Clicks, Flicks and Tricks: Adapting New and Adopting Old Innovations
E – Conference 2011

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Acknowledgement

Abstract

As faculty and students struggle to use generations of online tools to enhance their learning outcomes, they are often challenged to integrate the content of the course while they build their capacity to use the online tools effectively within the context of their Learning Management System. The convergence of the adaption of new and adoption of old waves of innovative online tools would foster robust shared learning environment. This would further allow capacity building and confidence for generations of innovative tools in a steady and seamless manner.

This presentation demonstrates best practices from the convergence of the evolution (1) from tradition textbooks to online modules with video support for course materials, (2) of Faculty-student interactions from blogs/journals to online video conferencing and digital archiving (3) from traditional paper assignment submissions to online polling/surveys and the divergence (4) from faculty centered to students centered presentations through the use of clickers and video and (5) the reformulation of a new education paradigm which converges traits of face-to-face, hybrid and online courses.
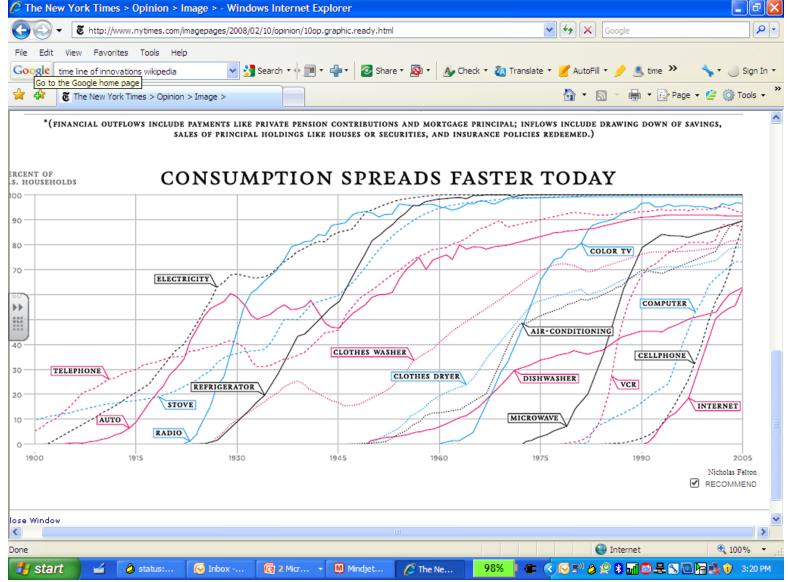
Outline

1) Diffusion of Innovation
2) Principles
3) 1st Generation Online Innovations
4) 2nd Generation Online Innovations
5) Assessment and Measures within Brain Based Context
6) Diffusion of Innovation Cases
    1) Platform
    2) Liquid Network
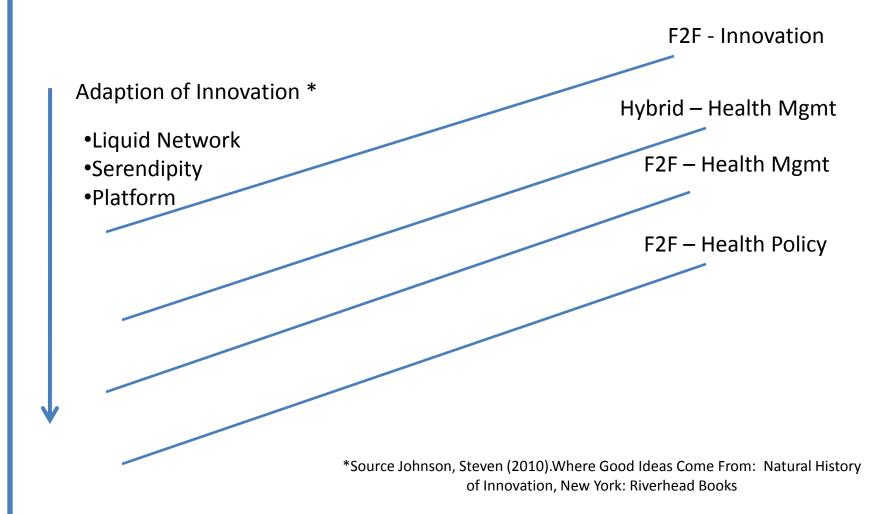   3) Serendipity – 1st and 2nd Generations
7) References

1.0 Diffusion of Innovation Curve
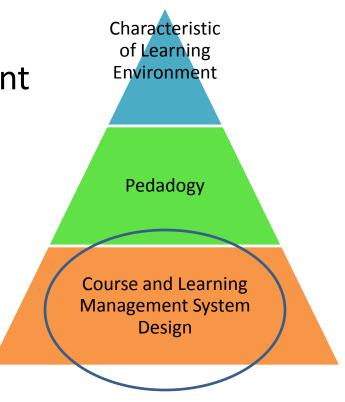
1.1 Diffusion of Innovation from Courses

Amount of Innovation

F2F - Innovation

Adaption of Innovation *

Hybrid – Health Mgmt

- Liquid Network
- Serendipity
- Platform

F2F – Health Mgmt

F2F – Health Policy

*Source Johnson, Steven (2010).Where Good Ideas Come From: Natural History of Innovation, New York: Riverhead Books

Period of time Taught

2.0 Principles for Assessing Learning

Characteristic of Learning Environment

Pedagogy

Course and Learning Management System Design

2.1 Principle: Quality Matters Rubric
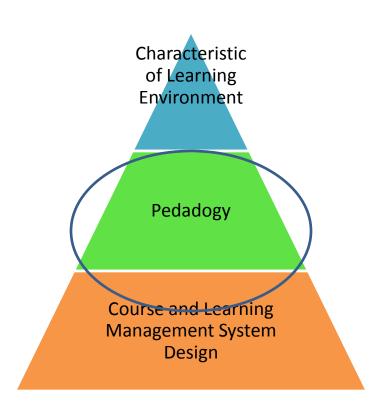
- Course Overview and Introduction
- Learning Objectives
- Assessment and Measurement
- Resources and Materials
- Learner Engagement
- Course Technology
- Learner Support
- Accessibility

Characteristic of Learning Environment

Pedadogy

Course and Learning Management System Design
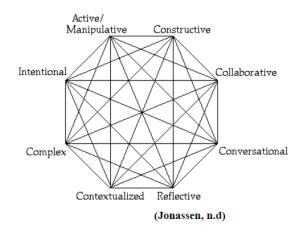
2.2 Principle: Pedagogy
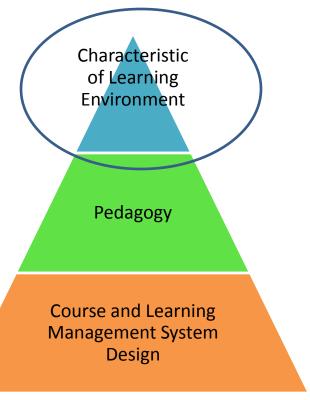
- F2F
- Hybrid
- Online
- Lecture / Didactic
- Seminar
- Case Base
- Problem Base
- Co-teaching
- Directing

Characteristic of Learning Environment

Pedadogy

Course and Learning Management System Design

2.3 Principle: Characteristics of Meaningful Learning as Guidelines for Designing Constructivist Learning Environments

(Jonassen, n.d)
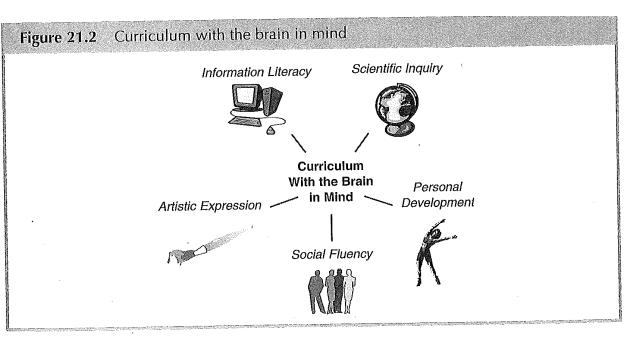
- Active
- Constructive
- Collaborative
- Intentional
- Complex
- Contextual
- Conversational
- Reflective

