

สรุปเนื้อหาการบรรยายการประชุมนานาชาติ

Ramkhamhaeng University

e-Learning International Conference 2006

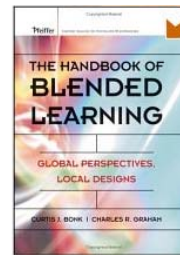
"Learning Theories VS Technologies?"

14-16 December 2006



### Curt J. Bonk, Ph.D., Professor

- Professor, Department of Instructional System Tech (IST), Indiana University President SurveyShare, Inc. and CourseShare, LLC
- <http://mypage.iu.edu/~cjbok/>
- บรรยายเรื่อง e-Learning - Its about Nature(Technology) and Nurture(Pedagogy)
- The Handbook of Blended Learning: Global Perspectives, Local Designs



### e-Learning - Its about Nature (Technology) and Nurture (Pedagogy)

#### Content: Part I

- **Topic e-Learning - Its about Nature(Technology) and Nurture(Pedagogy)**
- Nature and Nurture : An Instruction Model
- Part I: People, Social, and Cultures
- Next Generation Students
- Effects of Interactive Multimedia in Distance Learning
- Learning in Cafes and Pubs USA Today
- Behavioristic Interactivity
- Online PowerPoint?



- Learner Control: Older Learners
- Learner Control: Younger Learners
- Interaction: Older Learners
- Simulation: Younger Learners
- Neomillennial Learning Styles
- The Ten Forces that Flattened the Learning World
- **Emerging Technology**
  - Trend 1 : Blogging
  - Trend 2 : Wikis
  - **Trend 3 : Podcasting, Webcasting, and Coursecasting**
    - Podcast: **iPod broadcast** : <http://movielibrary.lynda.com/html/modPage.asp?ID=214>
  - Trend 4 : Virtual Worlds/Virtual Reality/MMOG(Massively multiplayer online game)
    - [http://en.wikipedia.org/wiki/Massively\\_multiplayer\\_online\\_game](http://en.wikipedia.org/wiki/Massively_multiplayer_online_game)
  - Trend 5 : Wireless Technology
  - Trend 6 : Mobile Technology
  - **Trend 7 : Collaborative Tools**
  - **Trend 8 : Open Courseware**
  - Trend 9 : OpenSource Courseware Moodle and Sakai Project
  - Trend 10 : Synchronous Conference
  - Trend 11 : Accessible Technology
  - Trend 12 : Skype : Online Phone Cell
  - Trend 13 : Social Networking Software(Web2.0)
  - Trend 14 : Explorer Virtual Worlds and online Representations(UCLAs CVRLab)
  - Trend 15 : Use Google Maps Mashups in K-12 Education
  - Trend 16 : Portals: e.g., Museum of Online Museum
  - Trend 17 : Learning Object Directors(e.g., Connexions Growth)

## Content: Part II

- **Topic e-Learning - Its about Nature(Technology and Nurture(Pedagogy))**
- **Learning Centered Technology Ideas**
  - Learner-Centered Learning Principles
  - **Constructivistic Teaching Principles(Brooks, 1990)**
  - Sociocultural Ideas
  - **Frameworks: A Theory of Critical Inquiry in online Distance Education**



