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A practical toolkit for integrating eLearning in Higher Education Curricula

Building the capacity of HE teaching staff, academics, and learning designers in integrating eLearning into their educational programmes

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Axis 3: The most common eLearning platforms and tools

An overview of the main and widely known technologies used to develop and support e.Learning in higher education institutions

➢ **Theoretical part:** about 60'

➢ **Practical part**: activities in pairs and groups – about 45'

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Learning outcomes

Knowledge

➢ Identify platforms and tools used in HEIs for eLearning purposes

➢ Explain the principles and features of technologies used in higher education

➢ Explain the criteria used to select platforms and tools for the development, deliver, and maintenance of the course

Skills

➢ Select appropriate tools and implement pedagogical models of learning

➢ Apply tools and platforms for the delivery of eLearning content

➢ Assess and improve digital competences

Attitudes

➢ Collaborate with colleagues to share best practices and experiences

➢ Independently define criteria to help find, evaluate and apply appropriate educational technology

➢ Share their digital competences with colleagues

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Platforms and Tools in HEI

eLearning technologies

Educational technology - the study and ethical practice of facilitating learning and improving performance by creating, using and managing appropriate technological processes and resources (Richey, 2008).

Instructional technologies refer theory and practice of design, development, management and evaluation of the processes and resources in order to achieve better teaching and learning results (Ivanova, 2020).

eLearning technologies aim to deliver rich learning experience and optimize knowledge transferred to learners (Ivanova, 2020).

DIGITAL TEACHNOLOGIES   **INNOVATIVE TECHNOLOGIES**

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Platforms and Tools in HEI

❑ Free

❑ Commercial

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Platforms and Tools in HEI

Criteria for selecting technologies

➢ Accessibility

➢ Cost

➢ Didactic learning characteristics

➢ Interactivity support

➢ User-friendliness

➢ Organizational needs

➢ Novelty

➢ Speed

Bates, A., Sangrà, A. (2011). Managing Technology in Higher Education: Strategies for Transforming Teaching and Learning. San Francisco: Jossey-Bass/John Wiley & Co.

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Overview of Topics

➤ Topic 1: The meaning of technology in education

➤ **Topic 2: Categories of eLearning technologies**

➤ Topic 3: Selection of tools and platforms

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Platforms and Tools in HEI

Categories of eLearning technologies (Craig et al. 2012)

- ❑ **Assessment and Survey Applications** (Survey Monkey, Quiz Builder, StudyMate, Respondus)
- ❑ **Synchronous Communication Tools** (Google Talk, iChat, Skype, ICQ, MSN/Yahoo messenger)
- ❑ **Asynchronous Communication Tools** (Email, Announcements, SMS, Discussion forum)
- ❑ **Digital Repositories** (Google Scholar, ePortfolio, Youtube)
- ❑ **Management and Administration Tools** (Turnitin, Gradebook, iGoogle, myYahoo)
- ❑ **Photosharing** (Flickr, Gallery2, Zoomr, Picasa, Photobucket)
- ❑ **Podcasts and Streaming** (Podcast, iLecture, iTunesU, MyPod, ePodcast)
- ❑ **Shared Documents** (Google Docs, Zoho Writer, SlideShare, Elgg, Clearspace)
- ❑ **Social Bookmarking** (CiteULike, Simple, Diigo, Connotea, digg, reddit)
- ❑ **Social Networking** (Facebook, MySpace, Bebo, Ning, LinkedIn)
- ❑ **Subscribed Content Delivery** (Google Reader, Bloglines, RSS Feeds)
- ❑ **Virtual Worlds** (Second Life (SL), Virtual Graffiti, eSimulations)
- ❑ **Weblogs and Microblogs** (Blogger, Wordpress, Twitter, RAMBLE, Yammer)
- ❑ **Wiki** (PBWorks, Wikispaces, MediaWiki, WikidPad, Zwiki)

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Categories of eLearning technologies

Why is the virtual learning

environment not mentioned

in the list of categories?