Characteristic of Learning Environment

Pedagogy

Course and Learning Management System Design

2.4 Principle – Brain based learning

Figure 21.2 Curriculum with the brain in mind
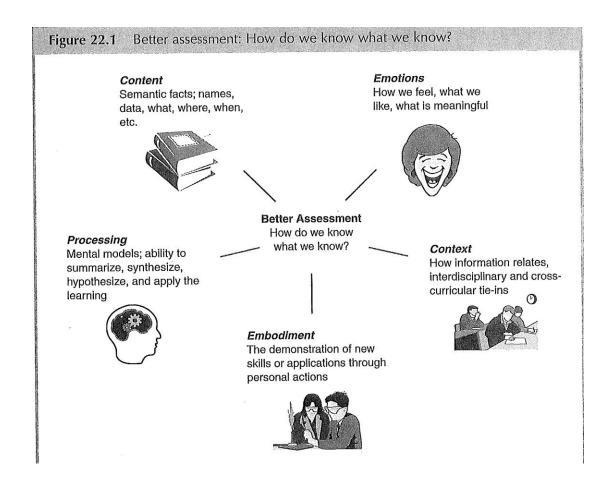
Brain Based Learning

- **Information Literacy**
- **Scientific Inquiry**
- **Personal Development**
- **Social Fluency**
- **Artistic Expression**

Source: Jensen, Eric (2008). Brain Based Learning: The New Teaching Paradigm. Thousand Oaks, CA: Corwin Press.

2.5 Principle – Brain based assessment

Figure 22.1 Better assessment: How do we know what we know?

Content
Semantic facts; names, data, what, where, when, etc.

Emotions
How we feel, what we like, what is meaningful

Processing
Mental models; ability to summarize, synthesize, hypothesize, and apply the learning

Better Assessment
How do we know what we know?

Context
How information relates, interdisciplinary and cross-curricular tie-ins

Embodiment
The demonstration of new skills or applications through personal actions

Brain Based Assessment

- **Content**
- **Processing**
- **Emotion**
- **Context**
- **Embodiment**

Source: Jensen, Eric (2008). Brain Based Learning: The New Teaching Paradigm. Thousand Oaks, CA: Corwin Press.

2.6 Types of Brain Based Assessment

- Media Creation
- Pre & Post test
- Demonstration/student teacher
- Model Making
- Commercial Short-films
- Case study problem
- Personal goals
- Mind mapping
- Group discussions

Source: Jensen, Eric (2008). Brain Based Learning: The New Teaching Paradigm. Thousand Oaks, CA: Corwin Press.

3.0 1st Generation Online Innovations

	Course Administration	Course Design	Course Pedagogy	Course Assessment/ Outcoms
Blog				Personal Journal on Learning
WIKI	Signing up of activities			
Discussion Board			Student Centered Learning	Assessment
Online Assessments				Pre and Post Assessments

4.0 2nd Generation Online Innovations

	Course Administration	Course Design	Course Pedagogy	Course Assessment/ Outcomes	Innovation Concept
Adobe Connect	Virtual Office	Adobe Connect	Adobe Connect		Serendipity
Media Site Video	E-mail for Survey Response	Video Capture		Project Presentation	Liquid Network
Polling		Class Preparation	Student Centered Learning	Assessment	Liquid Network
Media Site Video / Polling/Smart-board				Project Presentation	Platforming

5.0 Assessment and Measure on Brain Based Context
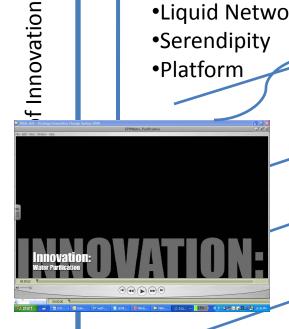
	Artistic	Social Influence	Personal Developmnet	Emotion	Context	Embodiment
Adobe Connect / Smartboard	In class Activities	In class Activities			In class Activities	
Media Site Video			Presenting	Presenting		Presenting
Polling				Clicker Activities	Clicker Activities	
Media Site Video / Polling/ Smartboard	Innovation Projects Lovely Acres	Innovation Projects Lovely Acres	Innovation Projects Lovely Acres	Innovation Projects Lovely Acres	Innovation Projects Lovely Acres	Innovation Projects Lovely Acres
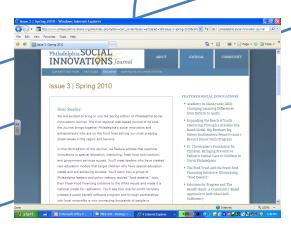
6.0 Diffusion of Innovation – Platform

F2F - Innovation

Hybrid – Health Mgmt

Adaption of Innovation

- Liquid Network
- Serendipity
- Platform

of Innovation

Period of time Taught

6.0 D of I– Platform – Innovation Project 2010 (Media Creation, **case study problem, model building and personal goal**) cont'd

