(Digital) Higher Education - L3Ts go?

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E-LEARNING BLOG

e-Learning an der Technischen Universität Graz

http://
elearningblog.
tugraz.at





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Do you know the Red Flag Acts?



The most draconic restrictions and speed limits were imposed by the 1865 act (the "Red Flag Act"), which required all road locomotives, which included automobiles, to travel at a maximum of 4 mph (6.4 km/h) in the country and 2 mph (3.2 km/h) in the city, as well as requiring a man carrying a red flag to walk in front of road vehicles hauling multiple wagons.



Infrastructure

Teachers

Mobility

Rules, specifications, instructions

Life without no more possible

Autonomous driving





In the age of artificial intelligence, robots, virtual reality, autonomous driving, even virtual sex and exploding (digital) applications, so called digital-mature and -responsible citizens are needed.

Bildungskonzil Heldenberg (2017)



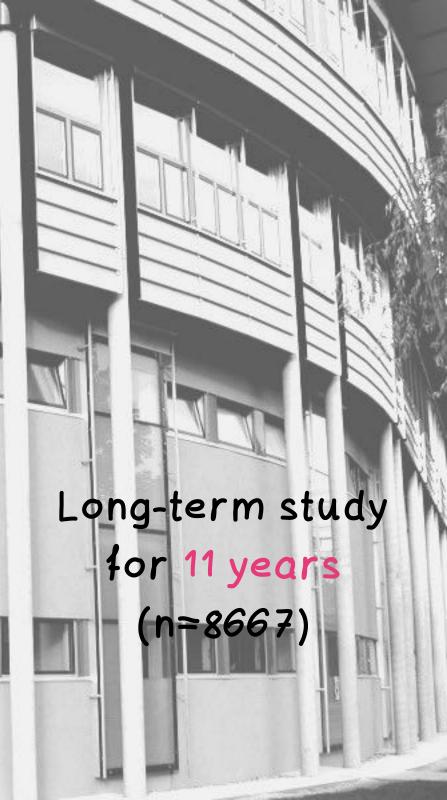
4 questions & answers



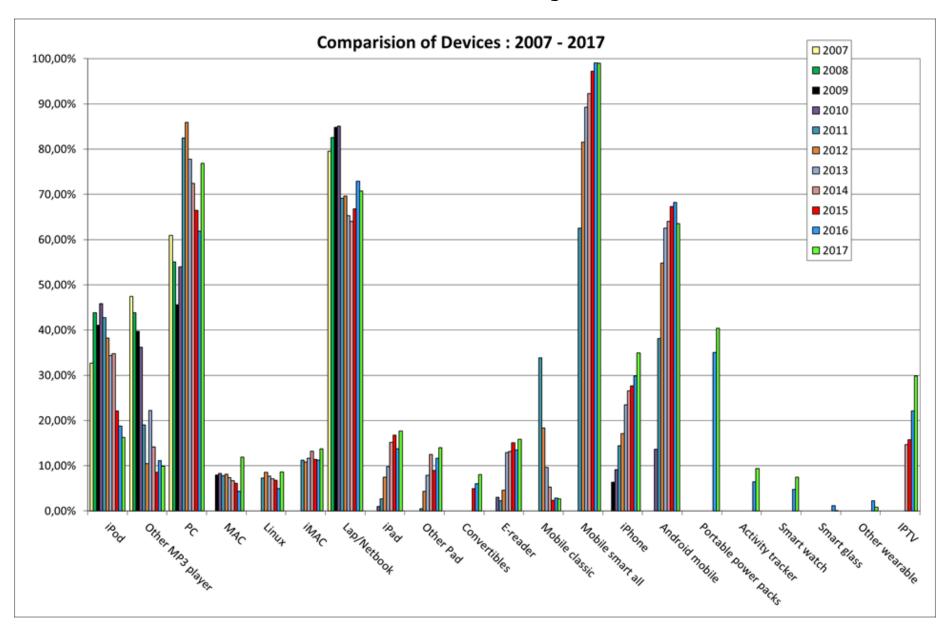
Why do we need educational technologies urgently?



