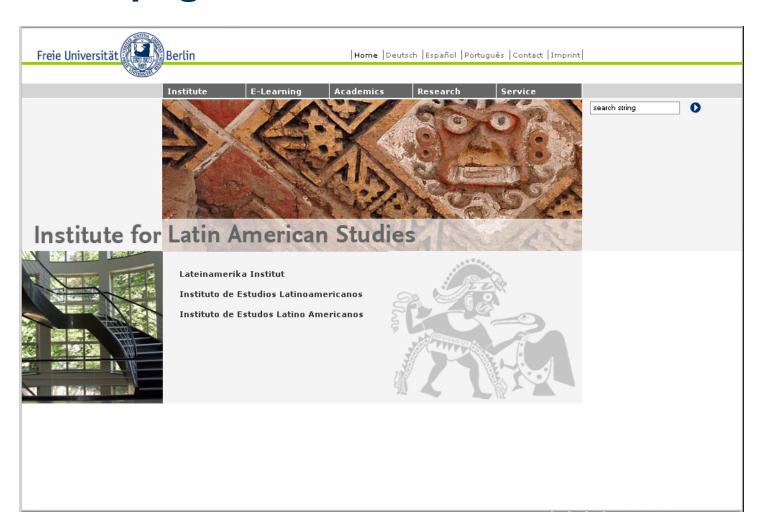


Institute for Latin American Studies





Institute for Latin American Studies, Homepage





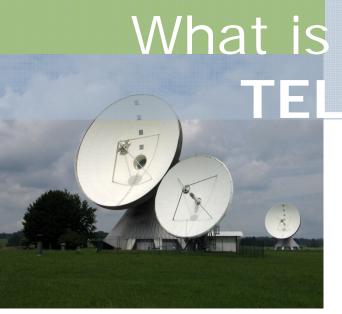
About Learning and Technologies



A phone?



About Learning and Technologies



A Telecom Company?



About Learning and Technologies

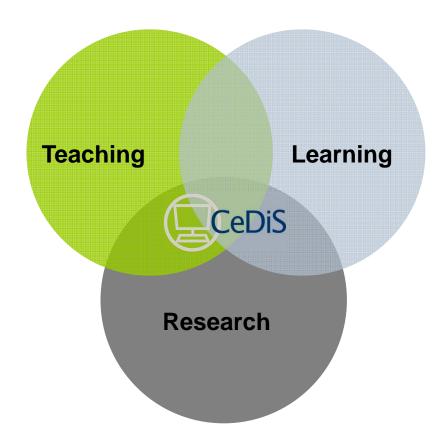
What is



An acronym for "Technology-Enhanced Learning"?



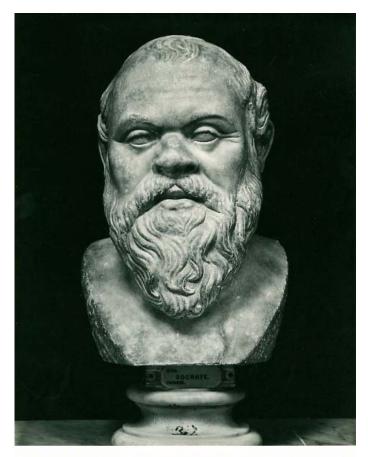
Excellence at Universities



Gerhard Casper, former President of Stanford University



About Lifelong Learning ...

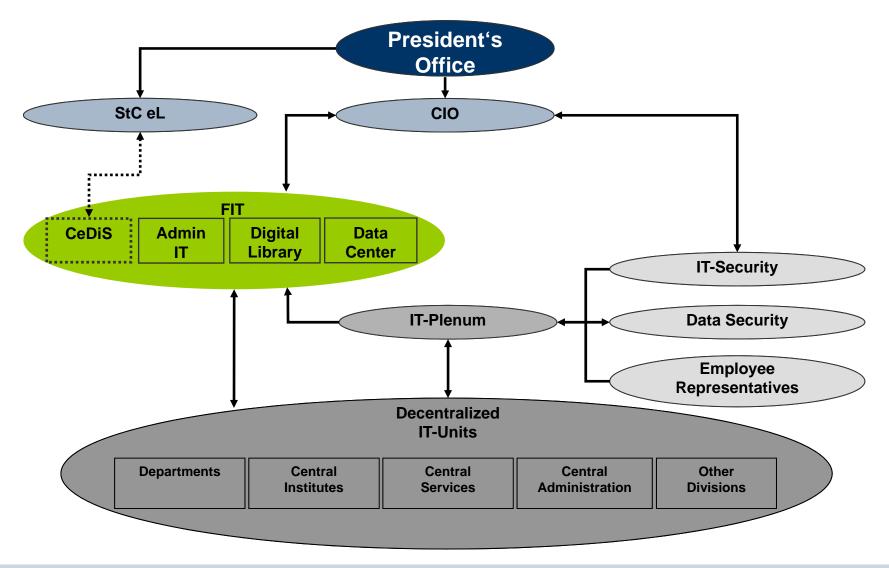


ΓΗΡΑΣΚΩ ΑΕΙ ΔΙΔΑΣΚΟΜΕΝΟΣ

ΣΩΚΡΑΤΗΣ 470-399 π.Χ.