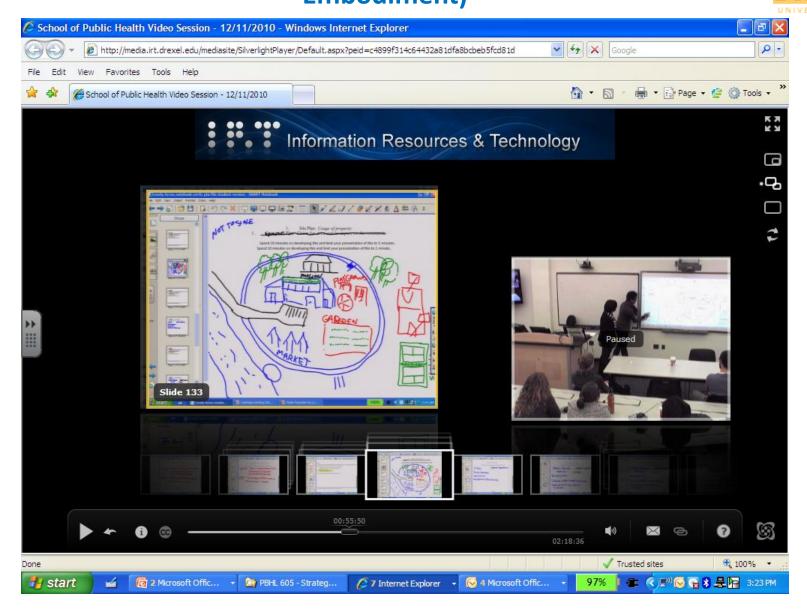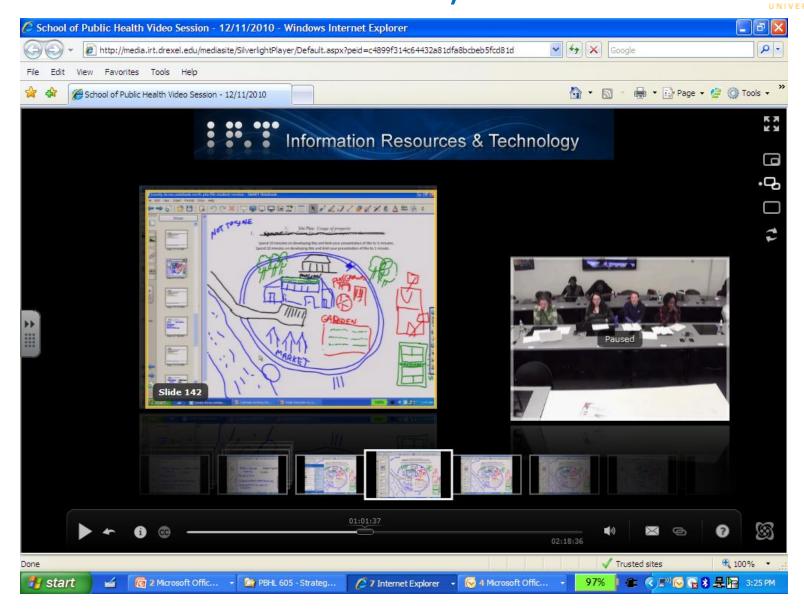# 6.0 D of I– Platform – Innovation Project 2011 (Media Creation, case study problem, model building, personal goal, **student teacher and pre and post test**)
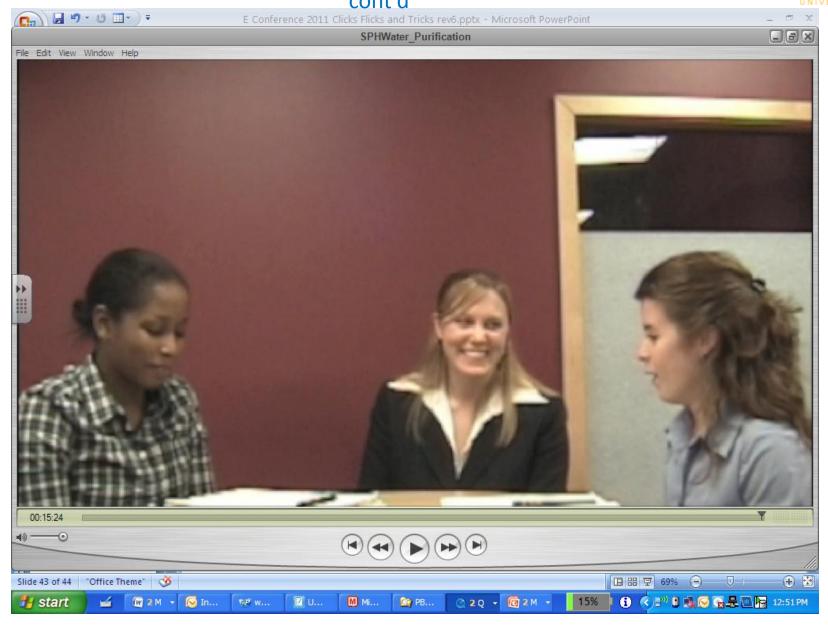
cont'd

