



Enhancing Technology in Teaching & Learning
(Course ID: 471707)
Learning & Teaching PhD Programme
An-Najah National University
Palestine

July 7 - 9, 2020



eLearning reference model for a non virtual or distance university

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Course data



Course	Course title: Enhancing Technology in Teaching & Learning Course ID: 471707
Description	This course addresses the strategies of employing technology in teaching and learning, focusing on a number of related notions such as open learning, e-learning, blended learning, and electronic course design. It also addresses the notion of open electronic sources, how to produce and publish them, and how to access and make use of the published resources through databases and free open online sources. It also addresses electronic publishing and its ethics and licensing
Academic year	2019-2020
Duration	8 weeks
Workload	3 academic credits
Number of lessons	14, 2 lessons a week (1 hour, each); 7 lecture-weeks + 1 assessment
Start	June, the 9 th , 2020
End	July, the 28 th , 2020
Competences	<ul style="list-style-type: none">• Effective use of technology as a complement to improve learners' habits, competences and performance• Effective use of technology as a key tool to facilitate learning processes• Effective use of technology as a key tool to design, use, re-use, implement, asses, manage and perform excellent online courses and teaching methodologies

Course data



An-Najah. PhD Programmes in Learning & Teaching. Summer Course on TEL, 2020

Schedule of live lectures and weekly topics

Nr	Date	Forename of lecturer	Surname of lecturer	Title of lecture
1	June, 9	Daniel	Burgos	Technology-enhanced learning as a key milestone in education
2	June, 11	Daniel	Burgos	Effective tools for teaching online
3	June, 16	Saida	Affouneh	Online support for online learner and teachers
4	June, 18	Saida	Affouneh	Online support for online learner and teachers
5	June, 23	Khalid	Berrada	Open Educational Resources and Open Science
6	June, 25	Khalid	Berrada	Designing LMS platforms to disseminate OER at the university
7	June, 30	Alberto	Corbi	State-of-the-art methods and tools for assignment completion in online STEM education
8	July, 2	Alberto	Corbi	State-of-the-art methods and tools for assignment completion in online STEM education
9	July, 7	Francisco José	García-Peñalvo	eLearning reference model for a non virtual or distance university
10	July, 9	Francisco José	García-Peñalvo	eLearning reference model for a non virtual or distance university
11	July, 14	Ahmed	Tlili	Application of games and gamification in the learning process
12	July, 16	Ahmed	Tlili	Application of Smart educational games to enhance learning outcomes
13	July 21	Katherine	Wimpenny	Collaborative Online International Learning (COIL)
14	July, 23	Katherine	Wimpenny	Collaborative Online International Learning (COIL)
15	July, 28	Saida, Daniel	Burgos, Affouneh	Presentation of final project

Contents

1. Institutional context
2. Presenting the issue
3. eLearning evolution
4. GRIAL eLearning model
5. eLearning reference model
6. Reflections
7. Activities
8. References



1. Institutional context

University of Salamanca

- Oldest university in Spain (since 1218, more than 800 years of history)
- Medium-size university (around 30,000 students)
- Traditional, face-to-face university
- <https://www.usal.es/>



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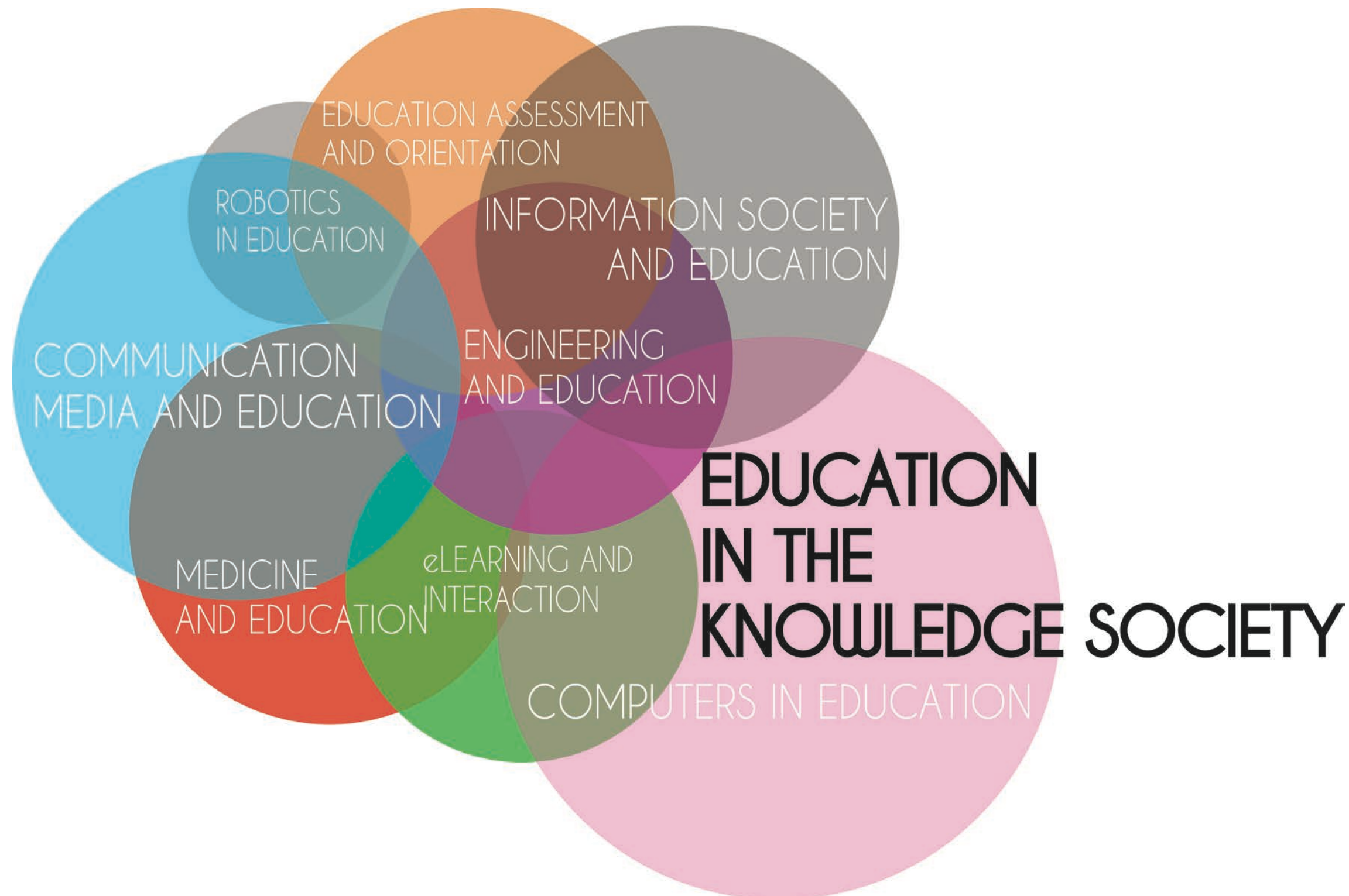
<https://youtu.be/jPpF0HYs6cg>

Research Institute for Educational Sciences



- 
- IUCE - <https://iuce.usal.es/>
 - The IUCE is characterized by its interdisciplinary nature in both research-innovation activities and training of university teachers

Education in the Knowledge Society PhD Programme [1-5]



Education in the Knowledge Society PhD Programme

- Official degree of the University of Salamanca
- Linked to and supported by the research groups of the Research Institute for Educational Sciences
- The teaching&learning processes and technological advances are taken as the driving force behind the advancement of the Knowledge Society
- Interdisciplinary approach
- More information at
<http://www.usal.es/webusal/node/30026>
<http://knowledgesociety.usal.es>



GRIAL Research Group ^[6-7]

- Recognized group inside the University of Salamanca (since 2006)
- Excellence research group (since 2007)
- <https://grial.usal.es>