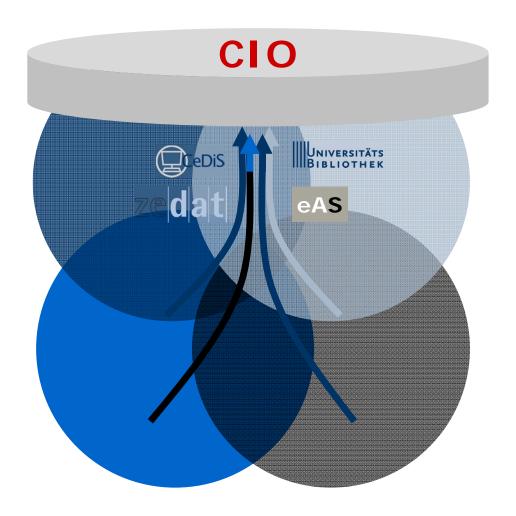


FIT: IT at Freie Universität



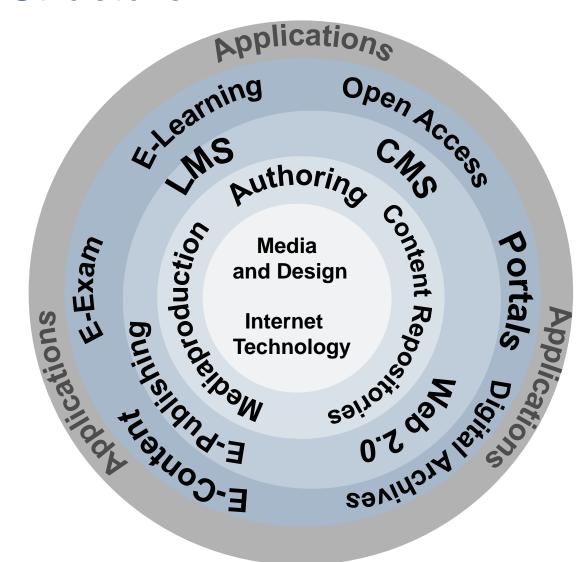


FIT Strategic Alliance



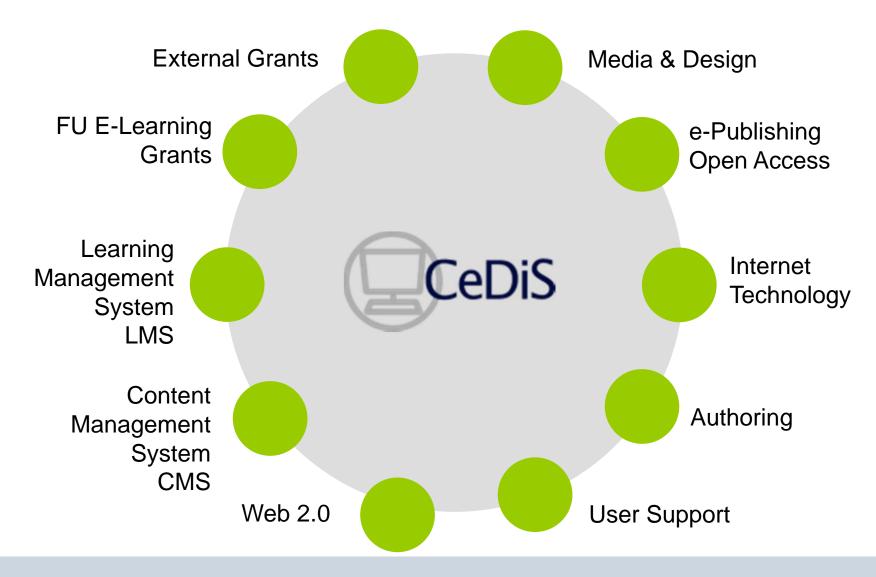


CeDiS - Structure





CeDiS - Teams





DT in Education: Some Questions

- Why is E-Learning so important?
- Why is E-Learning so difficult?
- Is there a complexity bubble?
- Is there a unique strategy?
- Will Al solve many problems?
- Will blended learning solve most of the problems?
- Will learner-centered learning solve some of the problems?
- » Make wise use of Digital Technology (DT)!«





E-Learning / E-Teaching

Consulting, Support & Quality Management

- CeDiS provides the central online learning platform Blackboard (ca. 28.500 students and 2.500 courses, winter semester 2013/14)
- Consulting, conception and realization of Blended Learning courses
- MOOC vs. MOC
- Training and support for teaching staff and tutors
- E-Examinations
- E-Learning Grants Program

CeDiS offer integrated E-Learning solutions

- Charité
- Evangelische Hochschule Berlin



SUPPORT – Teaching Quality Initiative







- inFU Days
- Mentors / Coaching
- Support for starting phase of studies
- E-Learning 2.0
- E-Examinations
- Audio and Video
- Mobile Learning
- OSA

- Training for new teaching staff
- Qualification for mentors
- Teaching education

- Part of the project "LEON" with the SUPPORT-project
- Financially supported by the German Federal Ministry of Education and Reserach
- Third party funding for "LEON": 4.354.703 €

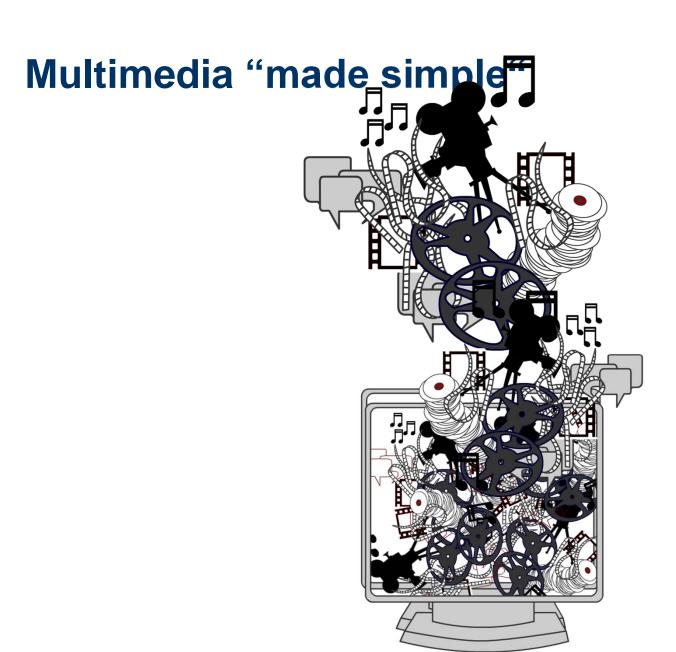




Outline I

- I. First Steps in E-Learning
- II. E-Learning Engineering
- III. E-Learning at a Traditional University
- IV. Coordinated Action Plan
- V. The Web 2.0 Initiative
- VI. Lessons Learned
- VII. Open Issues



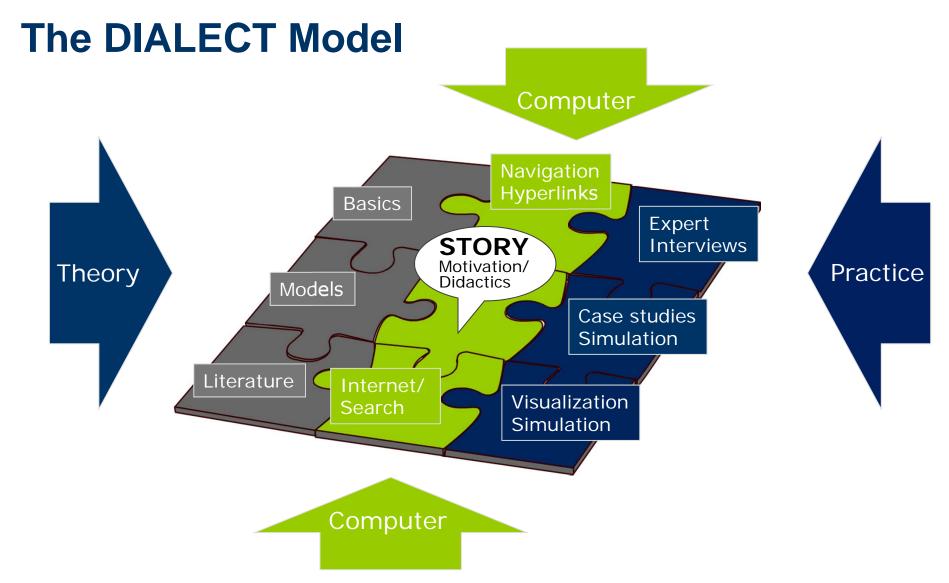




Fundamental Decisions for Multimedia Learning Applications

- Attractive digital learning material increases learners' motivation and reduces the weaknesses of computer systems
- Problem-based learning (constructivism)
- Combination of theory, practice and computer-aided tools (search, animation, simulation, hyperlinks)
- Enhanced visualization of abstract topics
- Integration of video
- Active and rich interaction, personalization
- Multiple navigational assistance
- Creation of »aha«-effects
 - » Create humane applications «