- WS 200712008 n=578
- · WS 2008/2009 n=821
- WS 2009/2010 n=757
- WS 2010/2011 n=702
- WS 2011/2012 n=632
- WS 2012/2013 n=715
- · WS 2013/2014 n=789
- WS 2014/2015 n=968
- WS 2015/2016 n=889
- WS 2016/2017 n=944
- WS 2017/2018 n=872



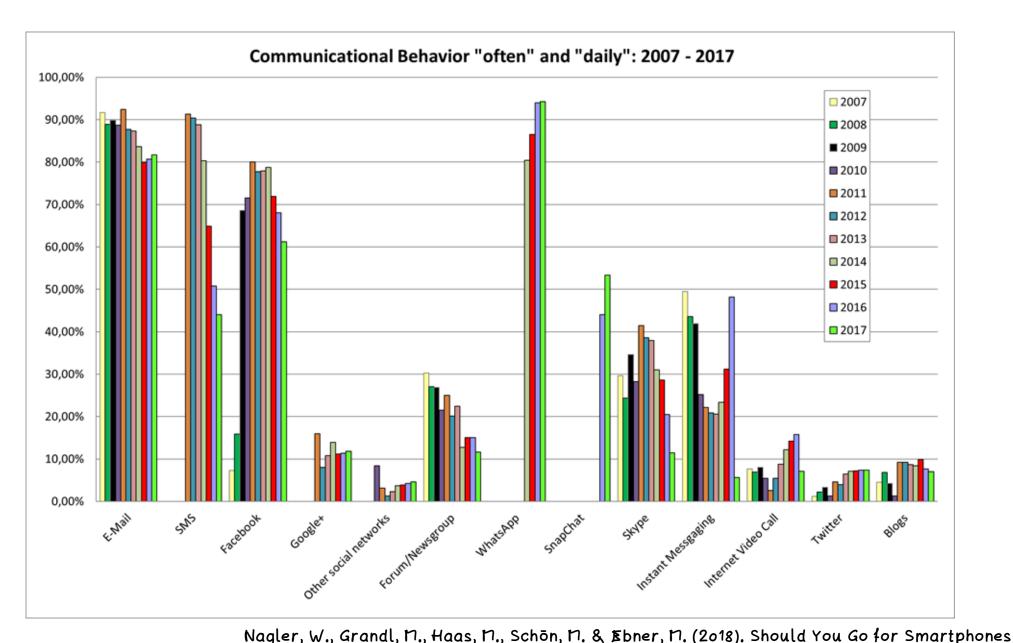
Which device do you own?

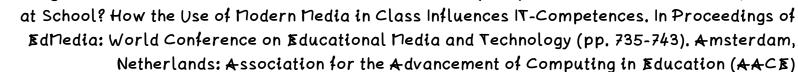




Nagler, W., Grandl, M., Haas, M., Schōn, M. & Ebner, M. (2018). Should You Go for Smartphones at School? How the Use of Modern Media in Class Influences IT-Competences. In Proceedings of EdMedia: World Conference on Educational Media and Technology (pp. 735-743). Amsterdam, Netherlands: Association for the Advancement of Computing in Education (AACE)