6.1 Diffusion of Innovation – Liquid Network

F2F - Innovation

Hybrid – Health Mgmt

F2F – Health Mgmt

Adaption of Innovation

- Liquid Network
- Serendipity
- Platform

Amount of Innovation

Period of time Taught
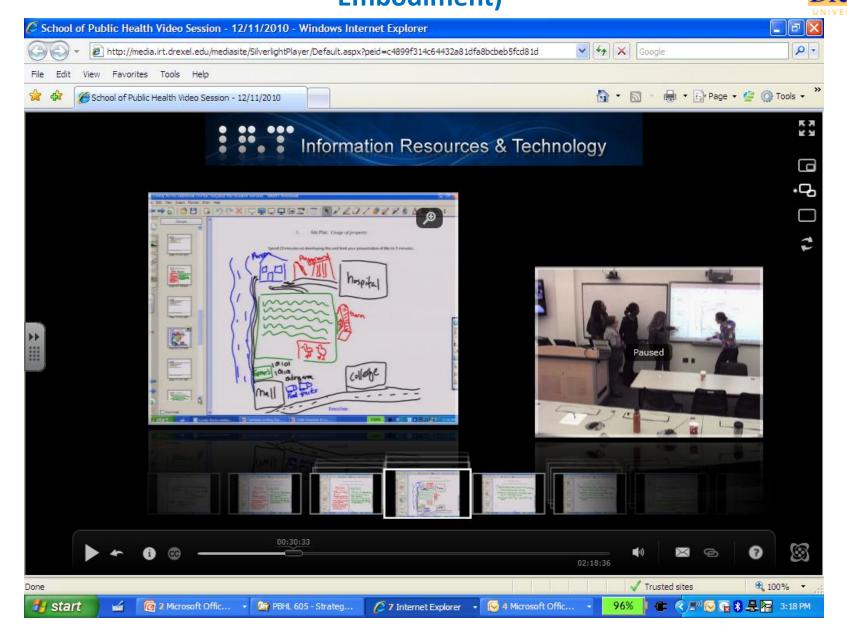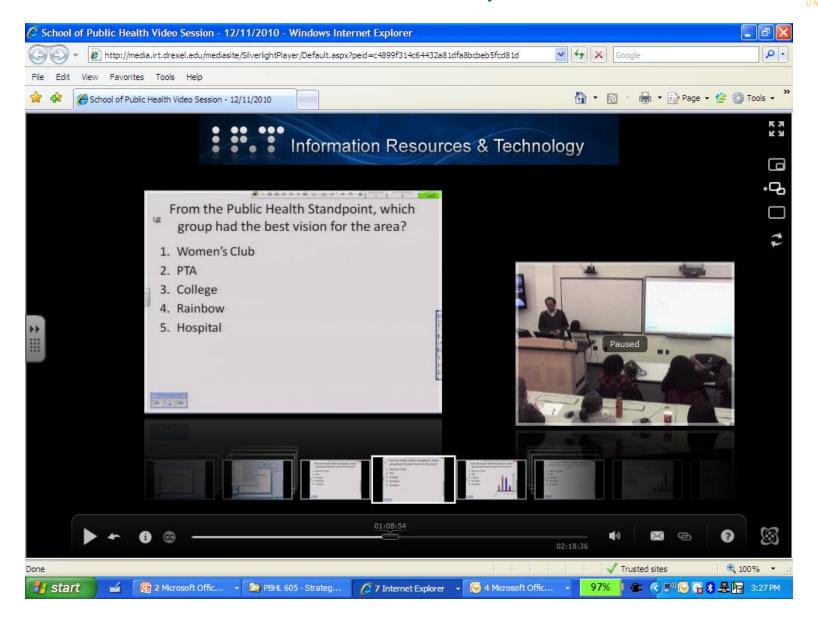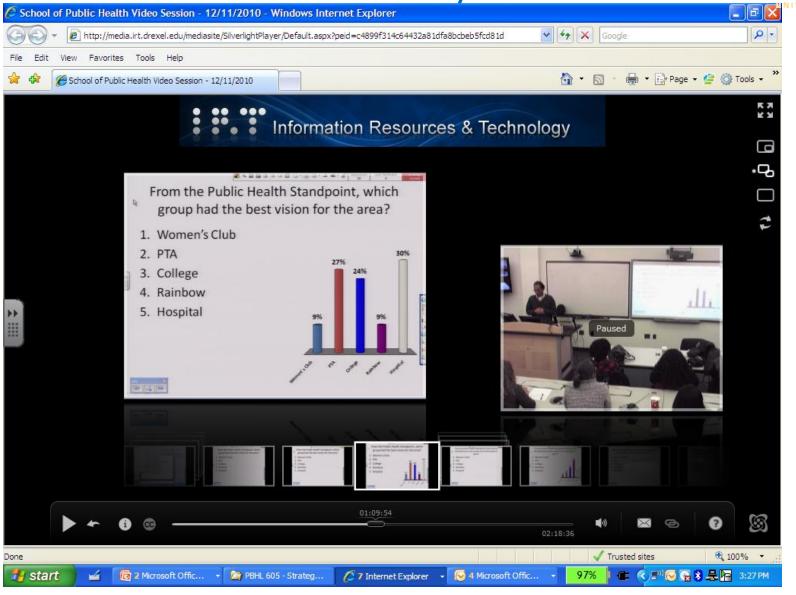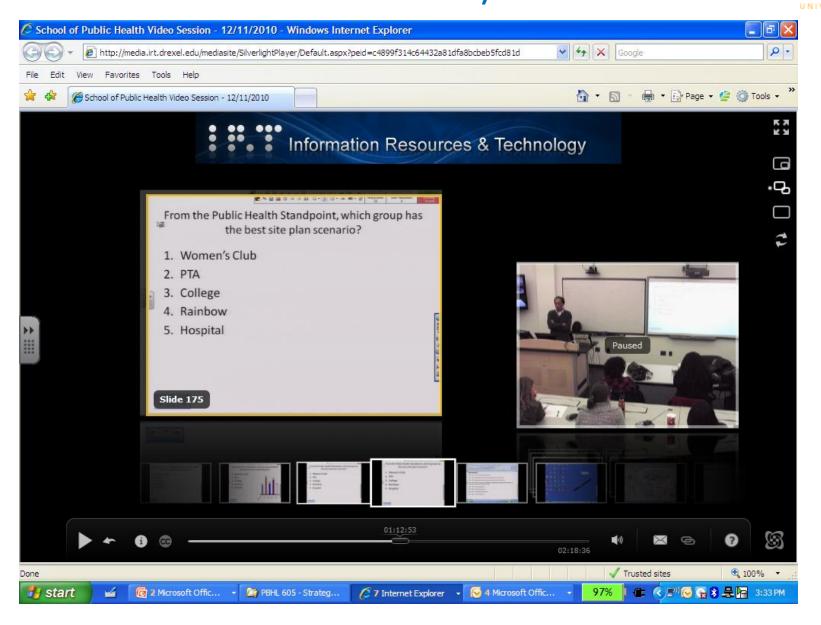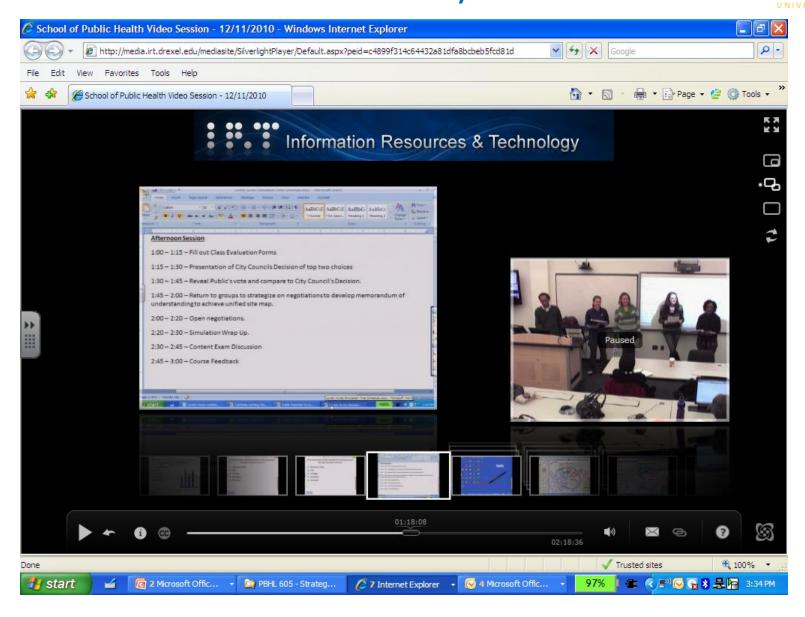