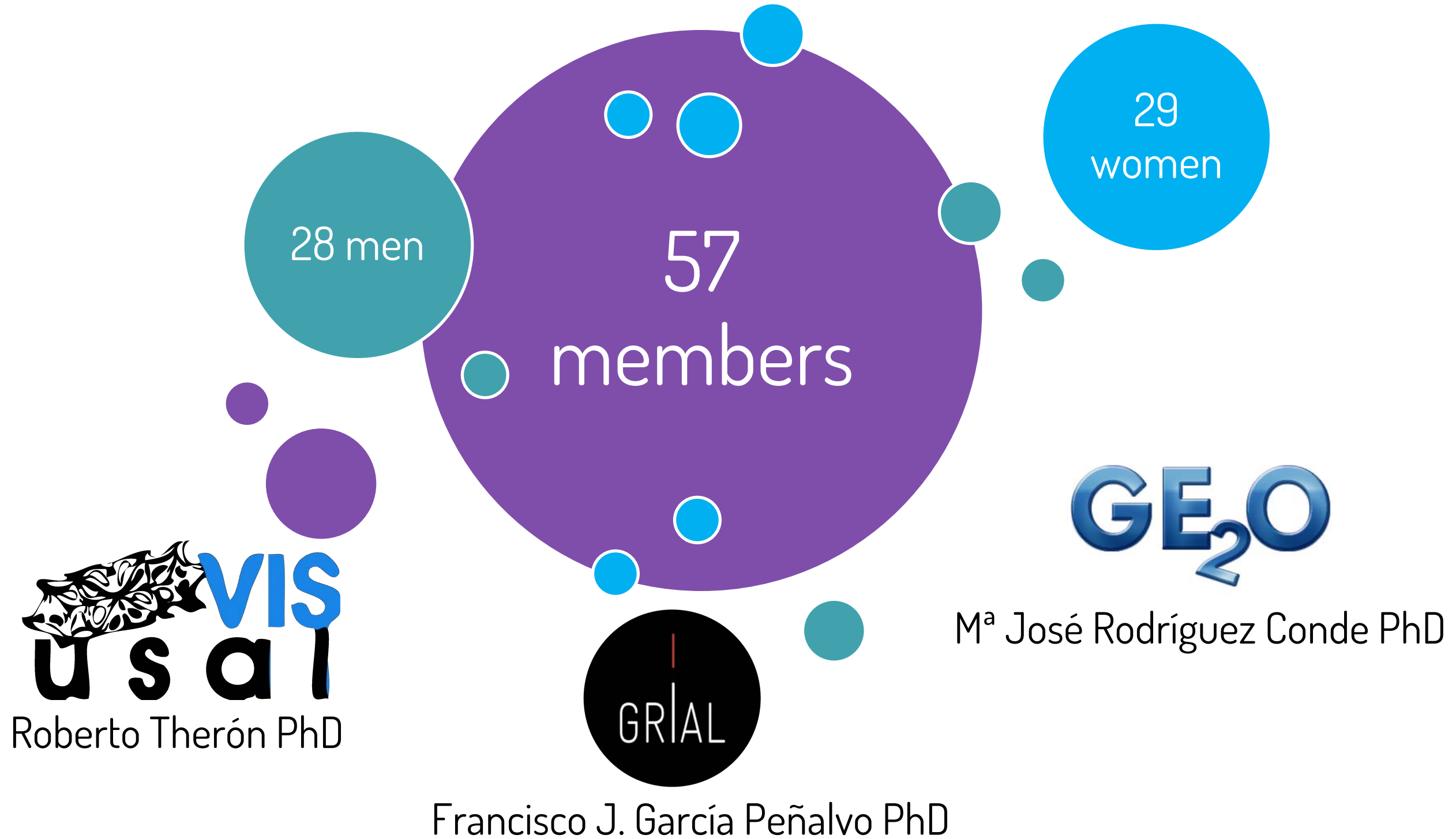


Who we are



GRIAL is a multidisciplinary research group, fundamentally a mixture of Informatics and Education, but including researchers from other disciplinary fields (Philosophy, Philology, Humanities, etc.)

Who we are



Research lines

- Digital humanities
- eLearning methodologies
- ICT and educational innovation
- Information science
- Interactive learning systems
- Learning Technologies
- Quality and assessment in education
- Social responsibility and inclusion
- Strategic management of knowledge and technology
- Technological ecosystems
- Visual analytics
- Web engineering and software architecture



Photo by [Ivy Son](#) from [Pexels](#)

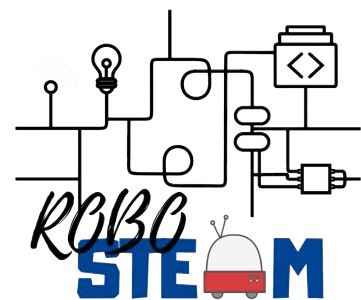
Selected projects



Building the future of Latin America: engaging women into STEM
<https://wstemproject.eu/> [8-10]



Promoting Open Education through Gamification
<https://opengame-project.eu/> [11]



Integrating STEAM and computational thinking development by using robotics and physical devices
<http://roboteamproject.eu/> [12-13]



2. Presenting the issue

Transformation and new actors [14-17]

- The digital transformation in higher education is unstoppable
- The most advanced universities have not considered online training as a second-class product and have created well-defined strategies
- There are companies that are entering the higher education sector with online products



Welcome to reality by Georjin-chan
<http://www.deviantart.com/>

Growth of the eLearning sector [18]



Photo by [Samuel Zeller](#) on [Unsplash](#)



- Online training has grown by 900% worldwide since the beginning of the 21st century
- In Spain, in Higher Education (Undergraduate and Postgraduate) there are 228,500 students enrolled in non face-to-face universities and increasing
- In the last year, the study of degrees in the online segment has increased by 5% and the study of masters by 26%
- It is estimated that in two years 50% of higher education will be taught with 100% online methodology



The objective of a face-to-face university should not be to become an online university, therefore, it should differentiate itself in offer, quality and innovation



There are different perspectives on what eLearning is

The objective is to present the different approaches to the concept of online education



Digital divide ^[19]

- Access Gap
- Usage gap
- Skills gap



Gap in the educational methodologies [20]

<https://unsplash.com/photos/MYKAZIzW6Nw>

HISTORY OF E-LEARNING

1960s

First computer based training program.



1970s

Mouse and graphical user interface (GUI) created



1980s

Mac enables individuals to have computers in the home



1990s

First digital natives born



3. eLearning evolution



2000s

Businesses adopt e-learning



2010s

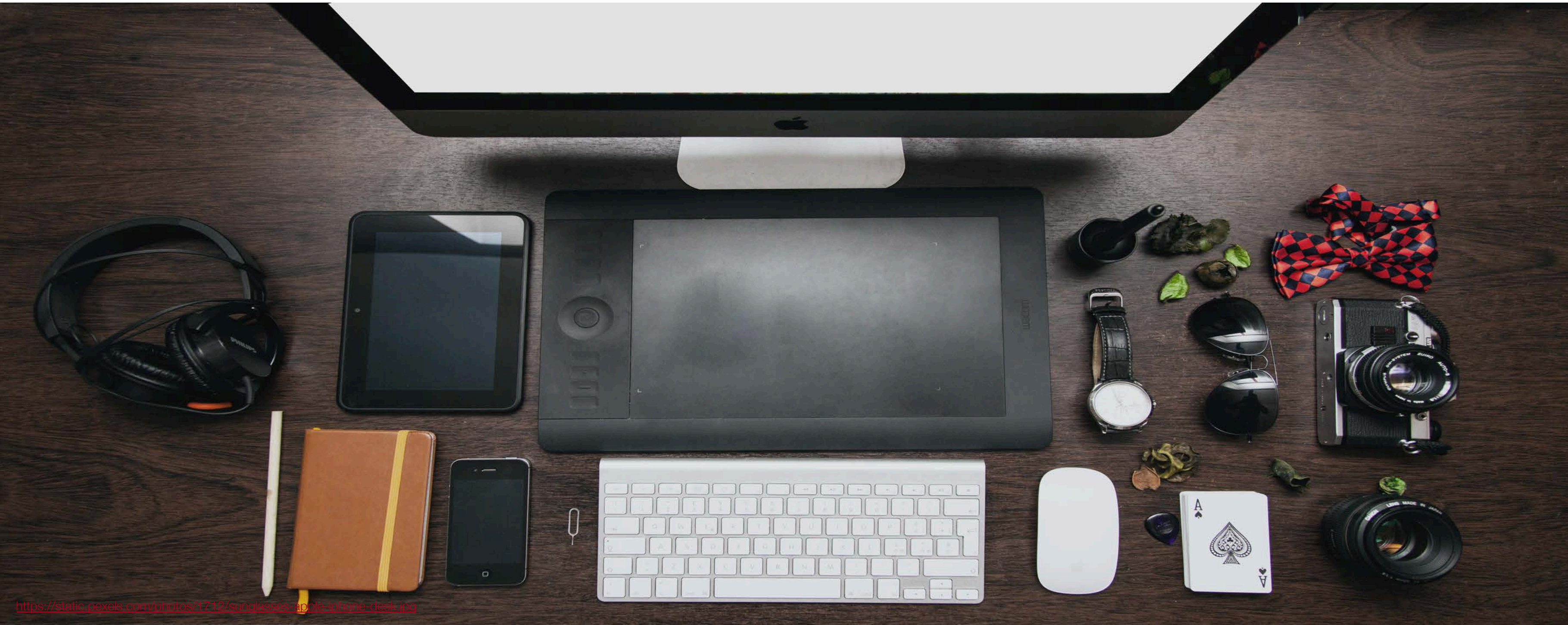
Social and mobile learning



2020s

360 degree crowdsourced, blended mobile, social & on demand

Technology is part of our daily lives...