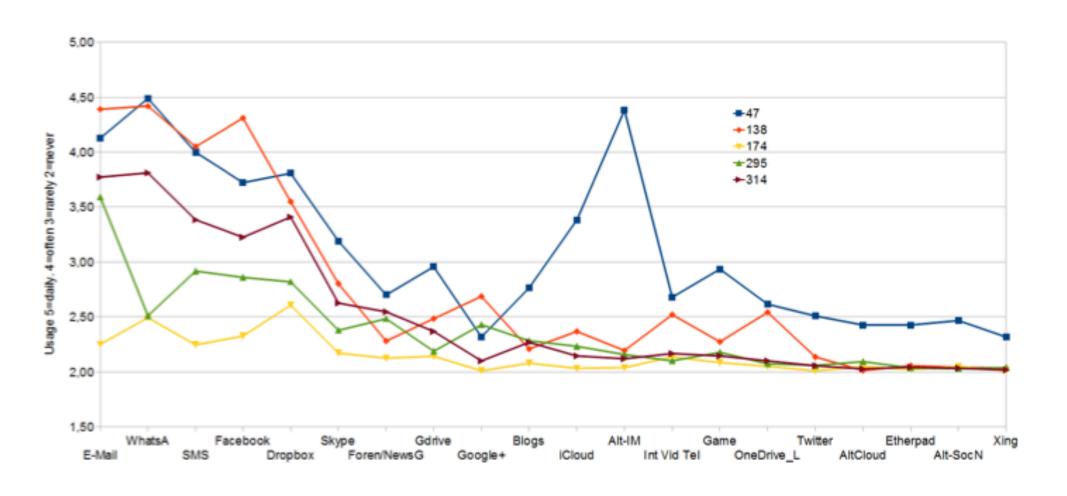
How do you communicate?







Social-Media-Usage



Ebner, M., Nagler, W., Schön, M. (2015) Why Facebook Swallowed Whats App!, In Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2015. pp. 1383-1392 Chesapeake, VA: AACE.





The use of media for learning purposes is normal in everyday life for today's young people - an integral part of their learning environment. It is a daily routine!



Students need a comprehensive central offer of digital accessible learning tools and content.



How to enhance universities with Educational technologies?

Success factors for lecturers

Benefit

Usability

Infrastructure

Rules & Templates

- Strengthening didactic trainings (in particular media pedagogy, media didactics and educational technologies)
- 2. Organisational anchoring of online teaching (creation of learning spaces, teaching and learning organisation)
- 3. Provide the needed infrastructure