Outline II

- I. E-Learning as an Experiment
- II. E-Learning Engineering
- III. E-Learning at a Traditional University
- IV. Coordinated Action Plan
- V. The Web 2.0 Initiative
- VI. Lessons Learned
- VII. Open Issues



BMBF Project New Statistics

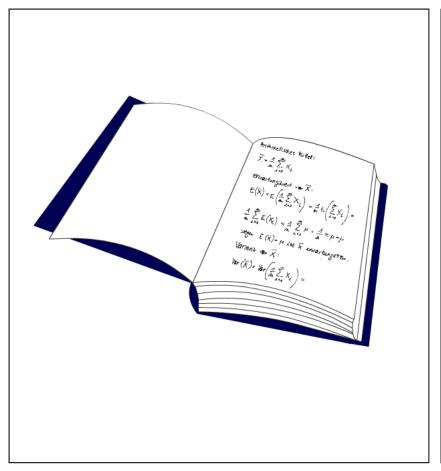
13 Departments at 10 German Universities

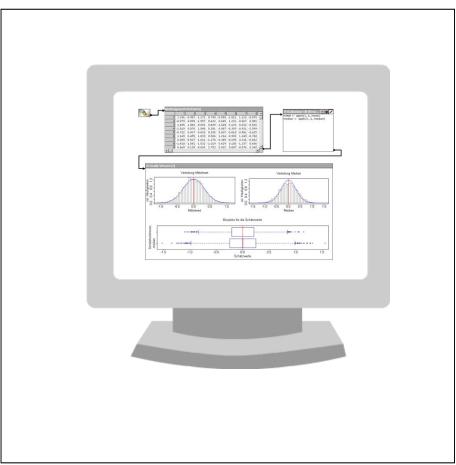


- European-University Viadrina Frankfurt/Oder
- University of Applied Sciences Cologne
- University Hagen
- Freie Universität Berlin
- Friedrich-Alexander University
 Erlangen-Nuremberg
- Humboldt University Berlin
- University of Bielefeld
- University of Bremen
- University of Hamburg
- University of Konstanz
- Virtual University of Applied Sciences



"Traditional" versus "New Statistics"



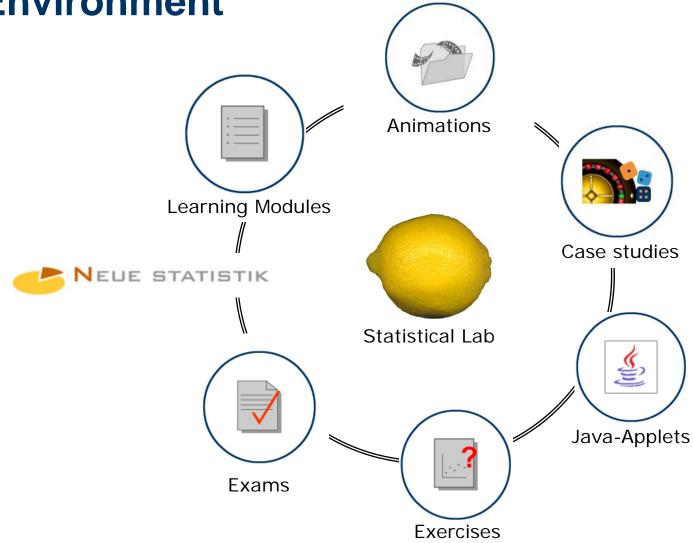


Statistics: yesterday and today

Statistics: today and tomorrow

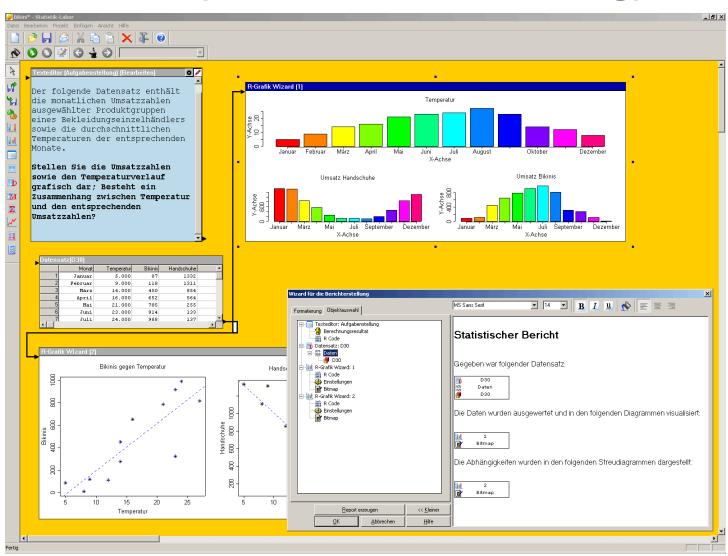


New Statistics: Multimedia Learning Environment





Statistical Lab (www.statstical-lab.org)



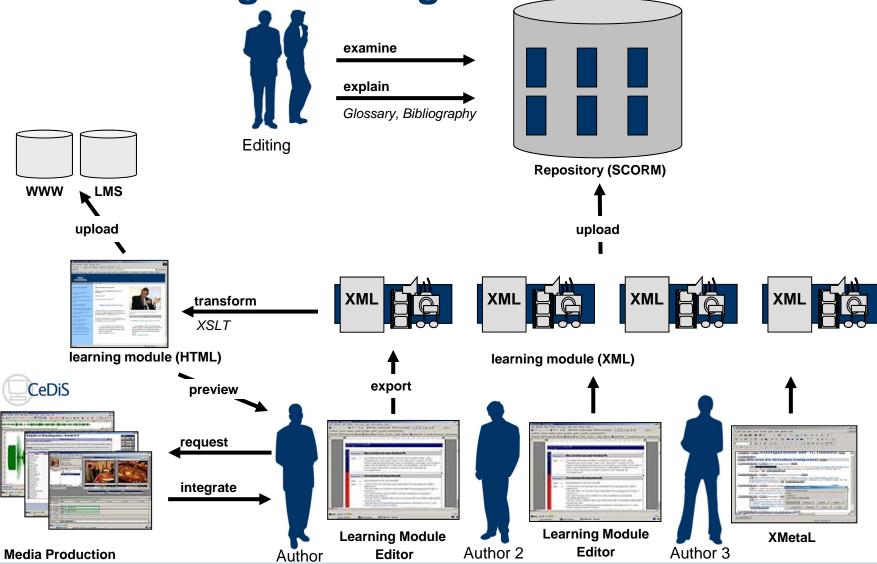


Authoring: Structure of Learning Modules

Didactic concept Tutor METADATA Material for Motivation further study Theory and basic knowledge Open questions Examples **Exercises Problems** Review of study References material Virtual Laboratory