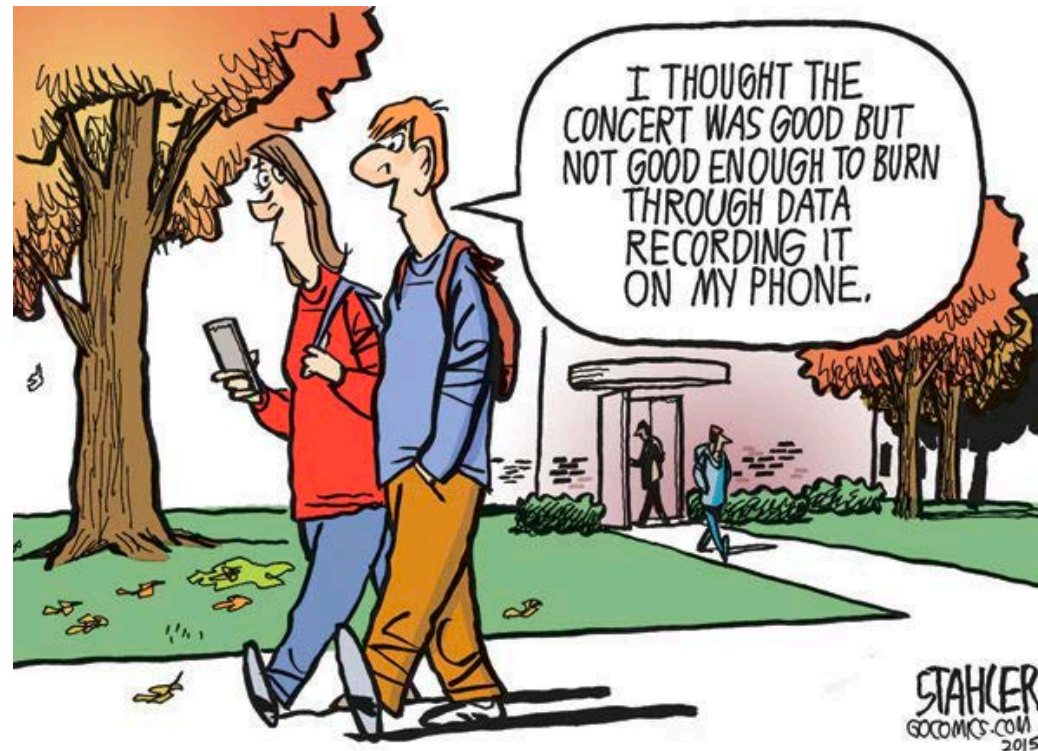
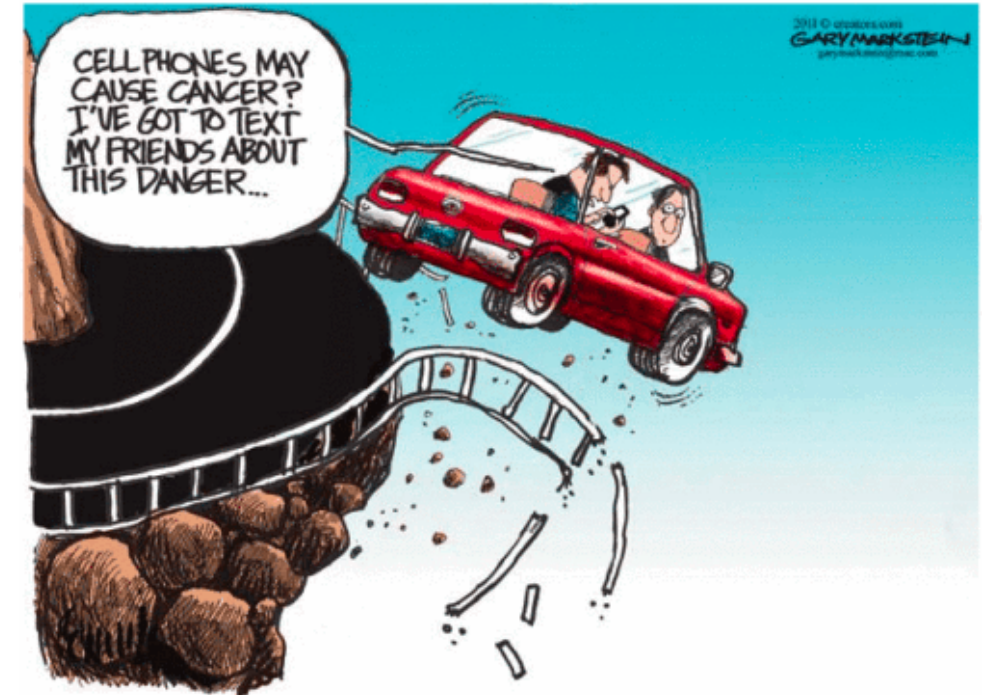
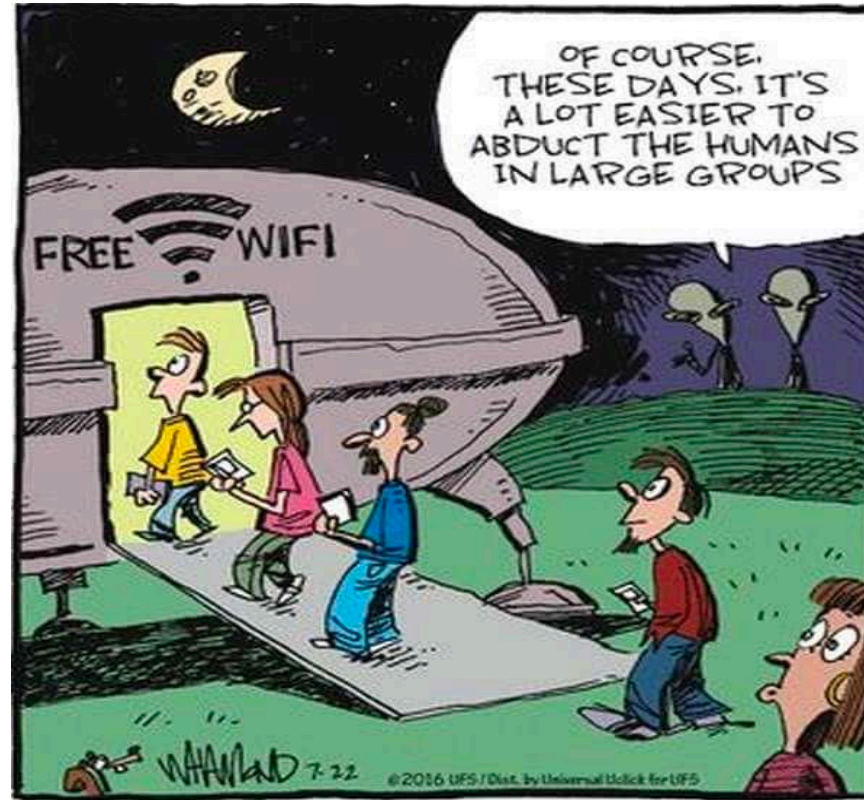


<https://static.pexels.com/photos/1712/sunglasses-apple-iphone-desk.jpg>

... and it changes our habits



"I'm trying to be more active. Which one burns more calories, Twittering, Blogging or Googling?"





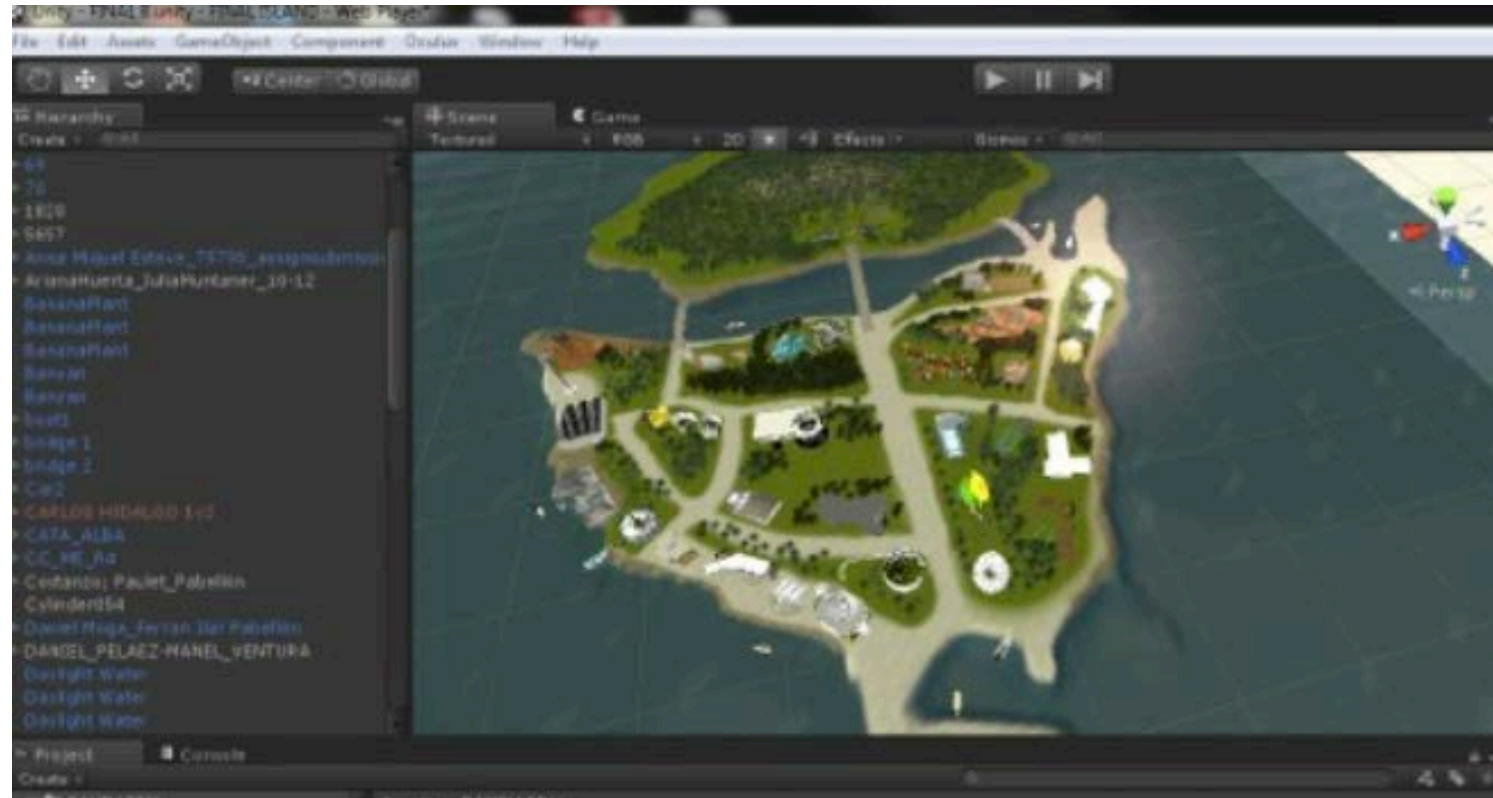
The teaching and learning processes are not unconnected with the emergence of ICT as an educational tool