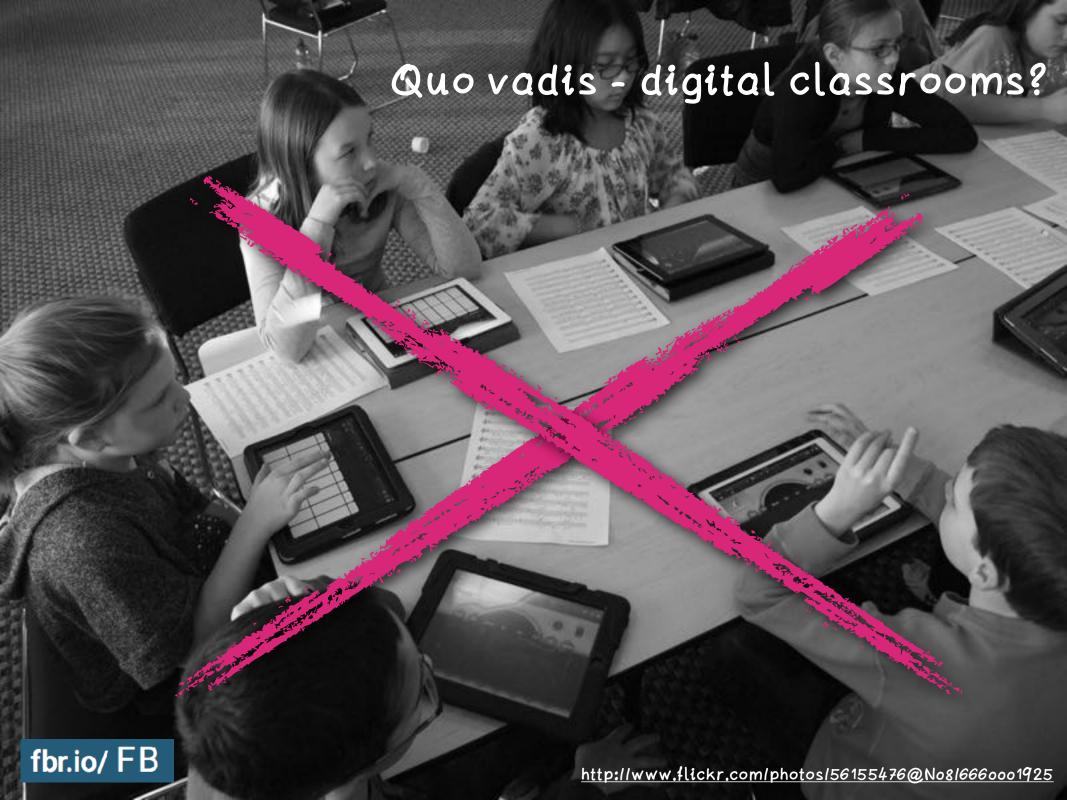


The whole university must be competent in terms of media usage for teaching and learning



... but we need (digital) content ...

The strict copyright law (especially in german speaking countries) did not allow to use free content of the Web for education.



GREN CULTURE

open educational resources

open science

open data

open information

open access

open source

open content

"Open Educational Resources (OERs) are any type of educational materials that are in the public domain or introduced with an open license. The nature of these open materials means that anyone can legally and freely copy, use, adapt and re-share them."

UNESCO

http://www.unesco.org/new/en/communication-and-information/accessto-knowledge/open-educational-resources/what-are-open-educationalresources-oers/



For Free
(Re-) Usable
Open Standard

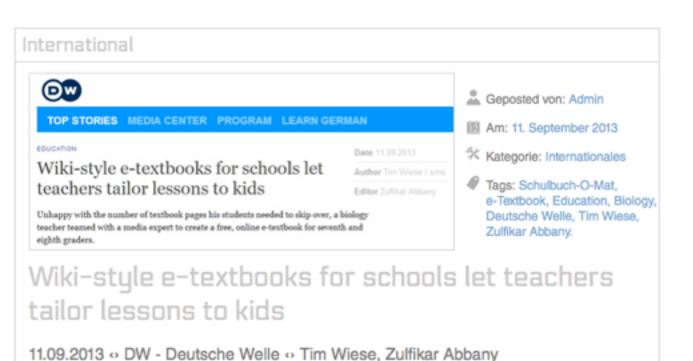








Hier entsteht kollaborativ ein DER Schul-E-Book.



236 Unterstützungen für das erste OER-Schul-E-Book auf startnext.de

Förderer der 1. Stunde

Adrian — Astrid

Benjamin — David

Denis — Friederike

Frollein Flow — Jan

Janik — Leonhard

Leonie — Mathias

http://schulbuch-o-mat.de/ http://bimsev.de

Unhappy with the number of textbook pages his students needed to skip over, a

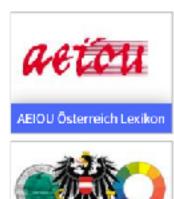
biology teacher teamed with a media expert to create a free, online e-textbook for

fbr.io/FB



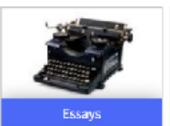


Wählen Sie aus folgenden Sammlungen:





