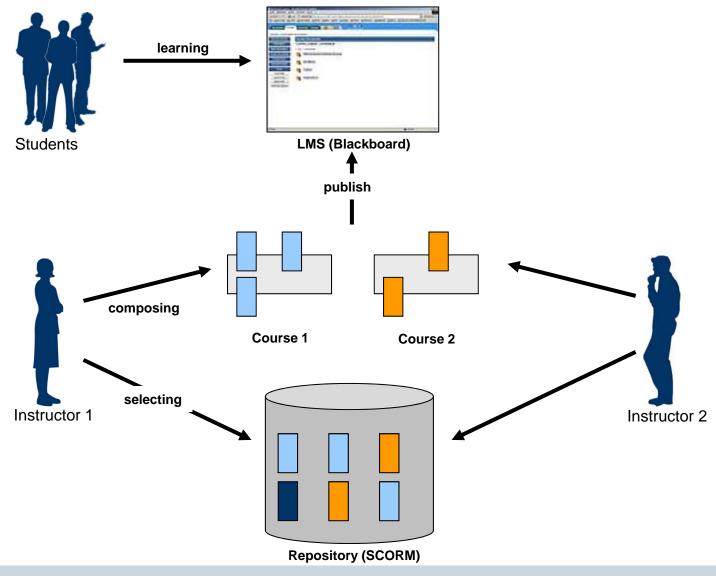


Manufacturing Learning Modules





Course creation





Economics of E-Learning



It's the economy, stupid ...

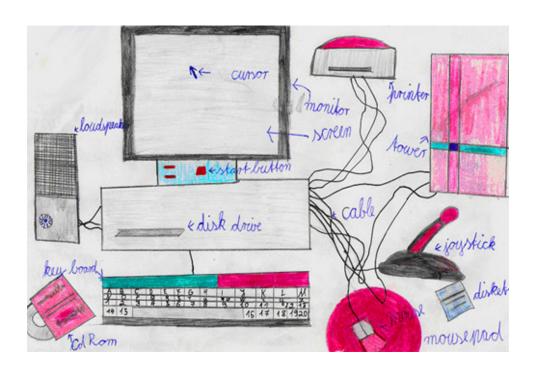


Outline III

- I. e-Learning as an experiment
- II. e-Learning Engineering
- III. e-Learning at a traditional University
- IV. Coordinated action plan
- V. The Web 2.0 Initiative
- VI. Lessons learned
- VII. Open issues



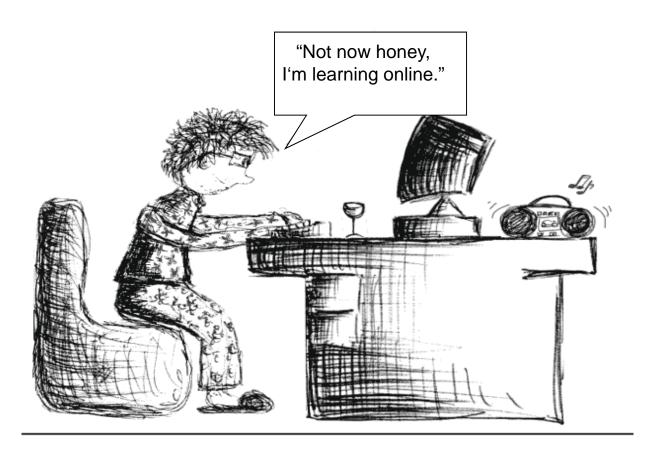
Vision: Is E-Learning Easy to Do?!



Source: www.uni-potsdam.de/agelearning/



E-Learning Environments



A significant advantage of E-Learning is the creation of individualized learning environments.....

Source: www.open-academy.com/de/elearning/lernende_/index.html



E-Learning everywhere?









Digital Technology and the Reality





Outline IV

- I. e-Learning as an experiment
- II. e-Learning Engineering
- III. e-Learning at a traditional University
- IV. Coordinated action plan
- V. The Web 2.0 Initiative
- VI. Lessons learned
- VII. Unresolved issues