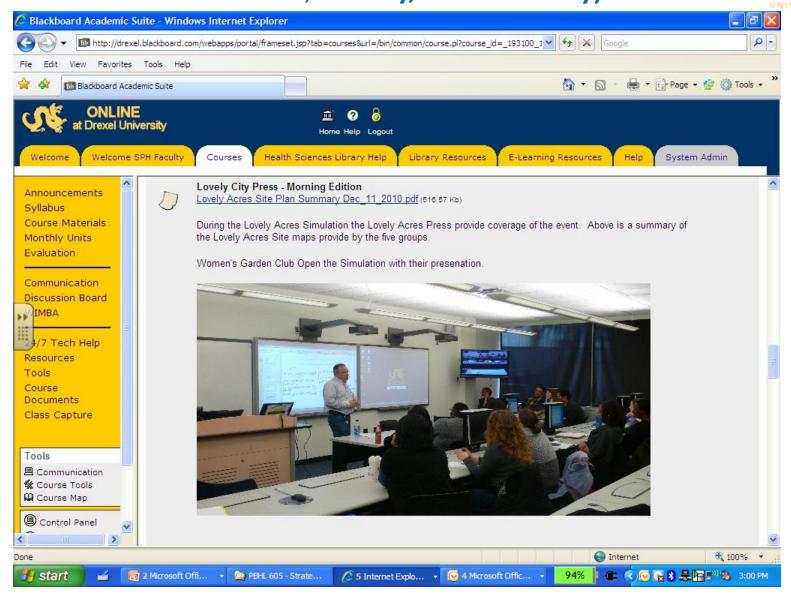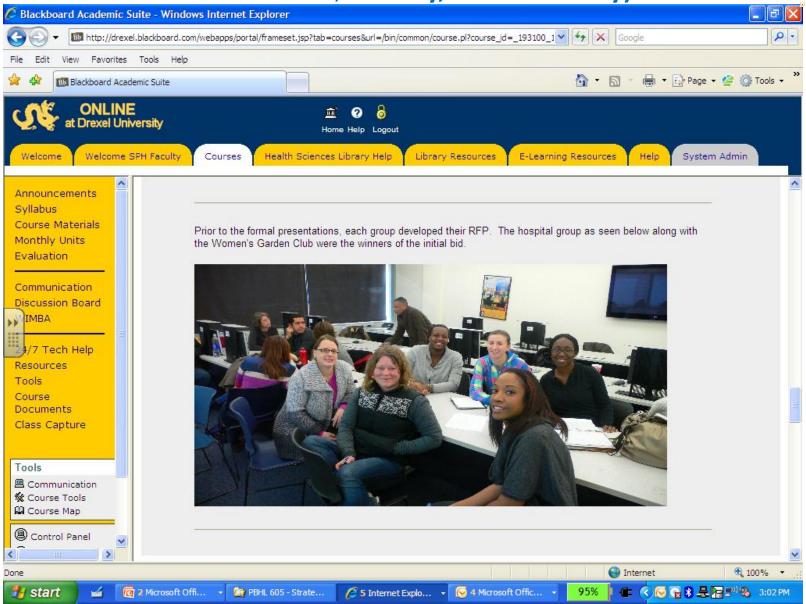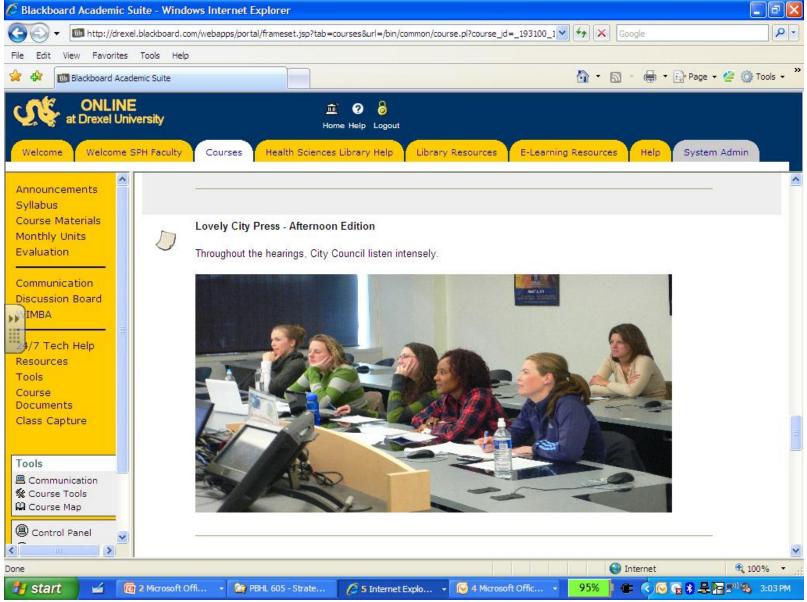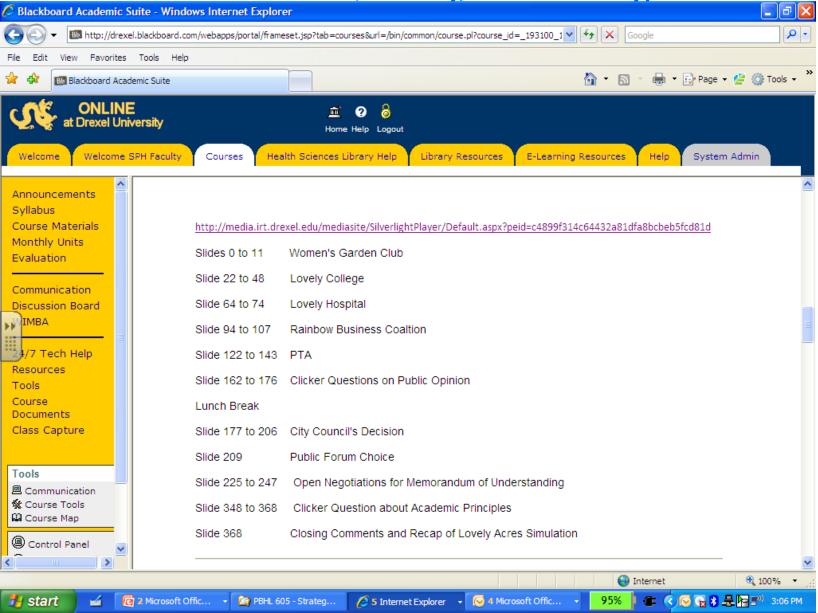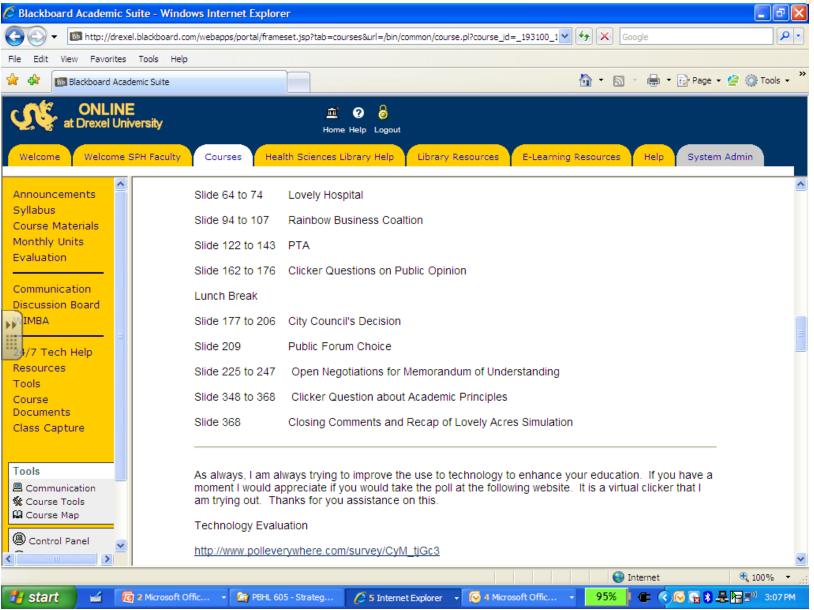
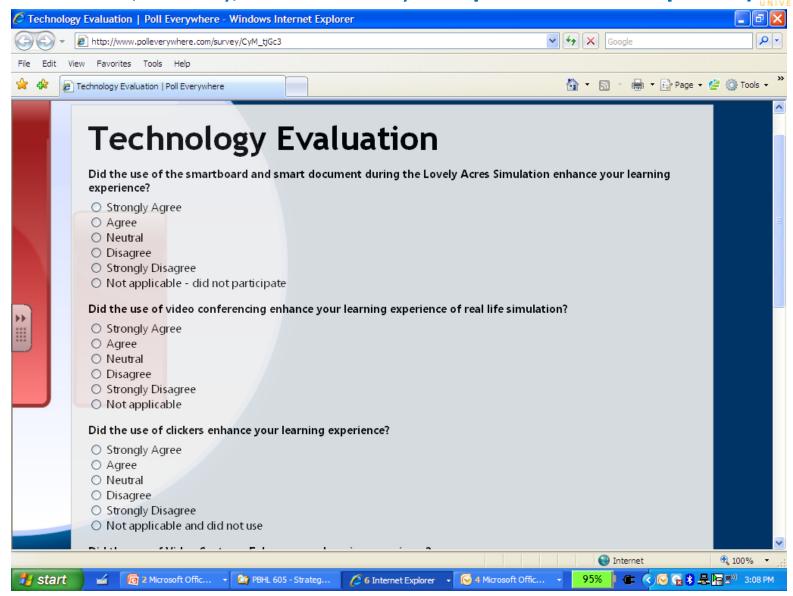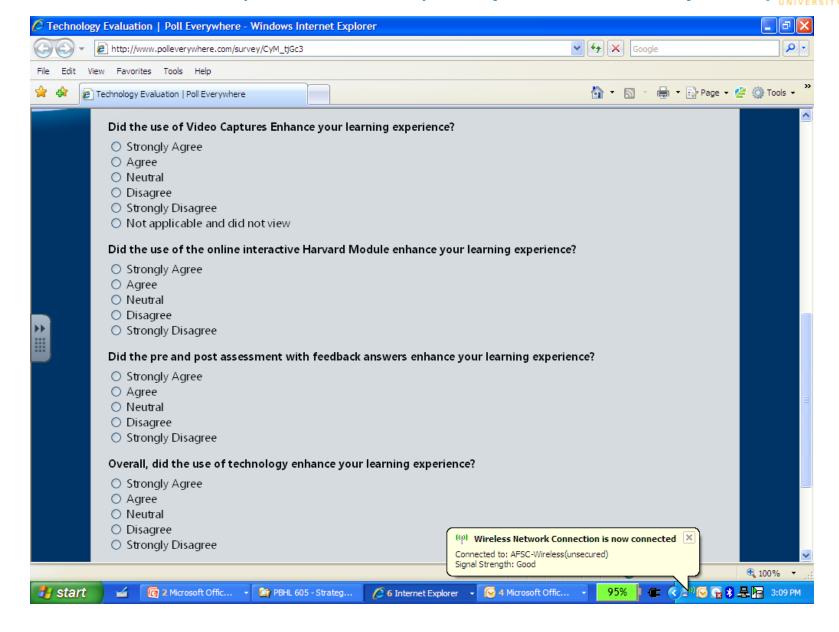# 6.1 D of I – Liquid Network – Lovely Acres (Emotion, Context and Embodiment, Artistry, Social Fluency)