Bilder und Texte

Videos

Wissenschaft & Wirtschaft

Geography



Interaktive Kurse

Themenlisten

Unterrichtsmaterialien

Neues aus der Wissenschaft

Bücher über Österreich

Web Books NEU

Crowdfunding / Spenden

Verifizieren von Beiträgen

http://austria-forum.org



Es ist Zeit, etwas Neues zu lernen

Registrieren Sie sich jetzt

NEU: Login mit eduID







moøin

Kursliste









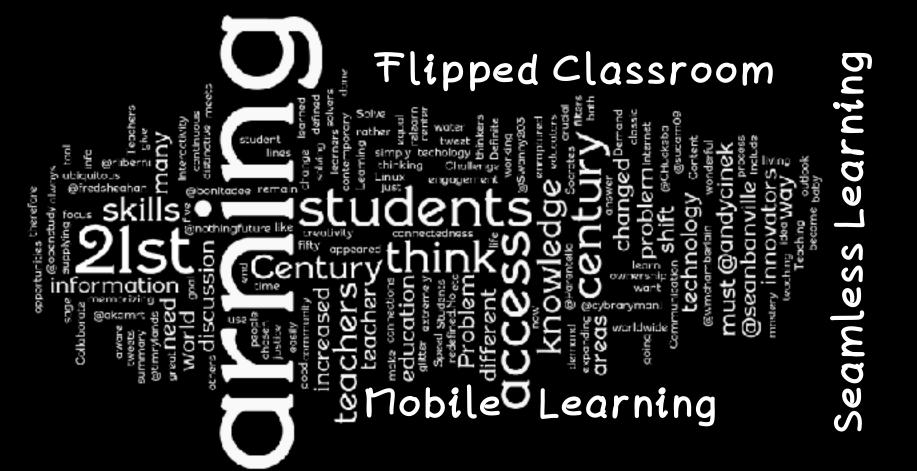




We have to open our content to ensure accessibility, exchange or simply digital based education.

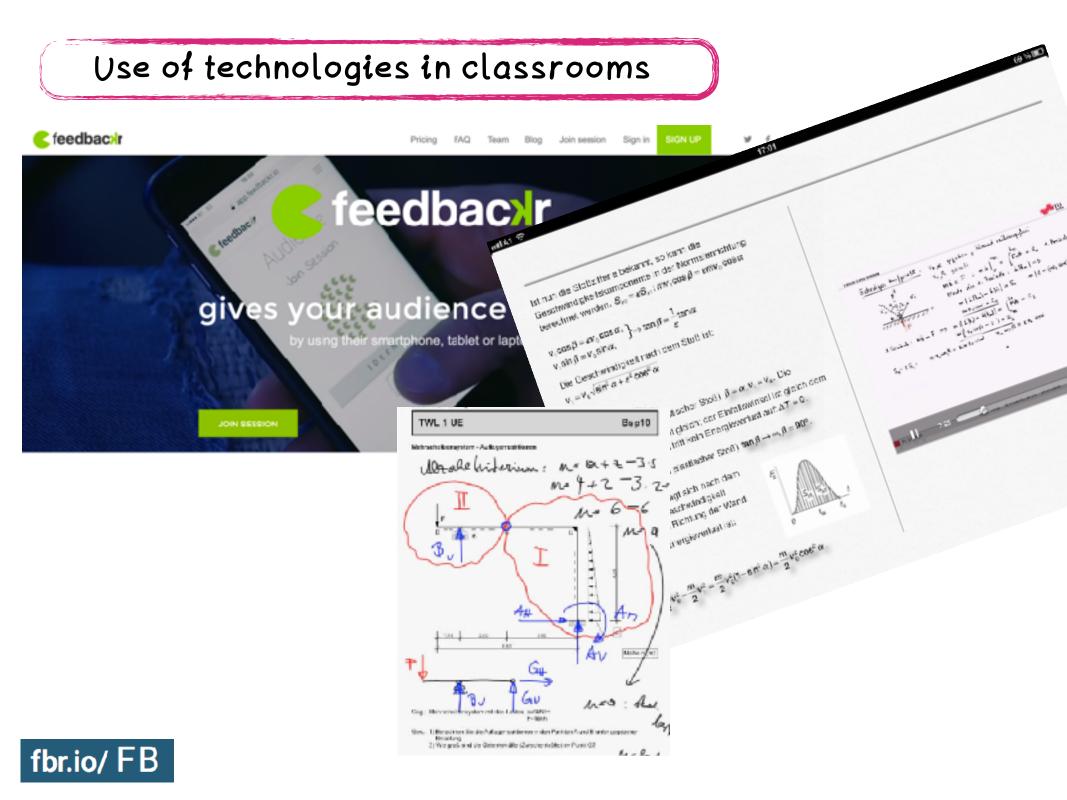


Finally, how we have to use educational technologies?