Figure from [21]

Producing advances and innovations at an exponential rate, much faster than their adoption capacity

Producing advances and innovations at an exponential rate, much faster than their adoption capacity



Figures from [22]

Phases in the life cycle of a technology

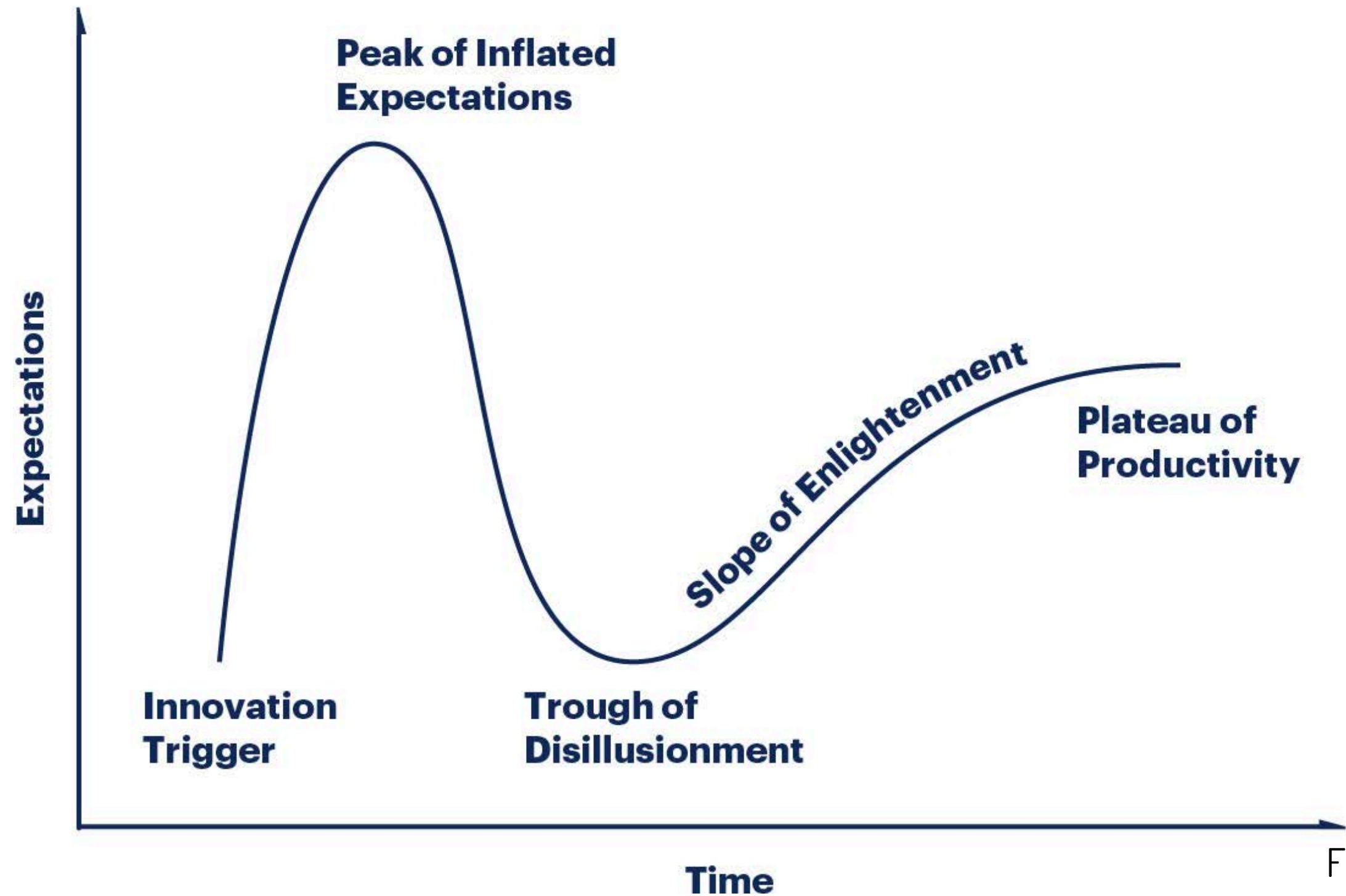
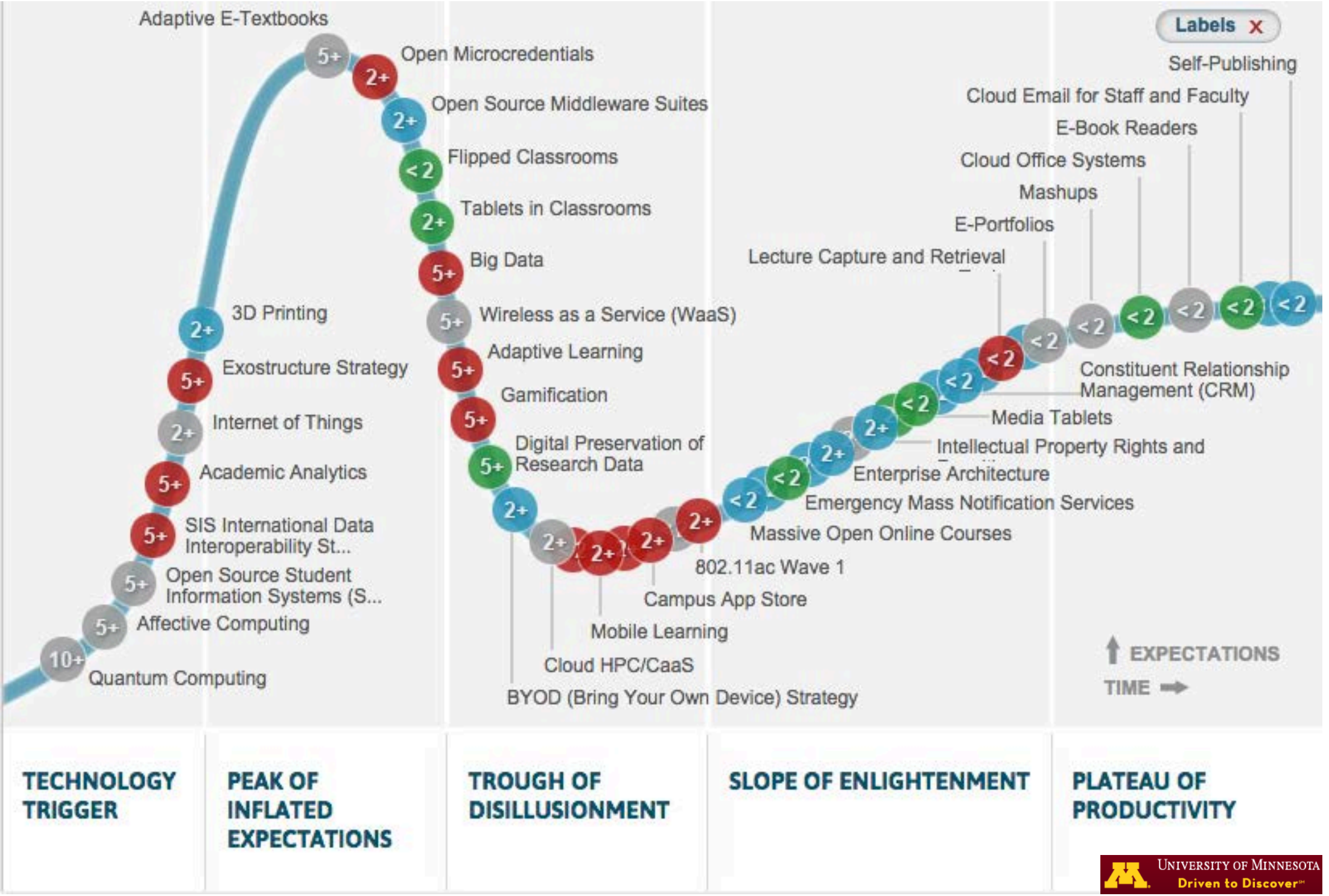
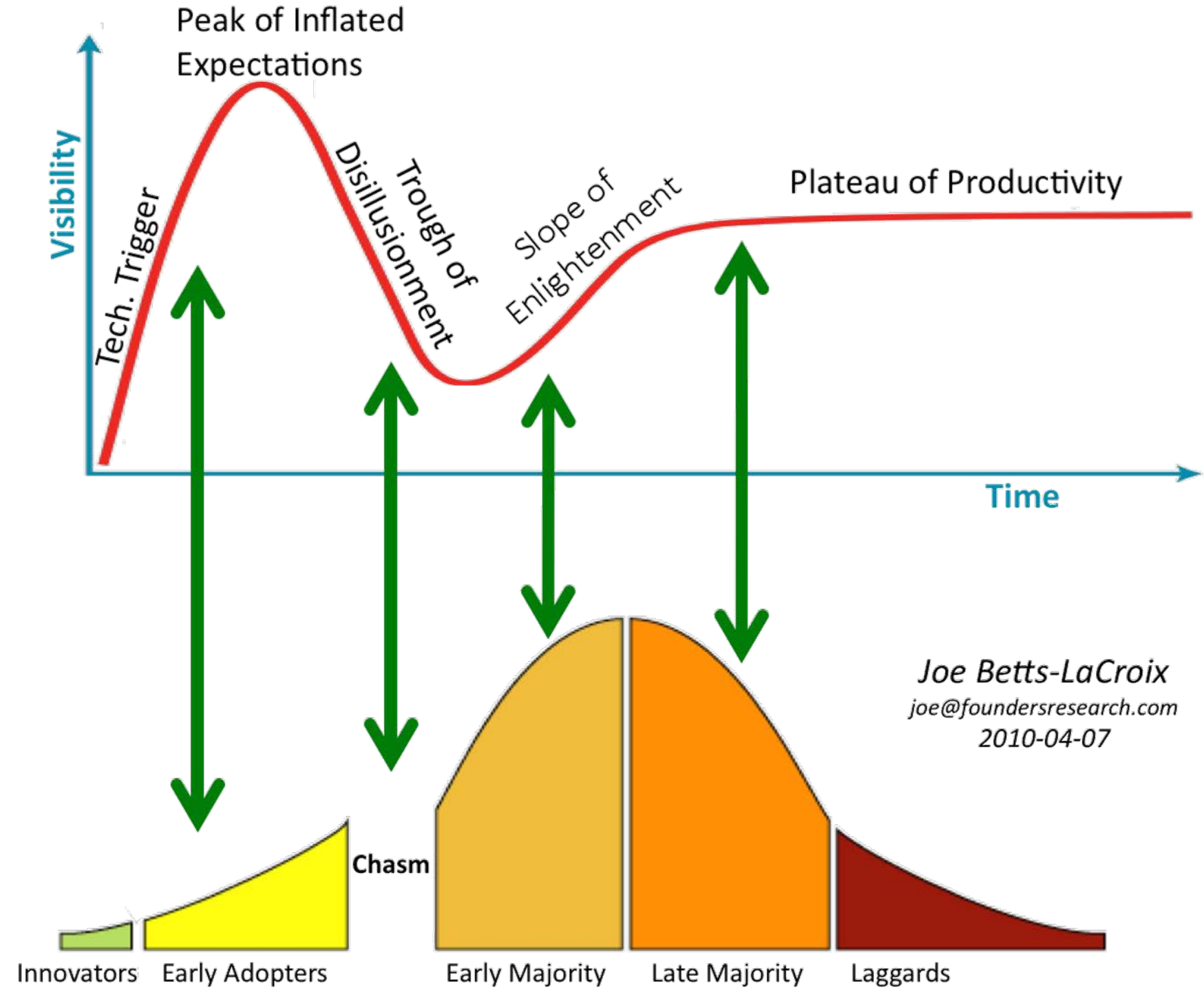