Blackboard Academic Suite - Windows Internet Explorer

http://drexel.blackboard.com/webapps/portal/frameset.jsp?tab=courses&url=/bin/common/course.pl?course_id=_193100_1   Google

File   Edit   View   Favorites   Tools   Help

Blackboard Academic Suite   Page ▾   Tools ▾

ONLINE
at Drexel University

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Announcements
Syllabus
Course Materials
Monthly Units
Evaluation

Communication
Discussion Board
WIMBA
24/7 Tech Help
Resources
Tools
Course
Documents
Class Capture

Tools
🖳 Communication
✦ Course Tools
📖 Course Map

⊕ Control Panel

Slide 64 to 74	Lovely Hospital
Slide 94 to 107	Rainbow Business Coaltion
Slide 122 to 143	PTA
Slide 162 to 176	Clicker Questions on Public Opinion
Lunch Break	
Slide 177 to 206	City Council's Decision
Slide 209	Public Forum Choice
Slide 225 to 247	Open Negotiations for Memorandum of Understanding
Slide 348 to 368	Clicker Question about Academic Principles
Slide 368	Closing Comments and Recap of Lovely Acres Simulation

As always, I am always trying to improve the use to technology to enhance your education. If you have a moment I would appreciate if you would take the poll at the following website. It is a virtual clicker that I am trying out. Thanks for you assistance on this.

Technology Evaluation

http://www.polleverywhere.com/survey/CyM_tjGc3

🌐 Internet   🔍 100% ▾

🏁 start   📄 2 Microsoft Offic... ▾   📁 PBHL 605 - Strateg... ▾   🌐 5 Internet Explorer ▾   📄 4 Microsoft Offic... ▾   95%   3:07 PM