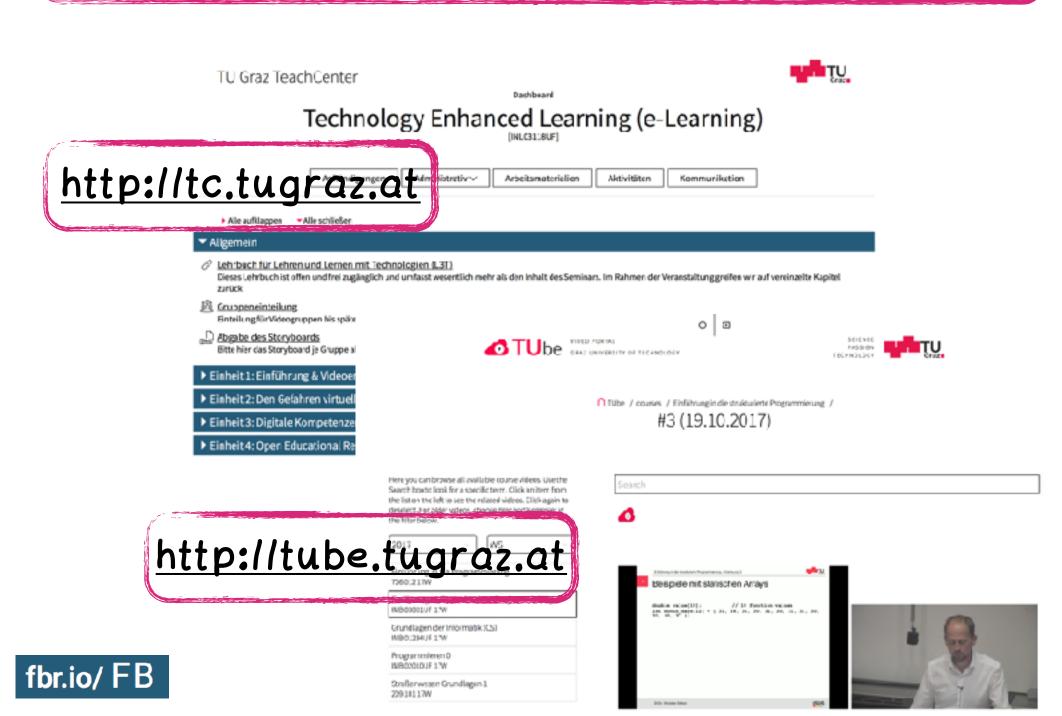


Theoretical concepts

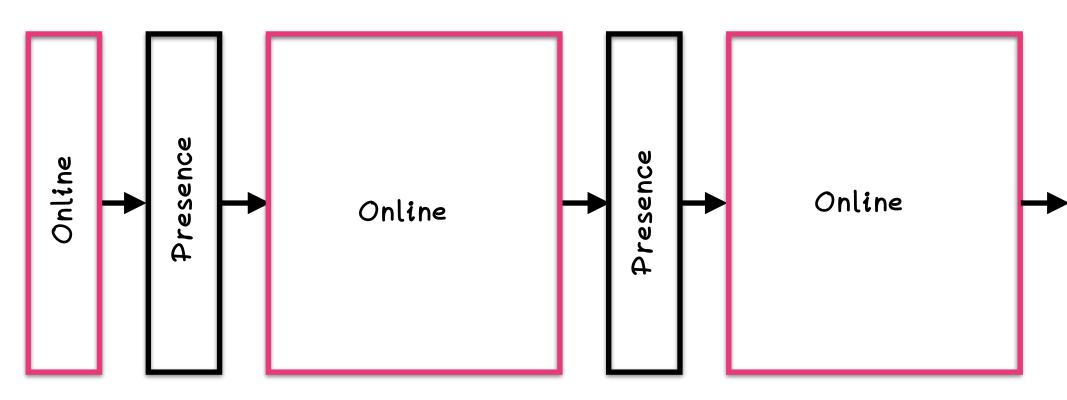




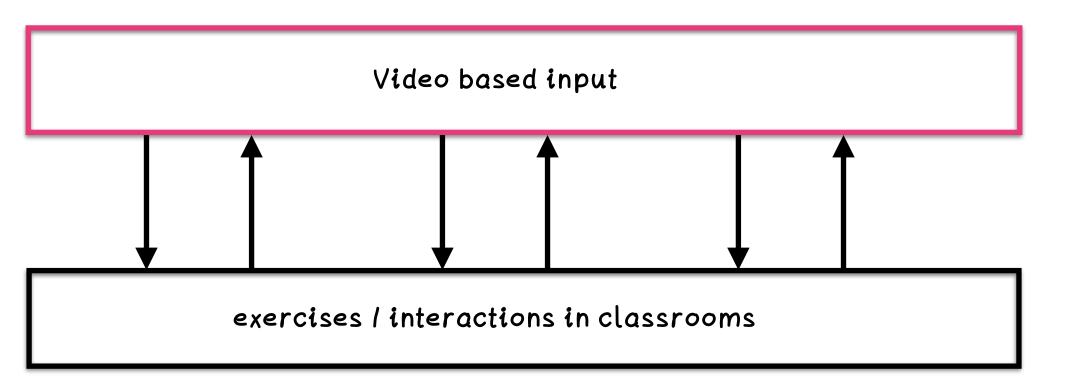
Use of different kind of informationsystems



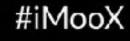
Blended Learning

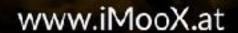


Flipped Classroom









Learning to code: Programming with

Pocket Code







accessibility, flexibility



Kursinhalt

Bezüglich Programmieren bestehen viele Vorurteile und Ängste. Mithilfe von Pocket Code sollen vor allem Kinder erste Erfahrungen mit dem Programmieren sammeln. Durch eine einfache und visuelle Benutzeroberfläche wird eine spielerische Umsetzung eigener Ideen ermöglicht.

Der Kurs richtet sich somit sowohl an Kinder und Jugendliche (Altersgruppe 10-14 Jahre), als auch an Lehrerinnen und Lehrer aller Unterrichtsfächer und hat als Hauptinhalt das Erstellen eigener Spiele, interaktiver Animationen sowie Apps mithilfe von Pocket Code. Primär werden dabei Struktur und Funktionsweise der App vorgestellt, im Hintergrund werden "Computational Thinking"-Konzepte erarbeitet wie zum Beispiel: Konditionale, Variablen, Events oder Parellelismus. Dabei ist es den Kindern überlassen ob sie die den Kurs selbsständig oder gemeinsam mit ihren Eltern machen.