Figure from [23]

Hype Cycle for Education



Dissemination and adoption of technology



Evolution of the eLearning concept



Timeline metaphor [24, 25]



Generation metaphor [26, 30]

Three generations of eLearning [30-31]

- The different generations do not replace each other, but live together [29]
- The maturity of the former brings with it the evolution of the latter and the appearance of new ones



First generation

- Emergence of the concept of the eLearning platform or LMS (Learning Management System) as an evolution of Virtual Learning Environments [32]
- LMS were more focused on digital content than on interaction
- There was a concern for technological rather than pedagogical aspects
- There was an influence of the educational multimedia, educational software, intelligent tutors [33] and adaptive hypermedia [34-36]

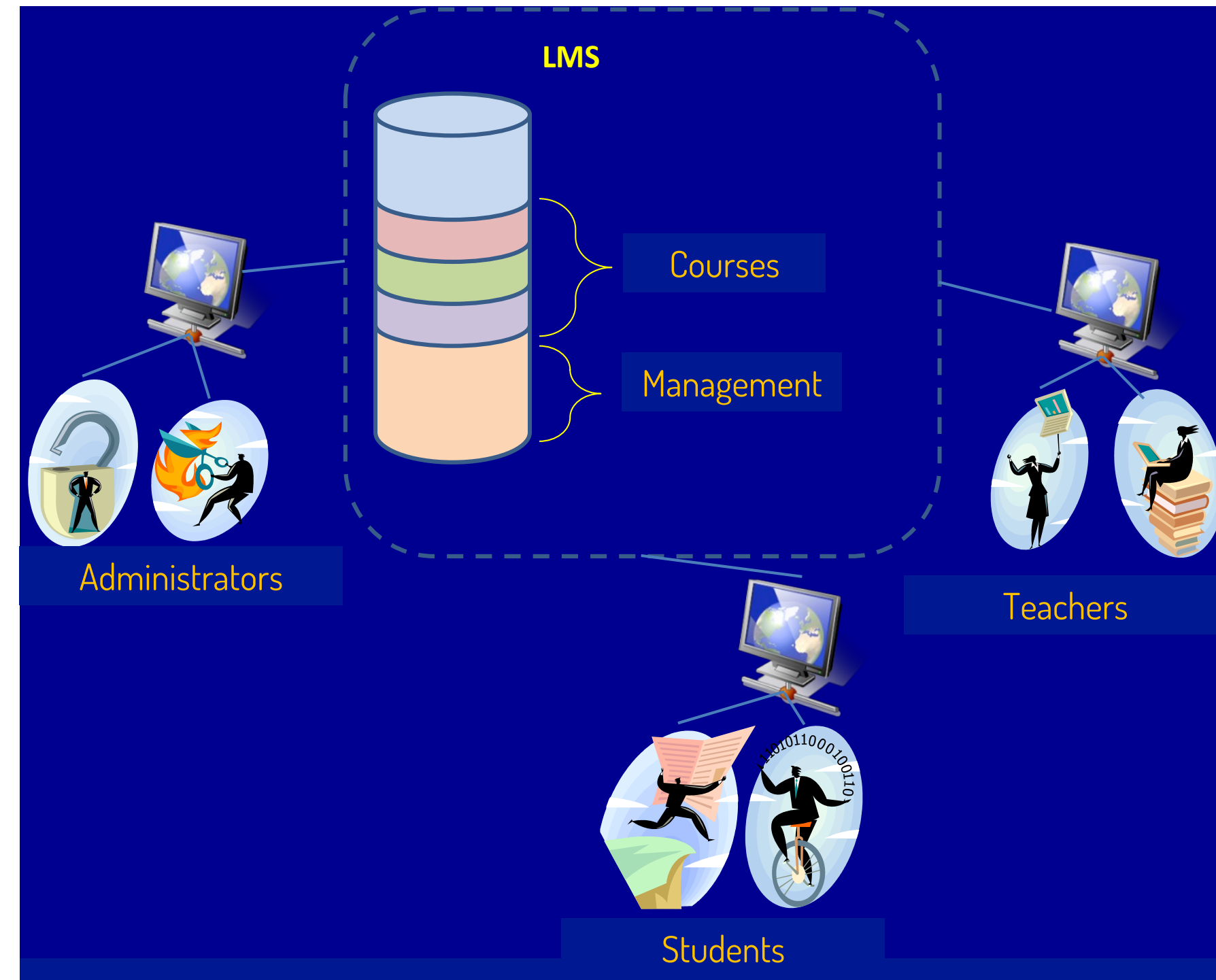


Figure adapted from [37]

eLearning definition (1st generation)

