

ICT FOR TRAINING

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Overview

E-LEARNING

LEARNING MANAGEMENT SYSTEMS

MOBILE LEARNING AND VIRTUAL LEARNING

CONCLUSIONS



E-Learning...What is it?

Definition: The use of technology for designing, providing, administering, supporting and promoting education

Roughly speaking, learning thanks to information technologies on line or not.



IPSE DIXIT

In 1999, John Chambers, CEO of Cisco System said:

“the next killer application in Internet will be education. The education in the Internet is going to be so important that E-mail will seem nothing compared.”

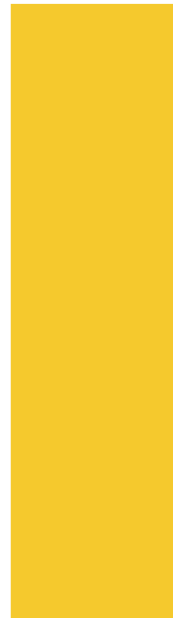
Where are we now?

E-Learning is it really a killer application?

ANSWER:

It depends on your organization and where it is located in the market.

It should be considered as strategic within the organization and not just be implemented ad hoc.





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Adult learning principles

Adult learning:
“Malcom Knowles” theory

Adults are autonomous and self-directed

Adults have accumulated a foundation of life experiences and knowledge that may include work-related activities, family responsibilities, and previous education

Adults are goal-oriented

Adults are relevancy-oriented

Adults are practical, focusing on the aspects of a lesson most useful to them in their work

As do all learners, adults need to be shown respect

E-LEARNING: STRENGTH

Cut of traveling costs to reach the learning place and time saving

Immediate availability of the learning materials (anywhere and anytime).

Students can learn at their own pace increase of self confidence

Consistency of the learning material quality

Variety of delivery methods

Immediate feedbacks and scores.

Easy and not expensive updating of learning materials.



E-Learning: weaknesses

Human

Organizational

Cultural resistance



Technological

Bandwidth availability

Technological support

Start up costs



E-Learning: team

Project manager

Instructional Designers

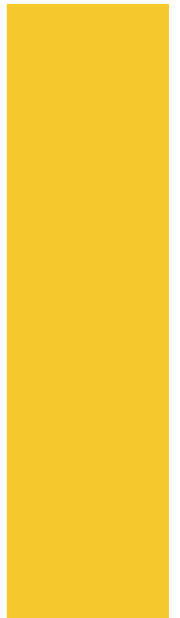
Learning content Experts

Software developers

Graphics, multimedia experts

Quality controllers

Tutors





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Can we abolish face to face courses?

Probably no because:

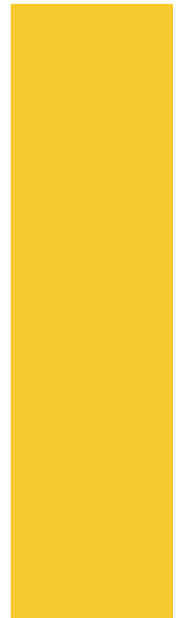
Traditional classes has some facets that are not transferable in an electronic way

**The best courses are in blended modalities mixing distance learning and face to face learning
(Blended Learning)**



IPSE DIXIT:

“teachers can not be substituted by technology – but teachers who are familiar with technology can replace the ones who don’t use it.” - B.W. Seibert





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Learning Management Systems

A Learning Management System (LMS) is software for delivering, tracking and managing training.

Many LMS are WEB based to allow the concept of "anywhere and anytime" access to learning materials.



What a LMS is used for?

- access learning materials (interactive and multimedia),**
- view announcements (such as reminders),**
- perform online tasks (such as submitting an assignment),**
- Give prompt feedbacks,**
- Learning performance evaluation,**
- encouraging collaborative and peer-to-peer learning.**



LMS platforms

Commercial:

WebCT, Blackboard, Angel

Proprietary:

Virtual C@mpus (USGM)

Open source

Moodle , Sakai , Dokeos, Claroline ILIAS ,
Docebo, Chamilo



Open Source LMS

Free

built in modules (flexible)

Customizable

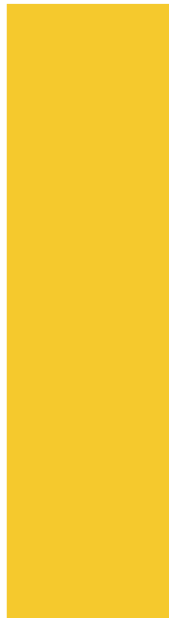
huge community of developers and users that means new enhanced releases and debugs.



LMS: example

An example: Caroline and the AVATAR project online course

http://89.202.197.83/avatar_lms



WHY M-LEARNING

in-your-hands...

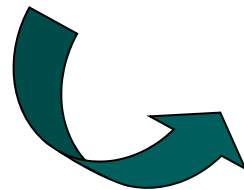
in-your-pocket...

on-demand...

on-the-move...

just-in-time...

just-in-place...



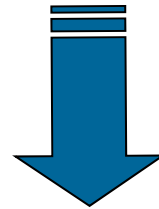
“Stolen moments of Learning”

[David Metcalf, 2005]



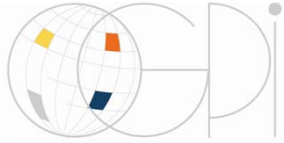
WHY A BLENDED METHODOLOGY

**m-learning as an “addendum to go”
in combination with other forms of learning ...**



**... to supply complementary types of Learning
objects and communication tools that fit the device
peculiarities in order to create synergies.**





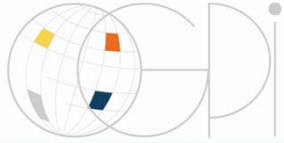
VIRTUAL LEARNING

Virtual worlds can overcome the limitations of a traditional classroom setting.

Virtual worlds are the ideal places for collaborative learning, role playing, serious gaming and learning by doing.

People find this kind of environment more engaging and attractive: learning process more effective.





CONCLUSIONS

E-Learning is suitable especially for adults who are self directed and have many other commitments to comply with.

E-Learning conveys an enhanced training experience thanks to ICT technologies (multimedia, social software, virtual reality, ...)

Nevertheless there is no matter of improvisation in this field. Effective E-Learning requires a composite team of experts in different fields and this implies a certain investment in the start up phase.



Thank you!

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