- [Model of Teaching and Learning Through CMC\(Gilly Salmon,2000\)](#)  
(CMC: computer-mediated conferences)
- **24 Blended Learning Solutions**
  - Blended Solution 1. Video Streamed Lectures and Expert Commenting
  - Blended Solution 2. Warm-ups Online Just-In-Time-Teaching(JiTT) <http://webphysics.iupui.edu/jitt/jitt.html>
  - Blended Solution 3. Apprenticeship: Electronic Guests & Mentoring
  - Blended Solution 4. Online Simulation: Financial Accounting;(University of Calgary)
  - Blended Solution 5. Concept Mapping Tools
  - Blended Solution 6. Educational Simulations, Scenarios, and Manipulation
  - Blended Solution 7. Real World Problems(PBL Online): Real time Cases
  - Blended Solution 8. Video Scenario Learning
  - Blended Solution 9. Instructor Presentation in Synchronous Sessions
  - Blended Solution 10. Video Observations(e.g., Virtual Psychiatric Interview, Trinity College, Dublin)
  - Blended Solution 11. Instructor Portal: e.g., Self Study in anatomy
  - Blended Solution 12. Sharing in Virtual Teams (e.g., Groove, SharePoint)
  - Blended Solution 13. Online Synchronous Cases and Teams; Simulated Boardroom Chat; College Wales, University of Glamorgan
  - Blended Solution 14. Cross-Class Collab(Indiana University and Open U of Malaysia)
  - Blended Solution 15. Online Groups
  - Blended Solution 16. Term Meeting in Skype
  - Blended Solution 17. Community of Learners: Medical and Business Cases Online(Case Community)
  - [Blended Solution 18. Community of Practice: Online Professional Development](#)
  - Blended Solution 19. Anchored Instruction: News Content Video (CTGV,1990?)
  - Blended Solution 20. Virtual Reality / Worlds First Course in a Virtual World (Second Life)
  - Blended Solution 21. Educational Simulations
  - Blended Solution 22. Art and History Exhibits
  - Blended Solution 23. Basic Acoustics of Musical Instruments
  - Blended Solution 24. Peer Critique in Breeze
  - Blended Solution 25. Exploration and Demonstration: Virtual Fieldtrip, Tours, Timeline

หมายเหตุ : ข้อมูลเพิ่มเติมของศัพท์บางคำ

- **E-learning 2.0** คือ การเปลี่ยน โฉมของ E-learning เดิมๆ เป็น Student-centered E-learning ที่นำเอา Web 2.0 Blogging Podcast and Videocast เข้ามาเป็นเครื่องมือที่ช่วยให้ให้นักเรียนเป็น active learners  
<http://www.elearnmag.org/subpage.cfm?section=articles&article=29-1>
- **Podcasting : iPod broadcast**

A **podcast** is a media file that is distributed by subscription (paid or unpaid) over the [Internet](#) using



[syndication feeds](#), for playback on mobile devices and [personal computers](#)<sup>[1]</sup>. Like 'radio', it can mean both the content and the method of broadcast. The latter may also be termed **podcasting**. The [host](#) or [author](#) of a podcast is often called a **podcaster**.

Though podcasters' web sites may also offer direct [download](#) or [streaming](#) of their content, a podcast is distinguished from other digital audio formats by its ability to be downloaded automatically using software capable of reading feed formats such as [RSS](#) or [Atom](#).

**ตัวอย่าง :**

Podcast + Videocast Essential Training - lynda.com Online Training Library &trade

<http://movielibrary.lynda.com/html/modPage.asp?ID=214>

- **Webcasting**

The word **webcast** is derived from "web" and "broadcast". Its use has varied since the early-mid 1990s as the nature of the medium came into public use. Webcasting is sending audio and/or video live over the Internet. In essence, webcasting can be thought of as broadcasting over the Internet.

(v.) (1) To use the Internet to broadcast live or delayed audio and/or video transmissions, much like traditional television and radio broadcasts. For example, a university may offer on-line courses in which the instructor Webcasts a pre-recorded or live lecture, or an enterprise may Webcast a press conference in lieu of or in addition to a conference call. Users typically must have the appropriate multimedia application in order to view a Webcast.

(2) To use push technology, to send Web-based information to an Internet user.

(n.) The data transmission that results from one of the above methods.

Netcast is another name for Webcast.

**ตัวอย่าง :**

Webcast Berkeley: <http://webcast.berkeley.edu/>

UN Webcast : <http://www.un.org/webcast/>

Bill Gates Webcasts: <http://www.microsoft.com/events/executives/billgates.mspx>

- **Blended Learning**

- Thoughtful **integration** of face-to-face and online learning.
- An opportunity to **enhance** the classroom experience and **extend** learning through the innovative use of Internet information and communications technology.
- **Not an add-on**; redesign approaches (e.g., replace lectures, add online activities)

**Blended learning** is the combination of multiple approaches to learning. For example:- self-paced, collaborative or inquiry-based study. Blended learning can be accomplished through the use of 'blended' virtual and physical resources. Examples include combinations of technology-based materials, face-to-face sessions and print materials. The concept of blended learning has particular relevance to language learning. [http://en.wikipedia.org/wiki/Blended\\_learning](http://en.wikipedia.org/wiki/Blended_learning)