1.0 Welcome

Lernziele

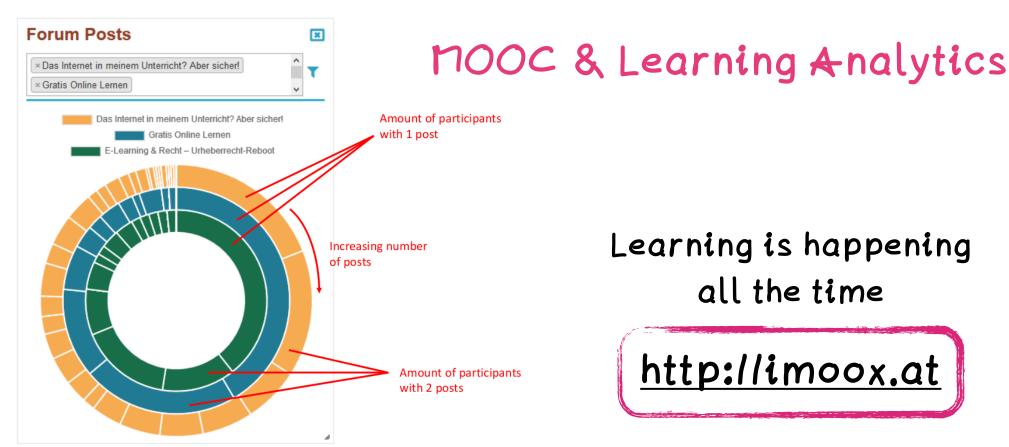
Die Kursteilnehmerinnen und Kursteilnehmer sind in der Lage ihre eigenen kreativen Ideen mithilfe von Pocket umzusetzen. Dazu gehören unter anderen folgende Ziele:

- Ich kann mit Objekten umgehen.
- Ich kann mit den verschiedenen Blöcken von Pocket Code arbeiten.
- Ich kann Probleme mithilfe von Pocket Code lösen.
- Ich kann ein eigenes Programm erstellen und dieses als App sogie

http://imoox.at

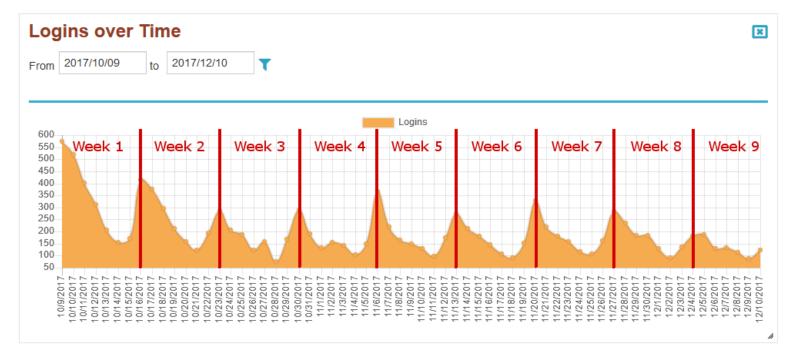


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Learning is happening all the time

http://imoox.at





MOOC & Learning Analytics

Which student factors are related to SPOC activity?

Complex

http://stela-project.eu/

Type (Complex)	Count	Sun	Mean	Median
Traditional Study Track and Normstudent and Female	427	191 d 3 h 58 min	10 h 44 min	6 h 23 min
Traditional Study Track and Normstudent and Male	189	100 d 9 h 50 min	12 h 45 min	6 h 13 min
Traditional Study Track and Not Normstudent and Female	98	40 d 11 h 12 min	9 h 54 min	2 h 54 min
Traditional Study Track and Not Normstudent and Male	43	22 d 14 h 28 min	12 h 36 min	4 h 9 min
Non Traditional Study Track and Normstudent and Female	105	35 d 18 h 22 min	8 h 10 min	36 min
Non Traditional Study Track and Normstudent and Male	42	10 d 6 h 17 min	5 h 51 min	5 min
Non Traditional Study Track and Not Normstudent and Female	85	53 d 34 min	14 h 58 min	4 h 48 min
Non Traditional Study Track and Not Normstudent and Male	58	28 d 3 h 42 min	11 h 39 min	2 h 22 min



Median: 6 hours 23 minutes 10 seconds

... but differs in accordance to the target group







Adequate use of educational technologies increases the didactic diversity - it is now a matter of strategic implementation



Aktivitäten zur Förderung informatischer Bildung

https://learninglab.tugraz.at/informatischegrundbildung/





Slides available at:

http://elearningblog.tugraz.at