Tele-learning is the connection between people and resources through communication technologies with a learning purpose [38]

eLearning is the delivery of content through any electronic medium, including the Internet, intranets, extranets, satellite communication, video and audio tapes, interactive television and CD-ROMs. eLearning is defined more narrowly than distance education, which would also include text-based learning and correspondence courses [39]

eLearning is the non-attendance education that, through technological platforms, enables and makes more flexible the access and time in the teaching-learning process, adapting them to the skills, needs and availability of each student, as well as guaranteeing collaborative learning environments through the use of synchronous and asynchronous communication tools, in short, enhancing the competence-based management process [40]

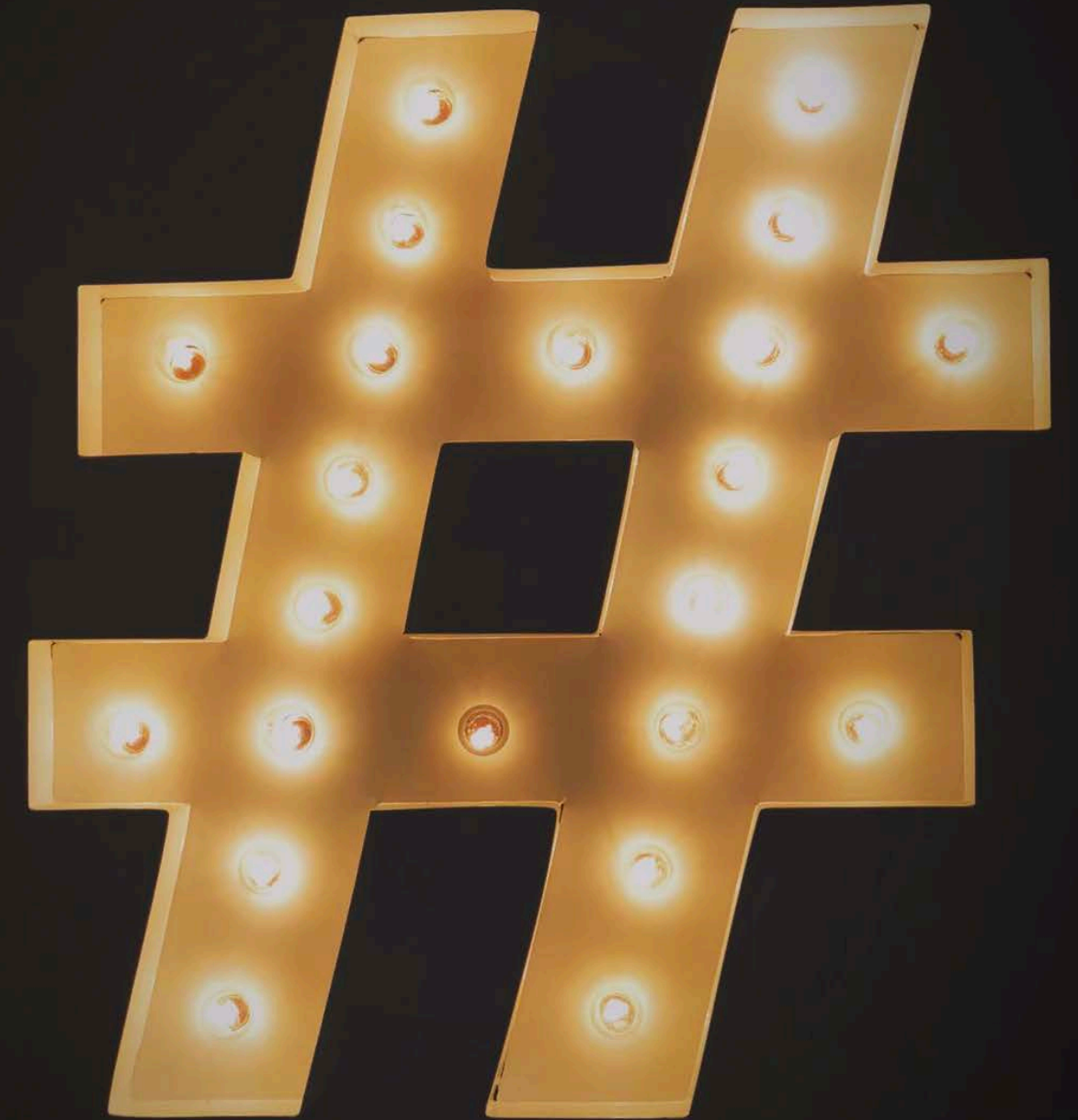
Second generation

- Greater emphasis on the human factor
- Interaction as the differentiation from the mere publication of content
- Development of Web 2.0 [41] to define an eLearning 2.0 [42]
- The foundation for Learning Analytics is established [43]
- The beginning of mLearning [44] and virtual worlds [45]
- Evolution of LMS to support mobility, socialization and interoperability [46-47]
- Open knowledge movement [48]



Social networks

- Social networks have an important social acceptance
- Social networks have a high potential in their application to education
- Community of Practice Concept ^[49]



Learning analytics types

TYPE OF ANALYTICS	LEVEL OR OBJECT OF ANALYSIS	WHO BENEFITS?
Learning Analytics	Course-level: social networks, conceptual development, discourse analysis, “intelligent curriculum”	Learners, faculty
	Departmental: predictive modeling, patterns of success/failure	Learners, faculty
Academic Analytics	Institutional: learner profiles, performance of academics, knowledge flow	Administrators, funders, marketing
	Regional (state/provincial): comparisons between systems	Funders, administrators
	National and International	National governments, education authorities

Table from [50]

Learning analytics reference model

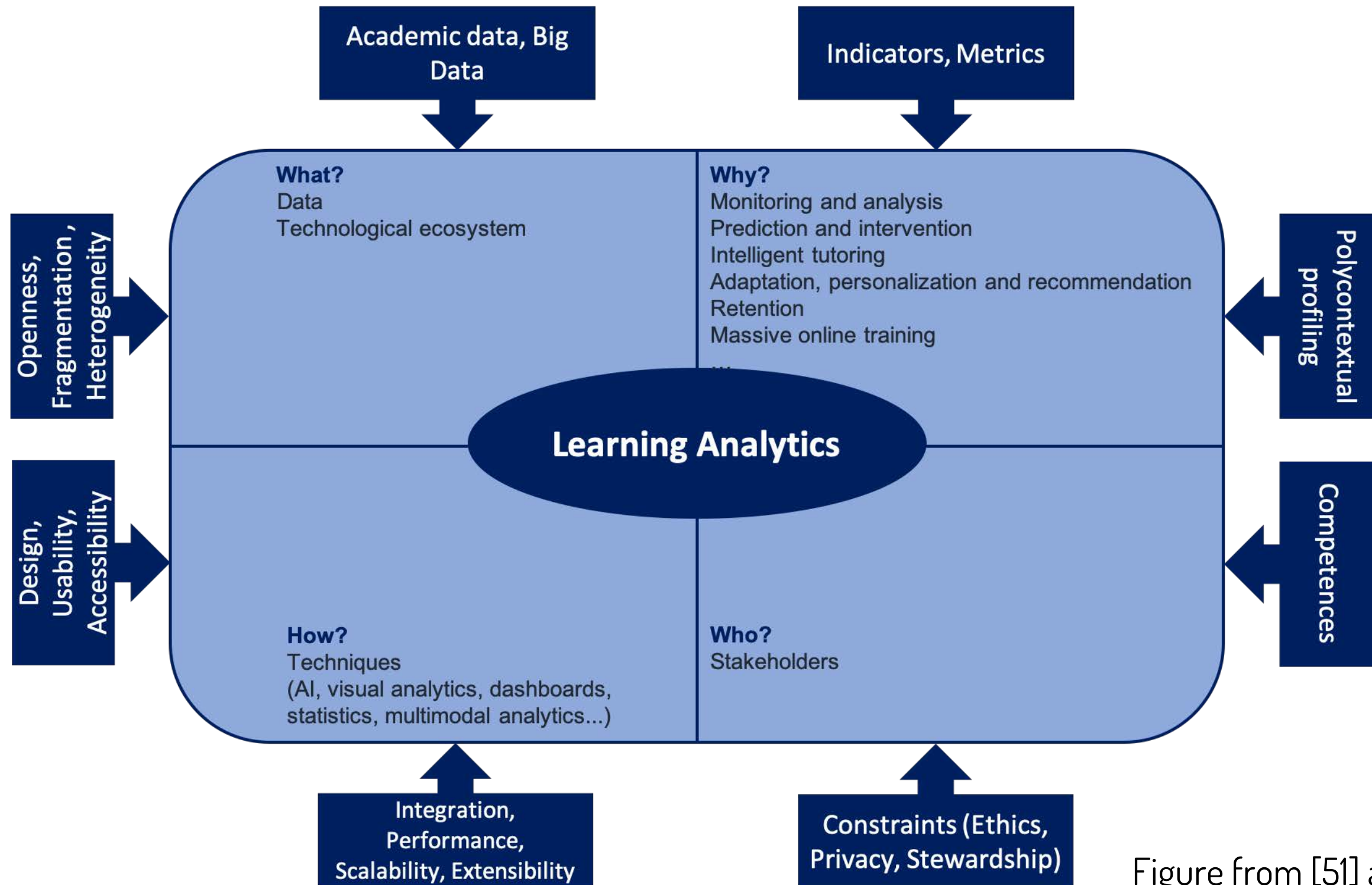


Figure from [51] adapted from [52]