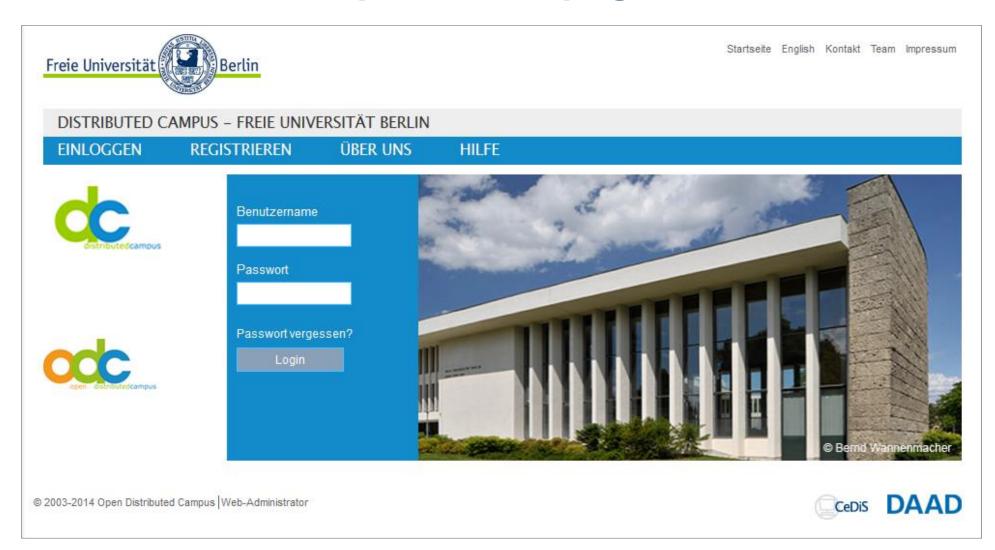
Media and Design



Media & Design



Distributed Campus, Homepage





CeDiS - CMS



Content
Management
System
CMS

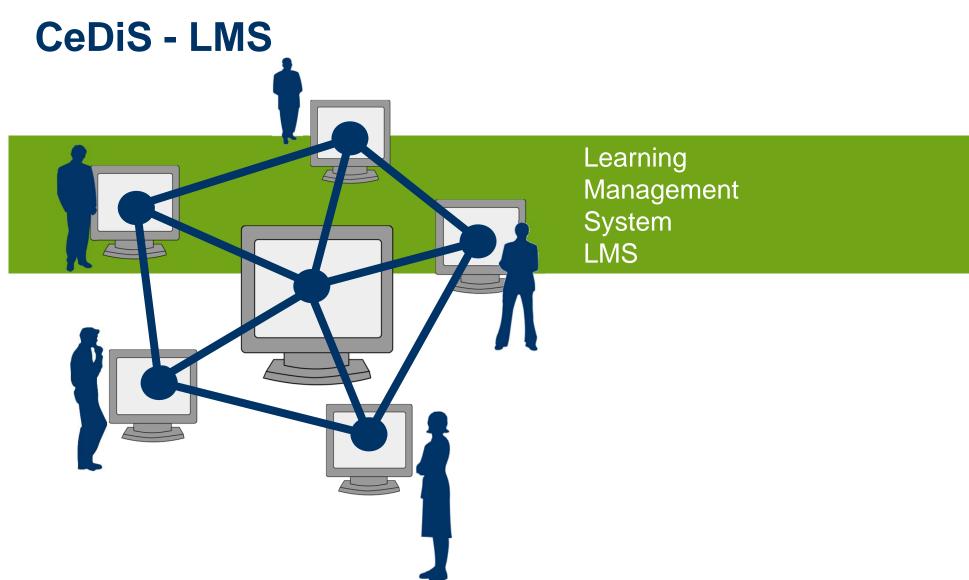


Visual History Archive (VHA)



<u>Video</u> example

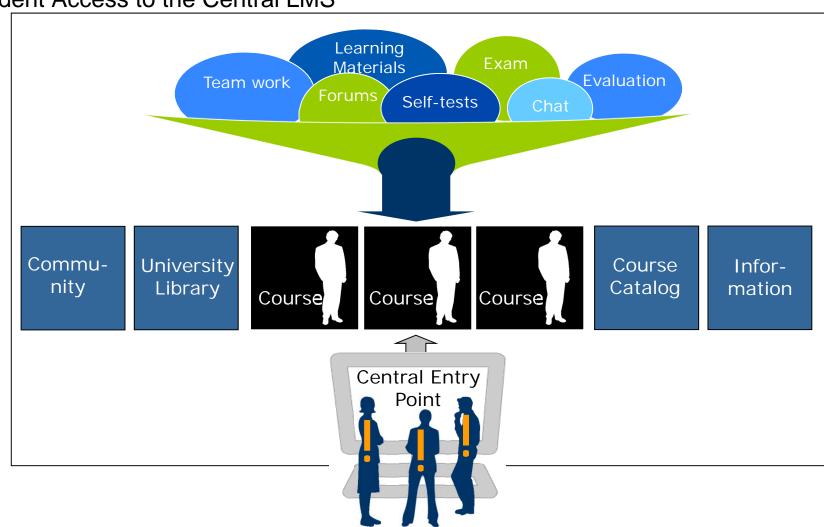






LMS – a Central Learning Platform for Teaching

Student Access to the Central LMS





Pro / Contra Blackboard LMS

strong points:

- ease of use for students and teachers (maybe except Content Collection)
- fairly stable operation
- scalable architecture
- expandability (Building Blocks concept)
- large user community

weak points:

- mainly instructor-centered
- lack of tools for student participation / collaboration
- poor technical documentation, proprietary API
- old UI techniques (no deep linking possible)
- lack of standard conformity e.g. SOAP, WSRP, JSR168
- lack of conformity with the German data protection laws

