eLearning @ S&T

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Missouri S&T Opportunities

• Improve student learning experience and outcomes
• Meet students’ technology expectations
• Use technology to facilitate “active-learning”
• Provide students with options (either/or options in online courses and face-to-face)
• Increase enrollments through new online programs
• Decrease the need for physical classrooms
Expanded Opportunities: Faculty

- Institutional support and recognition for those already ‘blending’
- Collaborative improvement of curriculum while preserving individual value of expertise and creativity
- Quantitative and qualitative measures of learning outcomes (integrated into course design)
- Scholarship of teaching opportunities
- Rich resources and support services for both pedagogy and technology
S&T Present

• Create inventory of current blended/online offerings (formal and informal)

• Propose campus eLearning strategy
  – Courses/programs
  – Institutional processes (admissions, registrations)
  – Institutional policies
    • Accreditation, P&T, incentives/rewards, intellectual property, etc.
S&T Future

• Balance/refine support models for eLearning activities (programs, staffing, partnerships)
• Identify target programs for fully online design/delivery
• Continue transformation to blended design/delivery
Why Blended Learning?

- New approaches to teaching
- Enhance student learning
- Maximize institutional resources
- Access; convenience; retention
- Stepwise approach to fully online
EdTech
and
You
Most of the courses I teach now are...

1. Traditional F2F (0% online) 16%
2. Web-enabled (1-29% online) 51%
3. Blended (30-79% online) 18%
4. Fully online (80-100% online) 14%

I believe...

1. Traditional lecture, face-to-face, is the best design/delivery strategy for all my courses (8%)

2. Blended is the best design/delivery strategy for one or more of my courses (58%)

3. Fully online is a potential for one or more of my courses (14%)

4. My department should offer a fully online degree/certificate program (20%)
The #1 barrier for me to adopt new pedagogy/technology is...

1. Time available to redesign and develop course materials
2. Lack of support resources (consultations, training, hot line, self-help materials)
3. Lack of appropriate tools (cameras, software, tablet PC, etc.)
4. Other
eFellows Program

- A competitive program to provide year-long support for faculty to develop courses using best practices for online learning. Program establishes faculty cohorts for peer support and development.
- Pilot year begins Spring 2010 for 3 faculty to transform foundational engineering courses to blended design/delivery for Fall 2010.
- CyberEd course for faculty development.
- Consultative support services.
eLearning Community of Practice

- Open to faculty interested in learning more about blended/online practices
- Participating faculty are invited to join the eFellows in the CyberEd course, and to apply principles and tools to their courses
- EdTech consultation services are also available

- Email Angie Hammons hammonsa@mst.edu if interested
Which of the following best describes your use of Blackboard?

1. I don’t use Blackboard in my classes 21%
2. I post course syllabus and grades 21%
3. I use many Bb features like discussion boards, online assignments, quizzes/exams, etc. 59%
Which describes your use of Web 2.0 and social networking tools?

1. I use wikis, blogs, Facebook, and/or other web 2.0 tools for my **personal** interests (49%)
2. I use wikis, blogs, Facebook, and/or other tools for my **research** interests (16%)
3. I use wikis, blogs, etc. as part of the **instructional** technology tools in my courses (16%)
4. What’s a wiki? (19%)
Tools

• Blackboard (CyberEd course)
  – Discussion board
  – Blogs, wikis, etc
  – Wimba

• Google Apps for collaboration
  – [http://it.mst.edu/googleapps.html](http://it.mst.edu/googleapps.html)
  – [https://sites.google.com/a/mst.edu/cyberedmultimediaresources/](https://sites.google.com/a/mst.edu/cyberedmultimediaresources/)
Tools

• Respondus – test making software; both printed and online
• Video editing
  – Camtasia, ping, etc.
• Publisher content and online tools
• YouTube.edu, OpenCourseWare, etc.
• Others
Thank You for attending the 3rd Annual S&T TLT Conference

Questions?

Discussion?