eLearning definition (2nd generation)

eLearning is training that deploys a digital device such as a computer or mobile device to support learning [53]

eLearning is a teaching-to-learning process aimed to obtain a set of skills and competences from students, trying to ensure the highest quality to the whole process, thanks to: the mainly use of web-based technologies; a set of sequenced and structured contents based upon pre-defined but flexible strategies; the interaction with the group of students and tutors; the appropriate evaluation procedures, both of learning results and the whole learning process; a collaborative working environment with space-and-time deferred presence; and finally a sum of value added technological services in order to achieve maximum interaction [54]

Third generation

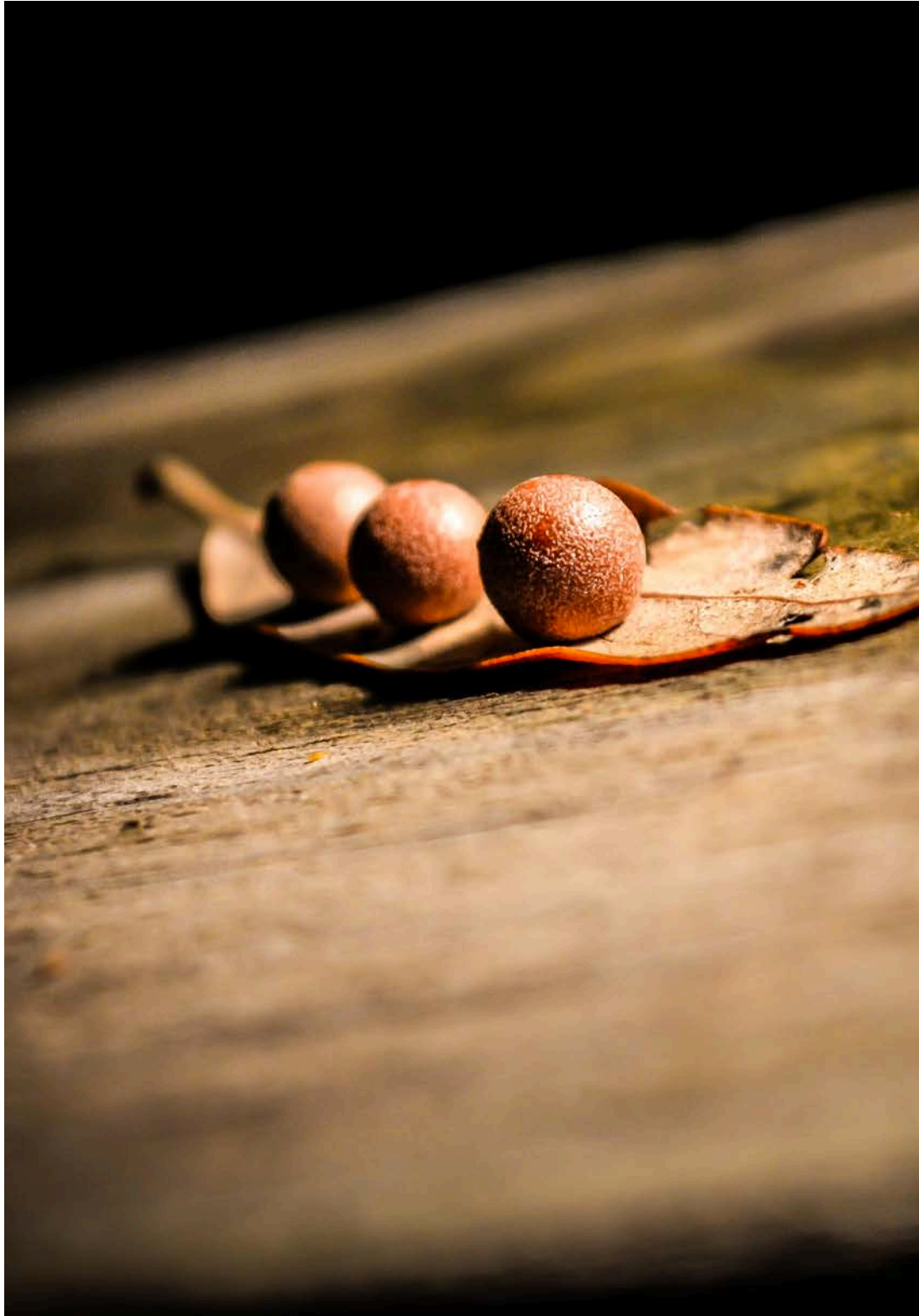
- It breaks with the concept of LMS as a monolithic element and solely responsible for the functionality for online training
- Loss of verticality of the eLearning concept to become a more transversal and universal element at the service of training in its broadest sense



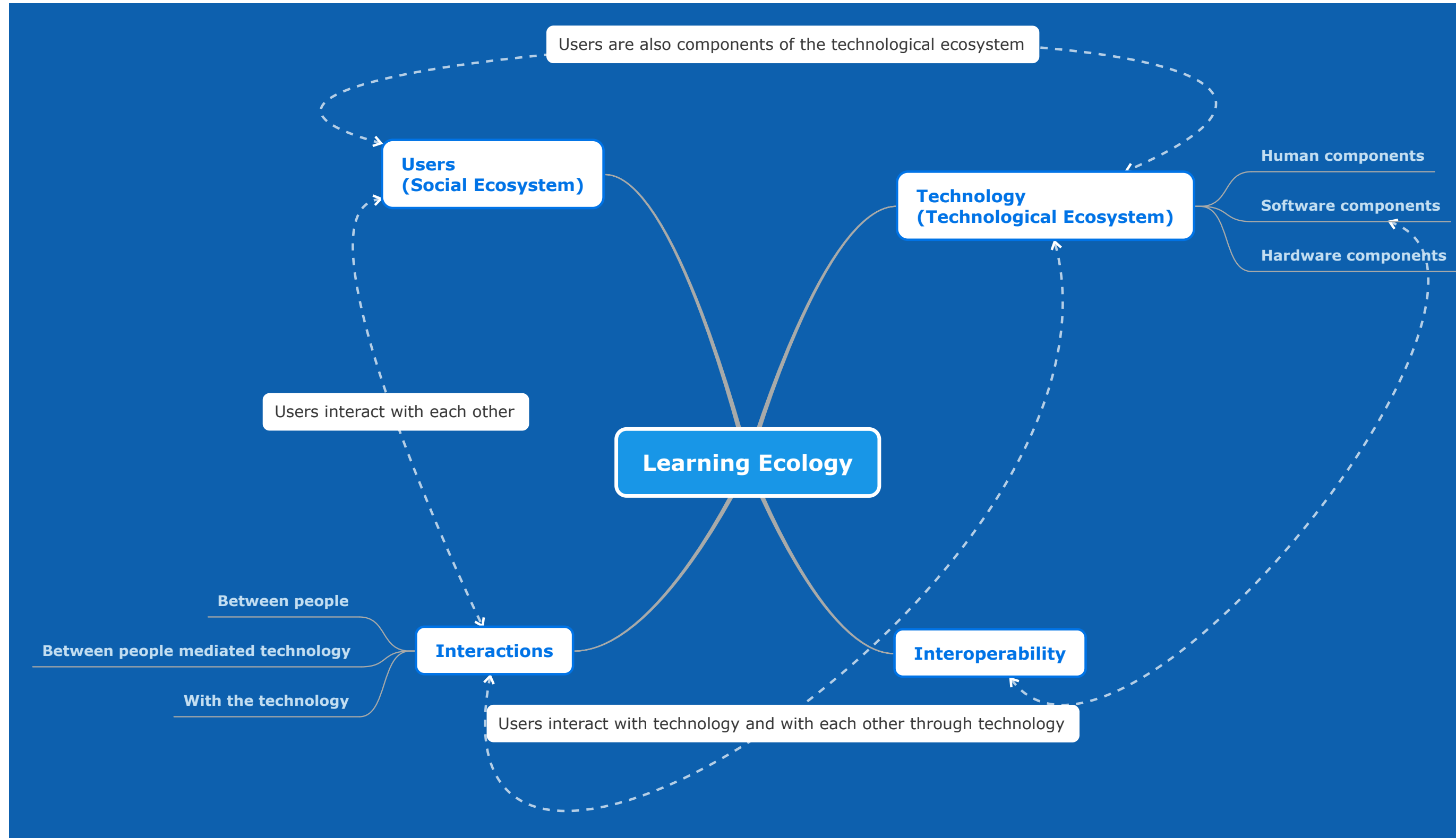
Technological ecosystem



- A technological ecosystem is proposed where a community, with educational methods, policies, regulations, applications and work teams can coexist in such a way that their processes are interrelated and their application is based on the physical factors of the technological environment [55]
- To provide institutional support [56-58]
- To provide personal support through Personal Learning Environments (PLE) [59]