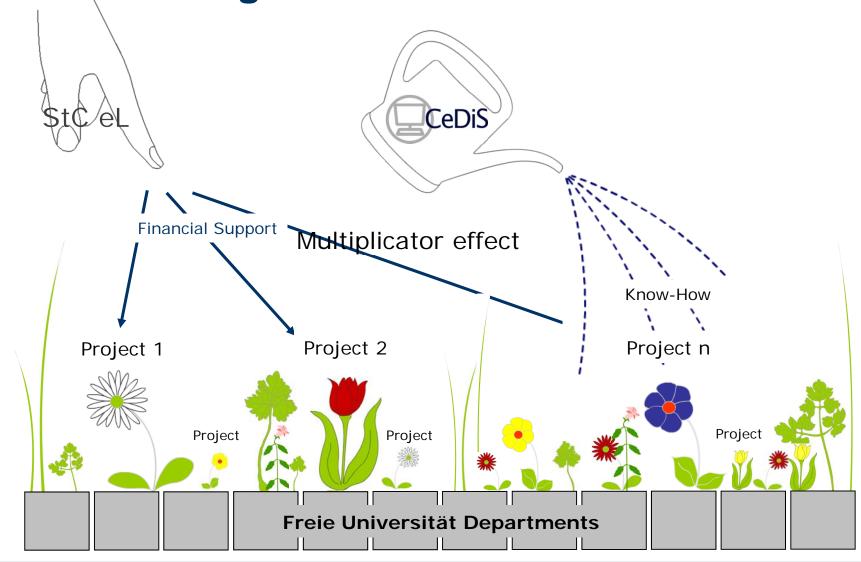


FU E-Learning Grants



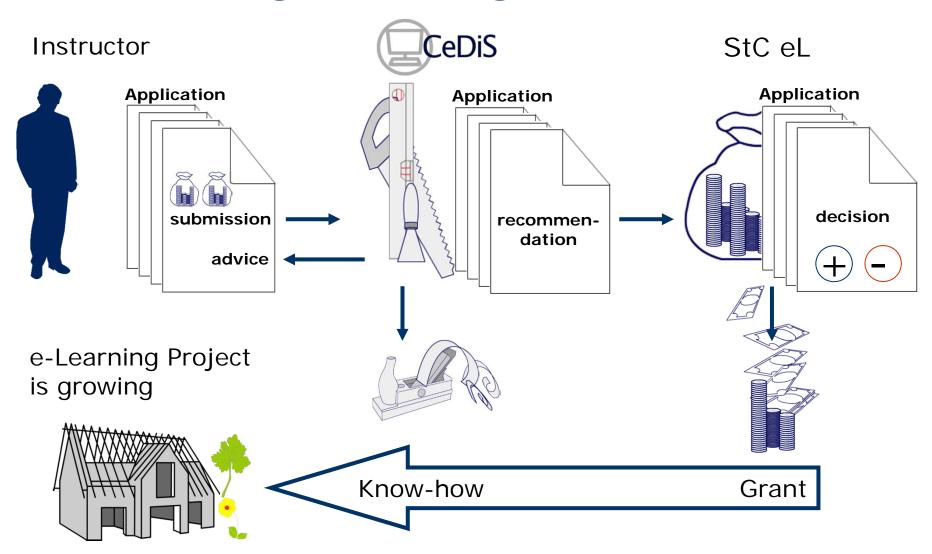


FU E-Learning Grants - Growth



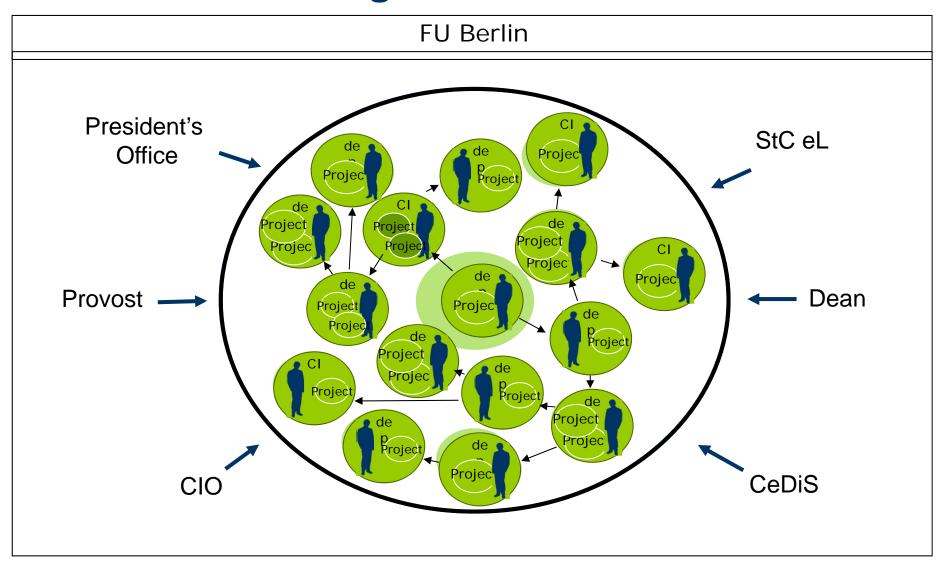


FU E-Learning Grant Program – Workflow



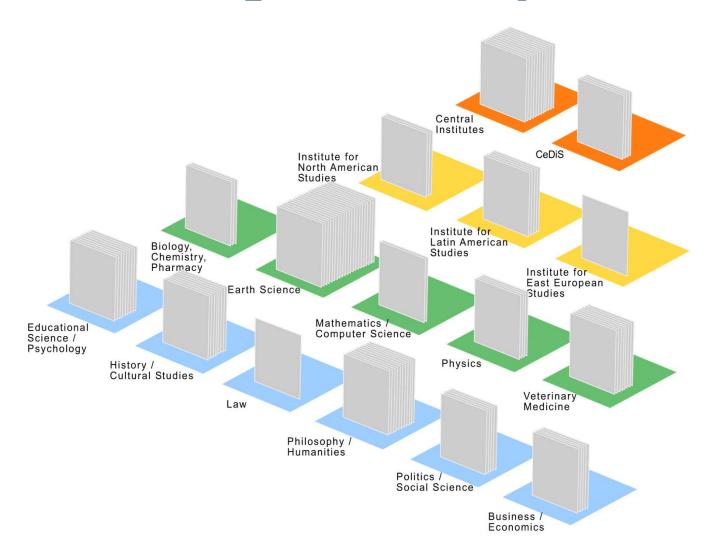


FU-wide E-Learning Dissemination





FU E-Learning Grants – Project Overview





Institute for Latin American Studies

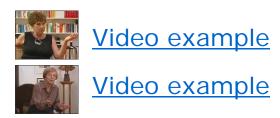
E-Learning Projects

Knowledge Production of Latin-American Intellectuals

<u>Digital Sources of Athropology of the Americas</u>

Student foreign visits (study abroad)

Women and Gender in Latin America



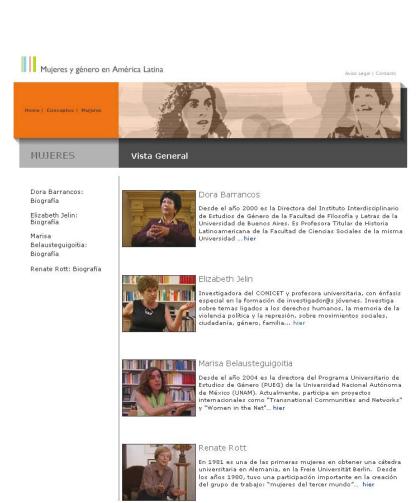


Concept for Interviewing

During the seminar, the portraits of four outstanding female researchers were compiled: Dora Barrancos, Marisa Belausteguigoitia, Elizabeth Jelin, Renate Rott.

Interview questions on the central topics and key terms of the researchers' work were formulated.

Following the interviews, the recordings were cut, transcribed and titles and paragraph headings were added.





Students' Experience



Media skills

Interlocking of theoretical knowledge and practical skills

Sustainability of the knowledge gained

Routine part of teaching



Advancing E-Learning



The FUeL project (FU e-Learning)



FUeL – Key Issues

- Establish Blended Learning in the Departments and Institutes
- Integrate the Central Learning Management System within the Freie Universität IT-Infrastructure
- Create a Central Student Portal
- Reuse e-Learning Materials (Learning Object Repository)
- Provide Expertise on the Market