6.1 D of I – Liquid Network – Economic Exercise (Context and Embodiment)
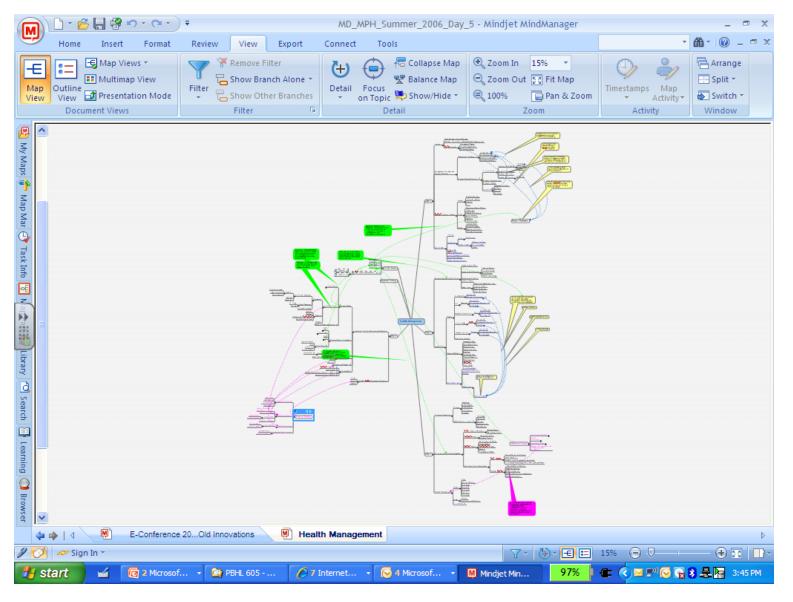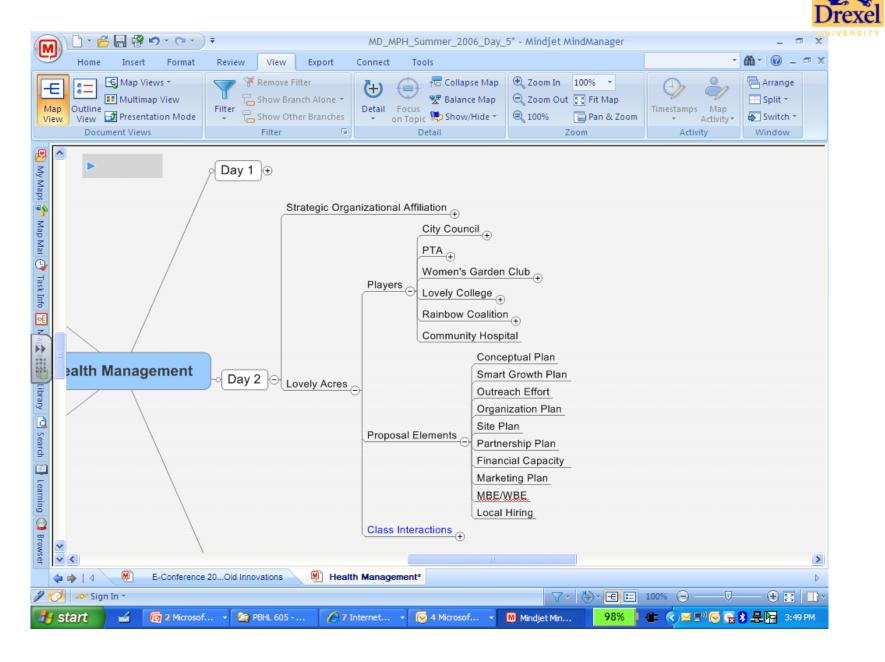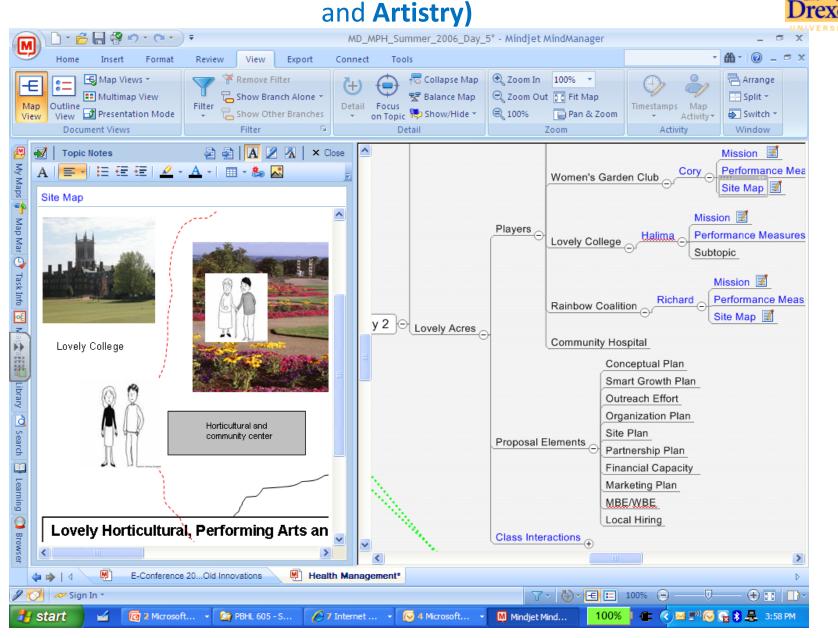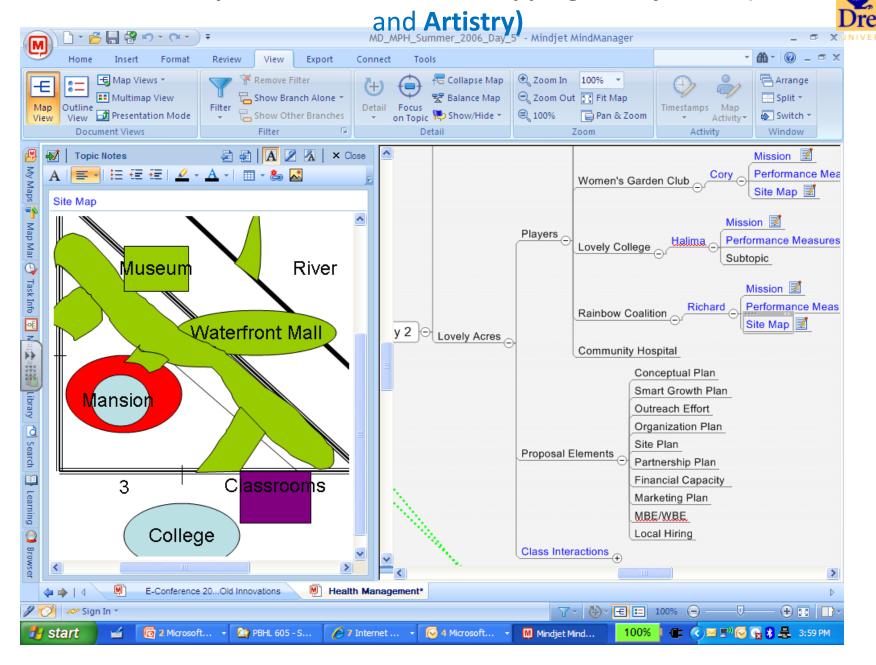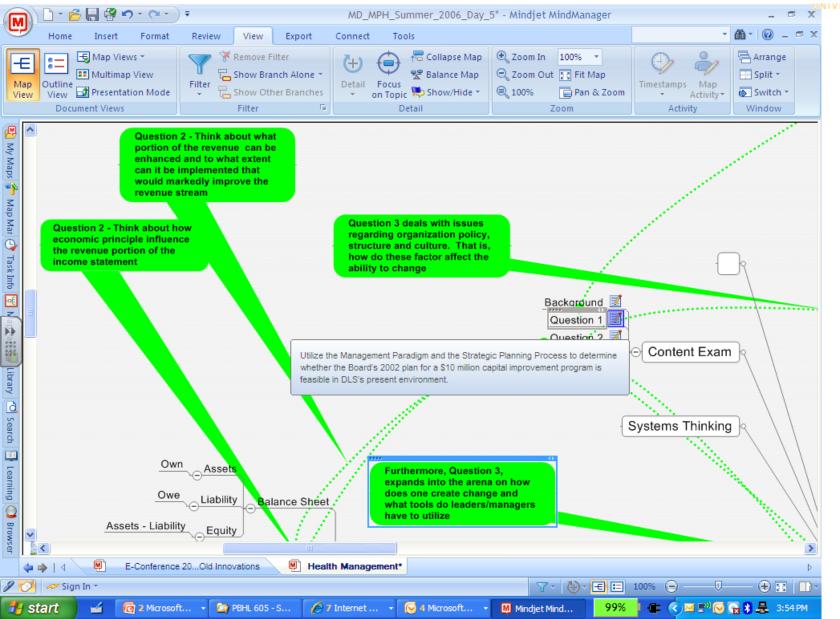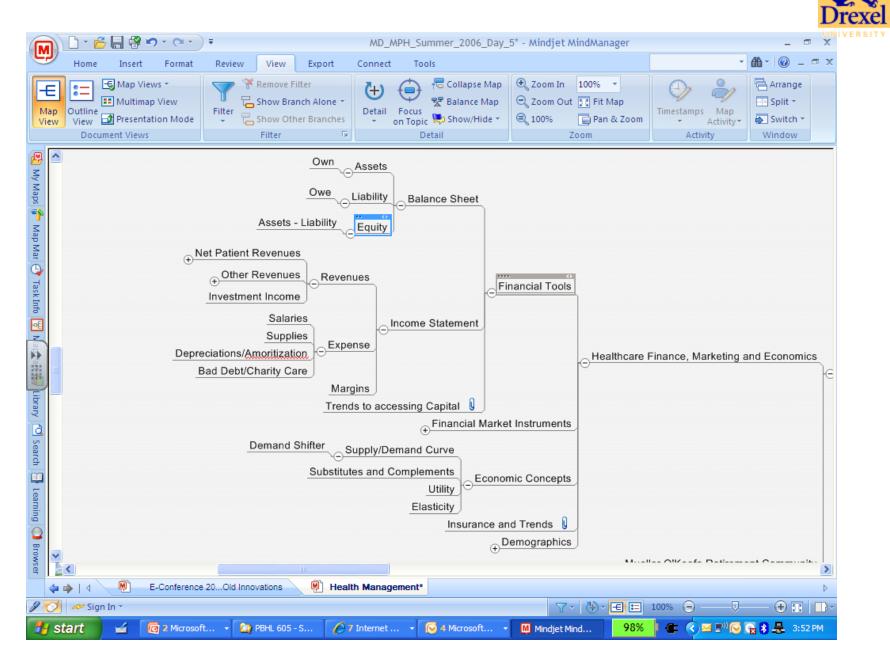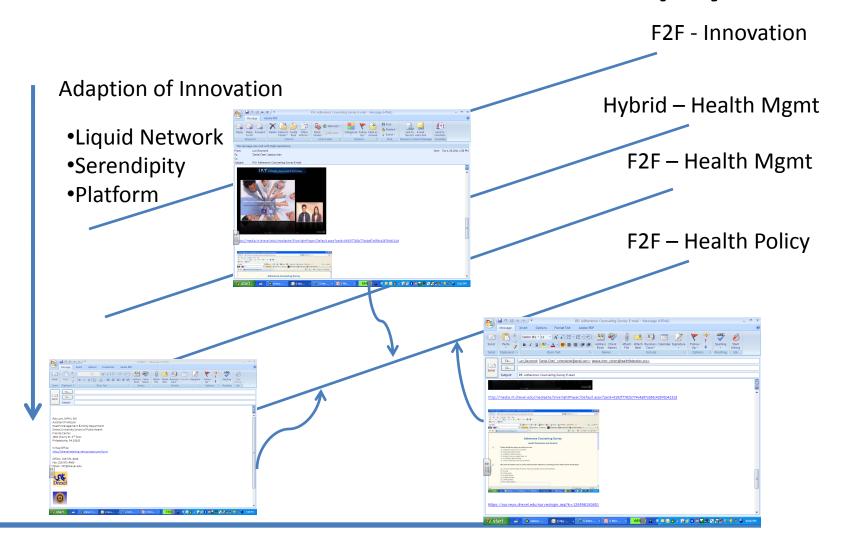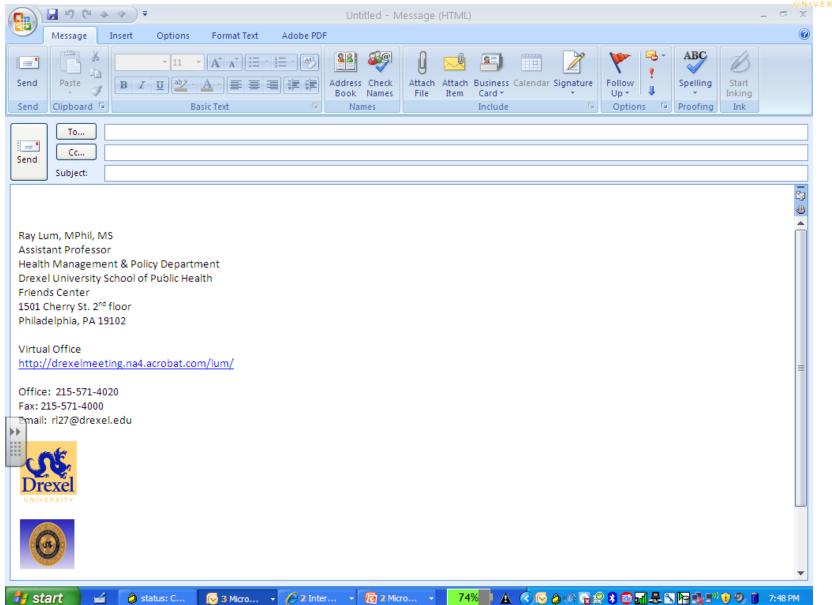
6.2 Diffusion of Innovation - Serendipity
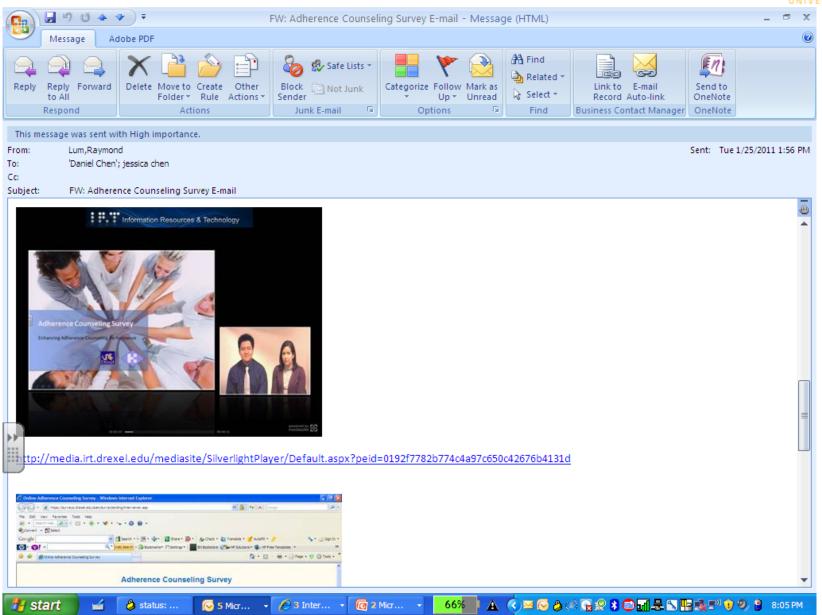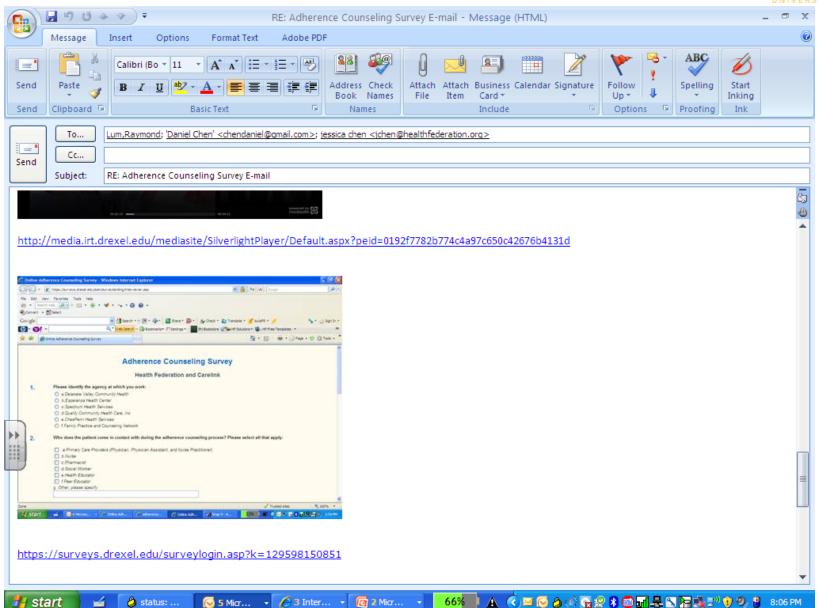
Amount of Innovation