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Platforms and Tools in HEI

Categories of digital technologies used to support learning in HEI (Pinto & Leite, 2020)

❑ **Virtual learning environment**: Moodle, Blackboard, WebCT, Platforms supporting online courses, etc.

❑ **Publish and Share tools**: Blogs, Wikis, Flickr, YouTube, Podcast, Social Bookmarking, ePortfolio, Digital storytelling, e-books, Video lectures, etc.

❑ **Collaborative systems**: Google Docs, Social Bookmarking, Mind Maps, Wikis, Blogs, etc.

❑ **Social networking**: Facebook, Twitter, Hi5, LinkedIn, Ning, Academia.edu, etc.

❑ **Interpersonal Communication tools**: email, MSN, Skype, Forums, Video-conferencing, etc.

❑ **Content Aggregation tools**: RSS feeds, NetVibes, Google Reader, etc.

❑ **3D Virtual Worlds**: Second Life, Habbo, Augmented reality, Games, Virtual labs, etc.

❑ **Assessment and Feedback systems**: Electronic marking, Clickers, Audio feedback, Computer note taking, etc.

❑ **Mobile tools**: mobile applications internet based.

❑ **Information and Communication Technologies**: software or applications internet based (a set of technologies)

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Platforms and Tools in HEI

The categorization of technologies depends on how they are used and in what way

There are three most common categories used for training purposes:

➤ Virtual learning environment

➤ Information and communication technologies

➤ Technologies for publishing and sharing

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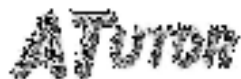
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Platforms and Tools in HEI

Classification of virtual learning environments

➢ Learning Management System

➢ Learning Content Management System

➢ Course Management System

➢ Computer Supported Collaborative Learning

➢ Content Management System

➢ Managed Learning Environment

moodle

Blackboard

Sakai

ATutor

nlineHE

Platforms and Tools in HEI

Virtual learning environment (features 1)

❑ **Learner Tools**

❖ **Communication Tools**

discussion forums, file exchange/internal email, online journal/notes, real time chat, video services/ white board

❖ **Productivity Tools**

book marks, help, calendar/progress review, work offline synchronize

❖ **Student involvement Tools**

group work, self-assessment, student community building, student portfolios

Video chat vector created by pch.vector - www.freepik.com

Al-Ajlan, A.S (2012). A Comparative Study Between E-Learning Features.

Platforms and Tools in HEI

Virtual learning environment (features 2)

❑ **Support Tools**

❖ **Administration Course**

authentication, course authorization, registration integration, hosted services)

❖ **Delivery Tools**

course managment, instructor helpdesk, online grading tools, student tracking, automated testing and scoring

❖ **Currriculum Design**

accesibility compliance, source templates, curriculum managment, customized look and feel, instructional standarts compliance, instructional design tools, content sharing/reuse

Al-Ajlan, A.S (2012). A Comparative Study Between E-Learning Features.

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Platforms and Tools in HEI

Virtual learning environment (features 3)

❑ **Technical Specification**

❖**Harware/Software**

client browser request, database request, server sofware, unix server, windows server

❖**Pricing/Licensing**

company profile, costs, open source, optional extras, software version

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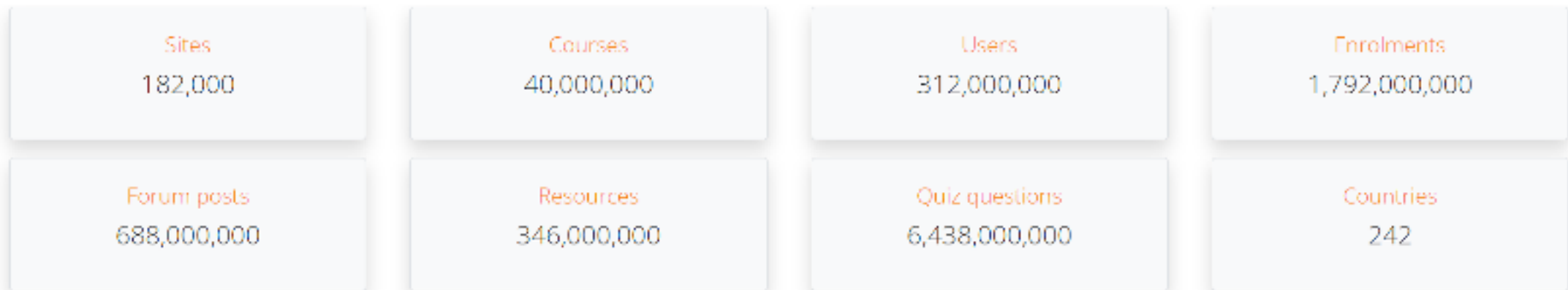
Al-Ajlan, A.S (2012). A Comparative Study Between E-Learning Features.