Departments



IT-Integration



Student-Portal



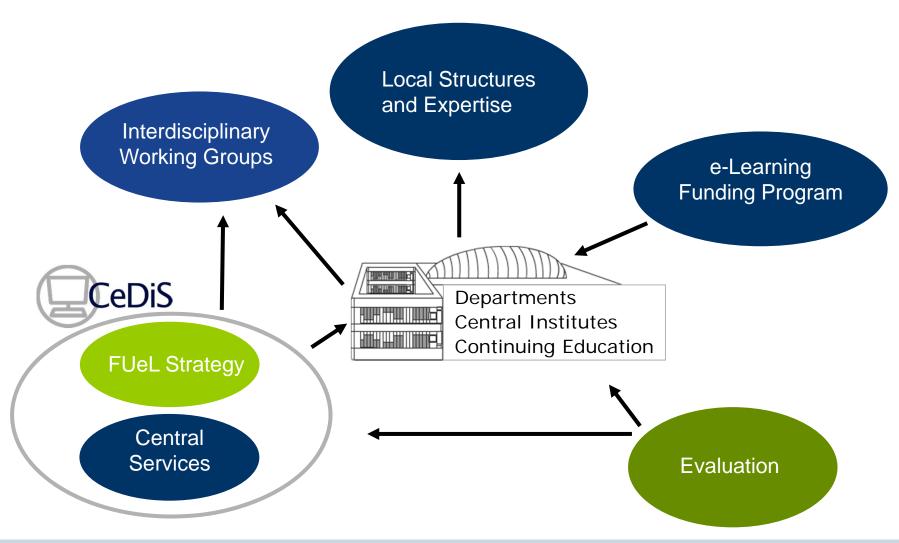
Materials



Marketing

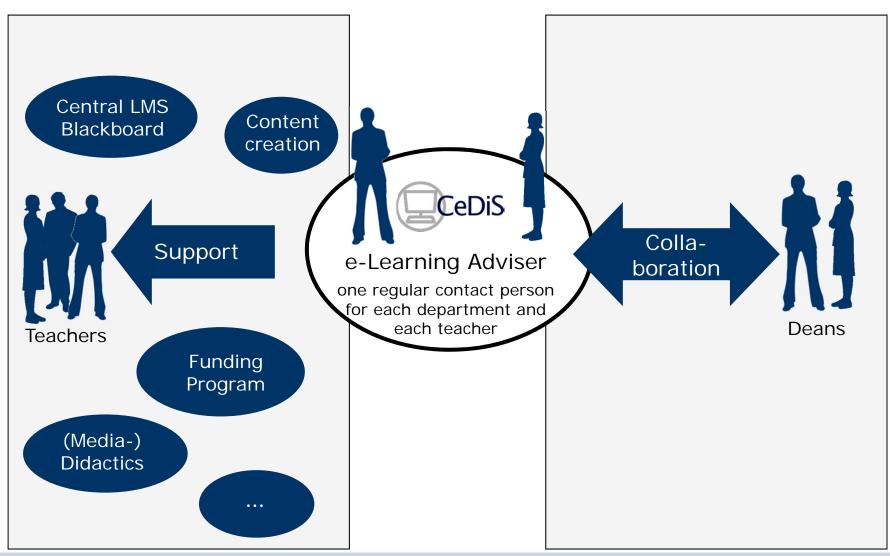


Establishing Blended Learning



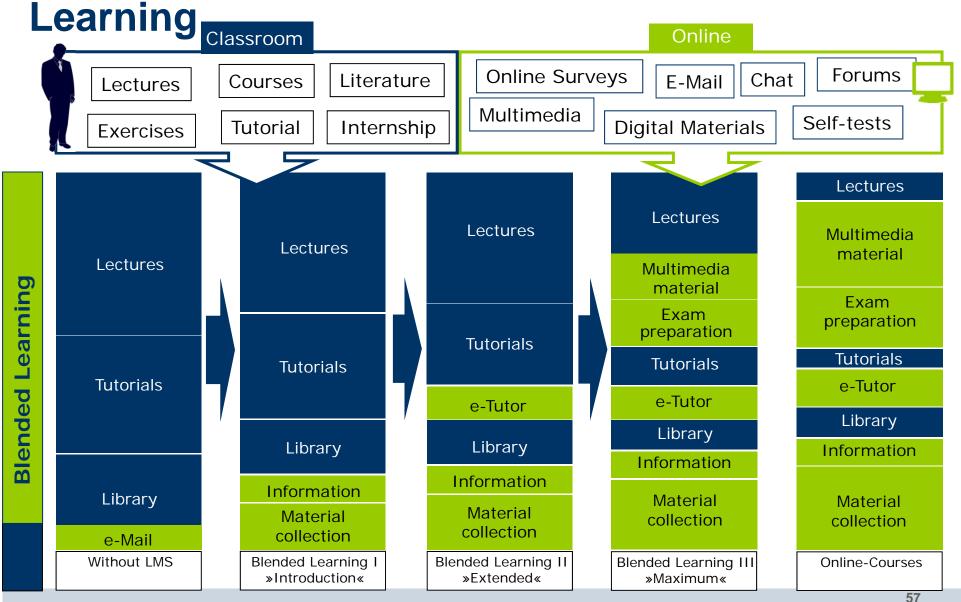


E-Learning Consulting





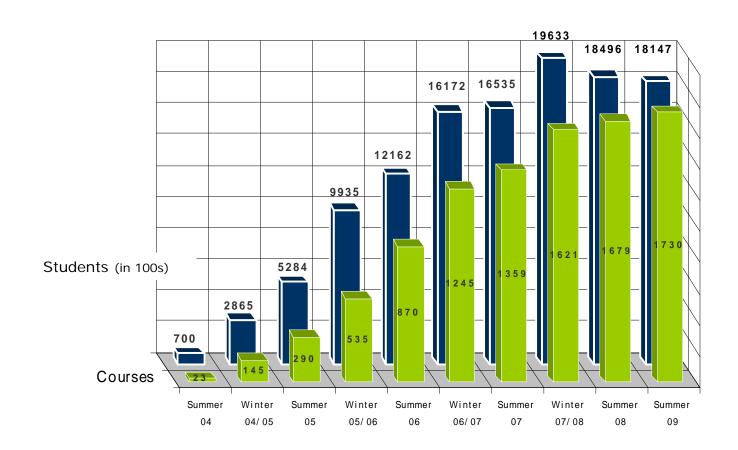
From the Traditional Classroom to Blended





E-Learning in Use

Degree of Utilization





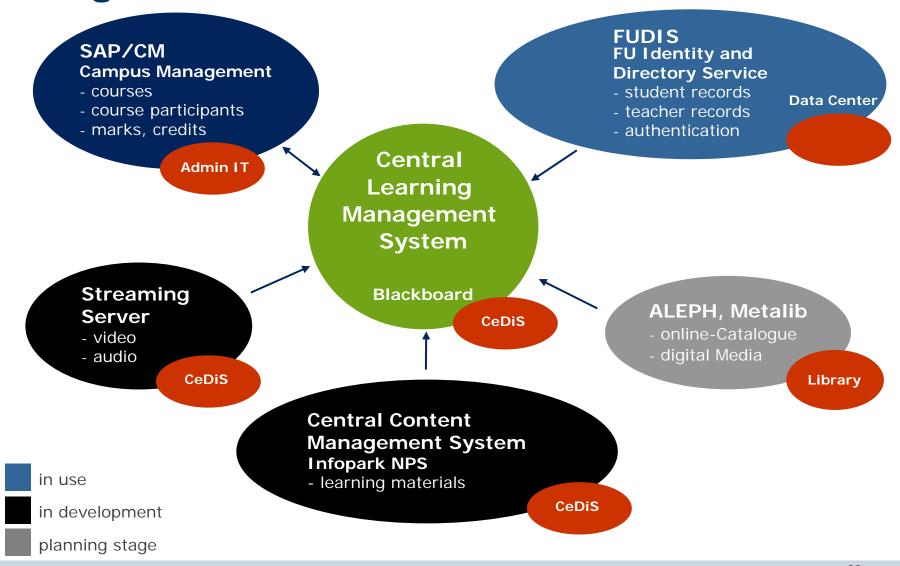
IT-Integration



Integrating the Central LMS with the IT-Infrastructure of Freie Universität Berlin



IT-Integration





Outline V

- I. e-Learning as an experiment
- II. e-Learning Engineering
- III. e-Learning at a traditional University
- IV. Coordinated action plan
- V. The Web 2.0 Initiative
- VI. Lessons learned
- VII. Unresolved issues



"Web 2.0" / Social Software

Social Software

Content produced by users

Low threshold / easy to use

The Web as a workspace

User self-organization

Social networks

Linking of content and services











Blogs and Wikis in teaching

Simple creation of Web content by teachers and students

Supporting collaboration and communication

Discursive writing style

Peer-to-peer review

Working together on texts

Knowledge exchange through networking and linking up



"Web 2.0" / Social Software

CeDiS Blog Services

Blog availability

- personal blog for all members of Freie Universität Berlin
- (multi-user) blog for Blackboard courses
- Selected System: WordPress