Adaption of Innovation

- Liquid Network
- Serendipity
- Platform

F2F - Innovation

Hybrid – Health Mgmt

F2F – Health Mgmt

F2F – Health Policy

Period of time Taught
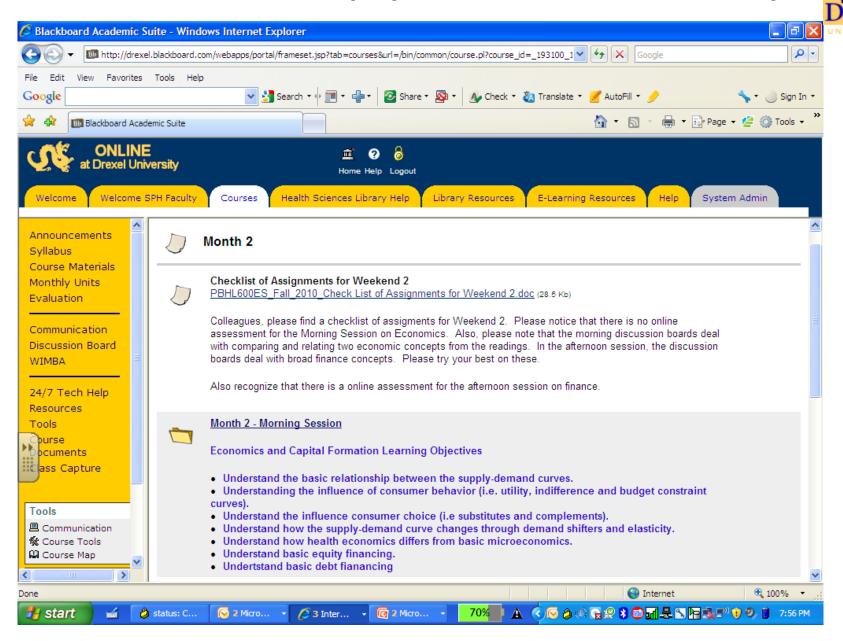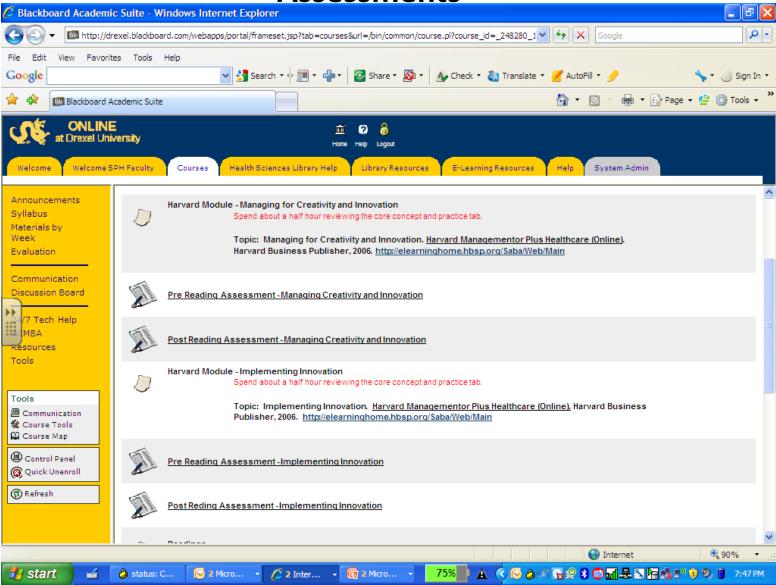
6.2 D of I – Serendipity – 1ˢᵗ Generation – Blogs

7.0 References

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