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Platforms and Tools in HEI

The world's most widely used virtual learning environment

Data: 05 April 2022

moodle

Statistics

Sites	Courses	Users	Enrolments
182,000	40,000,000	312,000,000	1,792,000,000

Forum posts	Resources	Quiz questions	Countries
688,000,000	346,000,000	6,438,000,000	242

https://stats.moodle.org/

https://www.youtube.com/watch?v=3ORsUGVNxGs (*Creative Commons license*)

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Platforms and Tools in HEI

Information and communication technologies

The set of technological tools and resources used for communication, creation, dissemination, storage and management of information.

Technologies used to develop digital competencies in the learning processes, e. g. create videos (Wondows Movie Maker, iMovie), presentations (Prezi, PowerPoint, Emaze), concept maps (Creately), create and analyze surveys (Google Forms), provide real-time questions and answers (Socrative), share knowledge through active methedologies (Kahoot), etc. (*Cueava and Inga, 2022*)

SEARCH   **SELECT**   **SENSE MAKING**   **SHARE**

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Platforms and Tools in HEI

Technologies for publishing and sharing

Aims to support students learning, maintain communication and interaction between participants, engage them with learning materials and collaboration.

The example of the most popular tools is video technologies used to provide videos of lectures or field experiences.
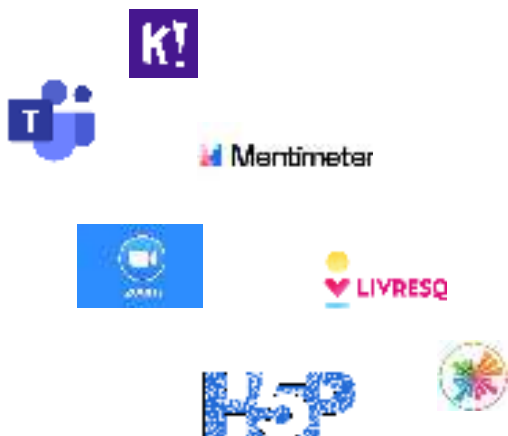
Education illustration vector created by pch.vector - www.freepik.com

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Group work

1. Which information and communication technologies (ICT) are used in teaching in your institution?

2. What tools and platforms do you use in your practice?

3. How do you apply these tools and platforms?

4. Which category do you think the tools, platforms used in your practice can be placed in and why?

5. What do you see as the advantages and disadvantages of the technologies used in your practice?

Please provide your answers on the worksheet for this activity „ONLINEHE_Axis3_Worksheet1.docx"

Presentation of group work

Review your answers and select 3 most important words that describe your experience:

1) tool or platform

2) course content

3) competence

Provide your answer here.

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Your questions and comments

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Module 3: The most common eLearning platforms and tools

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Pair work

Worksheet 2 contains the text you have to present to a remote audience.

1) Choose the tool(s) you will use to complete the task.

2) Create a presentation

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SEARCH   SELECT   SENSE MAKING   SHARE

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Presentation of pair work

TASK 2. Technologies in practice. Presentation of practical work

Present your practical work to the audience.

Explain which technologies you have chosen for the task and why.

Concluding discussion

Discuss what you have observed and discovered.

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Your questions and comments

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