CeDiS Wiki, RSS Services

Wiki availability

- Wikis for all members of Freie Universität Berlin
- Wikis for Blackboard courses
- Selected System: Confluence

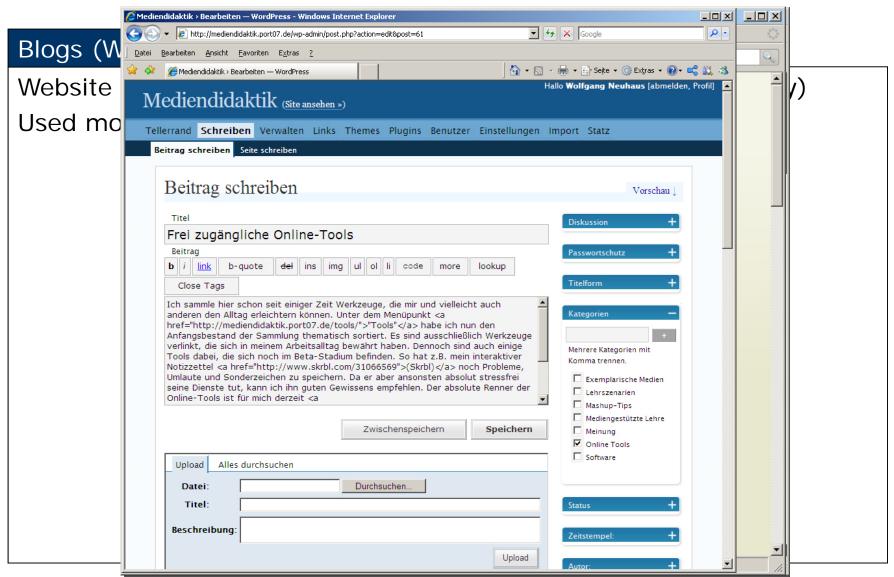
RSS feeds

- Announcements from Blackboard courses

(Podcasts, Social Bookmarking, ...)

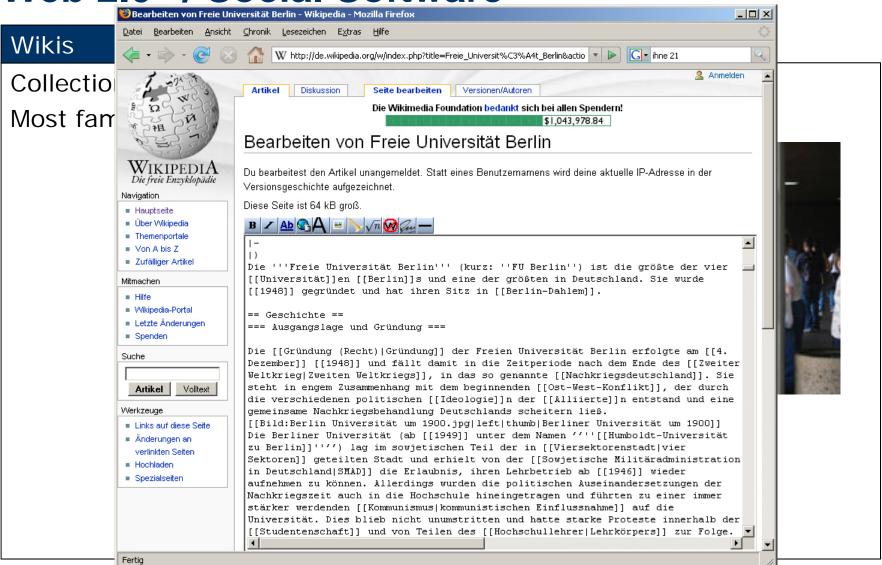


"Web 2.0": Social Software





"Web 2.0" / Social Software





Outline VI

- I. e-Learning as an experiment
- II. e-Learning Engineering
- III. e-Learning at a traditional University
- IV. Coordinated action plan
- V. The Web 2.0 Initiative
- VI. Lessons learned
- VII. Open issues



Digital Technology in Education: Involves...

- ... »computer-specific « features (storing, searching, calculating)
- ...visualization techniques
- ...media-enriched contents
- ...extensive use of tutorials & help functions
- ...multiple navigation and tracking
- ...instructor's »presence«
- ...problem-based approach
- ... » real « AND virtual (i.e. hybrid) reality
- ...extensive customization
- ...common-sense intelligence (things that teach)?
- ...user-controlled privacy and security!







Digital Technology in Education: Avoids ...

- ... new incomplete systems
- ... additional complexity
- ... incompatible environments
- ... slow responding applications
- ... poor design
- ... poor interaction
- ... »surprising« features
- ... »deceptive« security
- ... poor personalization





e-Learning lessons – Summary

- e-Learning is a long-term project
- Executive support is necessary
- Competence Center
- Close collaboration with the departments
- Decentralize know-how
- Stepwise Migration
- Offer grants and incentives
- Central LMS leads to high synergy effects
- Open content <u>and</u> commercial content helps saving costs
- Multimedia authoring is challenging
- The new Web 2.0 paradigm might hit central structures
- Reuse of learning modules is ...
- Reduce technical complexity (KIS)



Outline VII

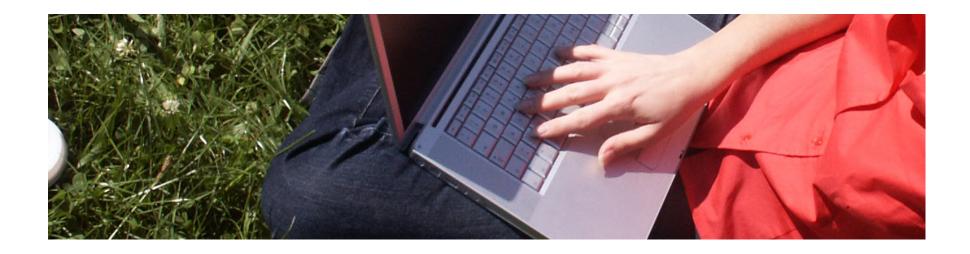
- I. e-Learning as an experiment
- II. e-Learning Engineering
- III. e-Learning at a traditional University
- IV. Coordinated action plan
- V. The Web 2.0 Initiative
- VI. Lessons learned
- VII. Open issues



Open Issues

- 1. Is learning with multimedia more effective?
- 2. How can we evoke 'aha'-effects?
- 3. Are there simple and good models of evaluation?
- 4. How to integrate the authority of the instructor?
- 5. Design reusable content modules
- 6. Exploit the use of games
- 7. High-level authoring tools for multimedia learning modules?
- 8. How to build intelligent navigation systems?
- 9. How to create adaptive learning environments?
- 10. Are there such things as 'learning-agents' ("" things that teach ")?





Nicolas Apostolopoulos <u>Nicolas.Apostolopoulos@cedis.fu-berlin.de</u>

<u>www.cedis.fu-berlin.de</u> <u>www.e-learning.fu-berlin.de</u>