Components of a learning ecology



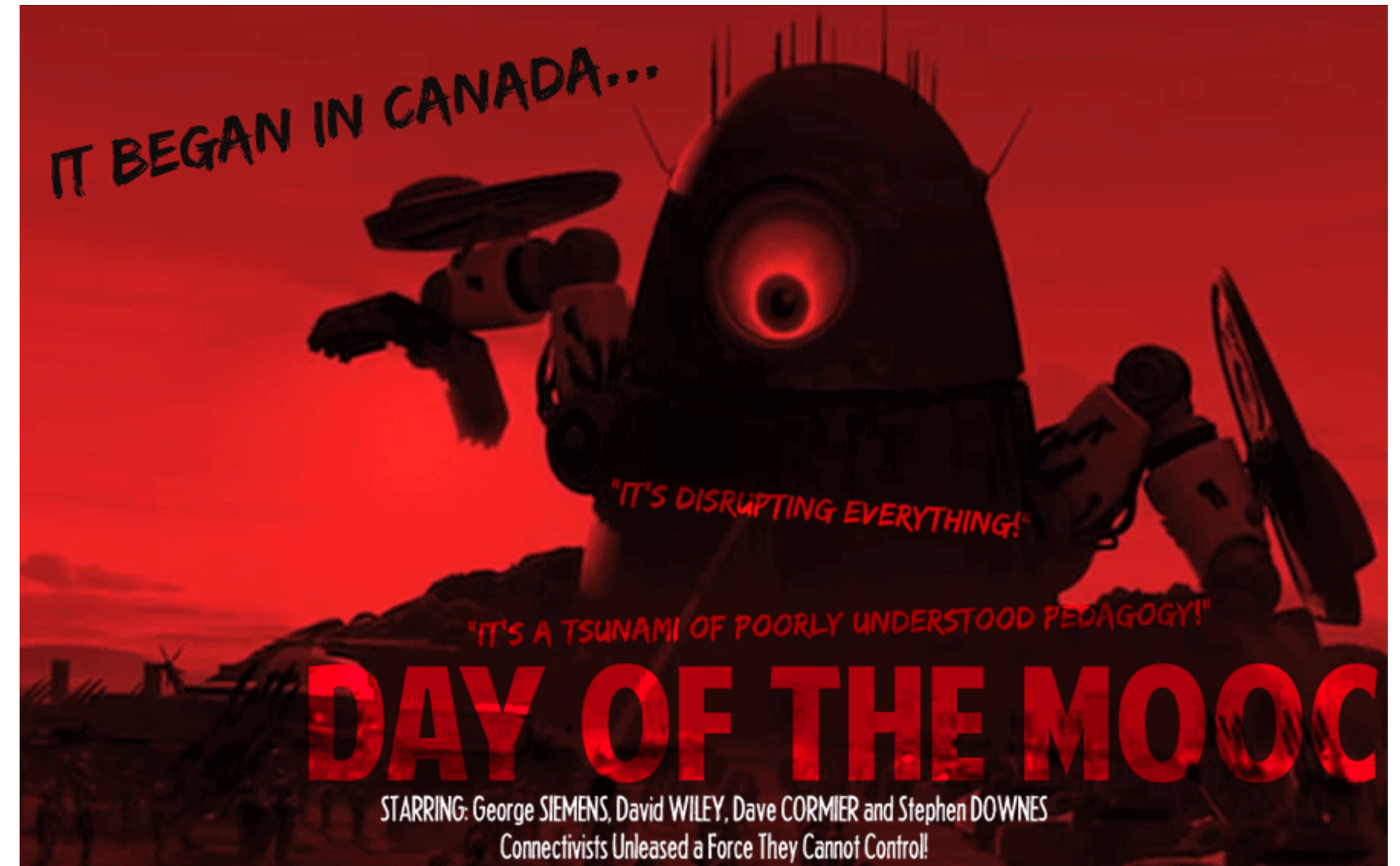
eLearning definition (3rd generation)

eLearning is the educational process, of intentional or unintentional nature, oriented to the acquisition of a series of competences and skills in a social context, which takes place in a technological ecosystem in which different user profiles interact, sharing contents, activities and experiences and which, in formal learning situations, must be tutored by teaching actors whose activity contributes to guarantee the quality of all the factors involved [30]

MOOC



MOOCs are bringing about changes in higher education and lifelong learning models, as well as in the way universities understand online training [61-62]

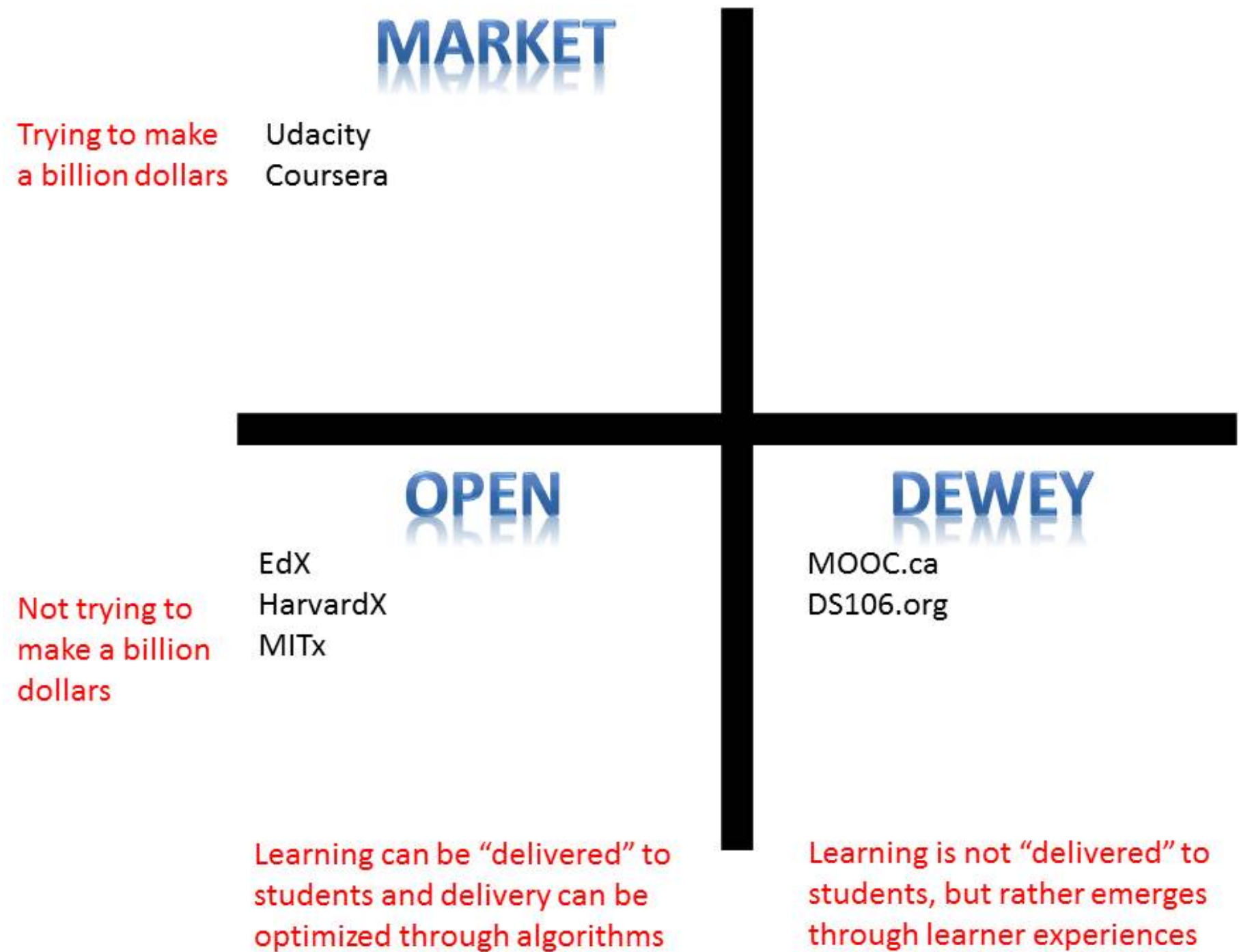


Are MOOCs a disruptive innovation? [63-66]



<https://static.pexels.com/photos/1990/man-person-people-emotions.jpg>

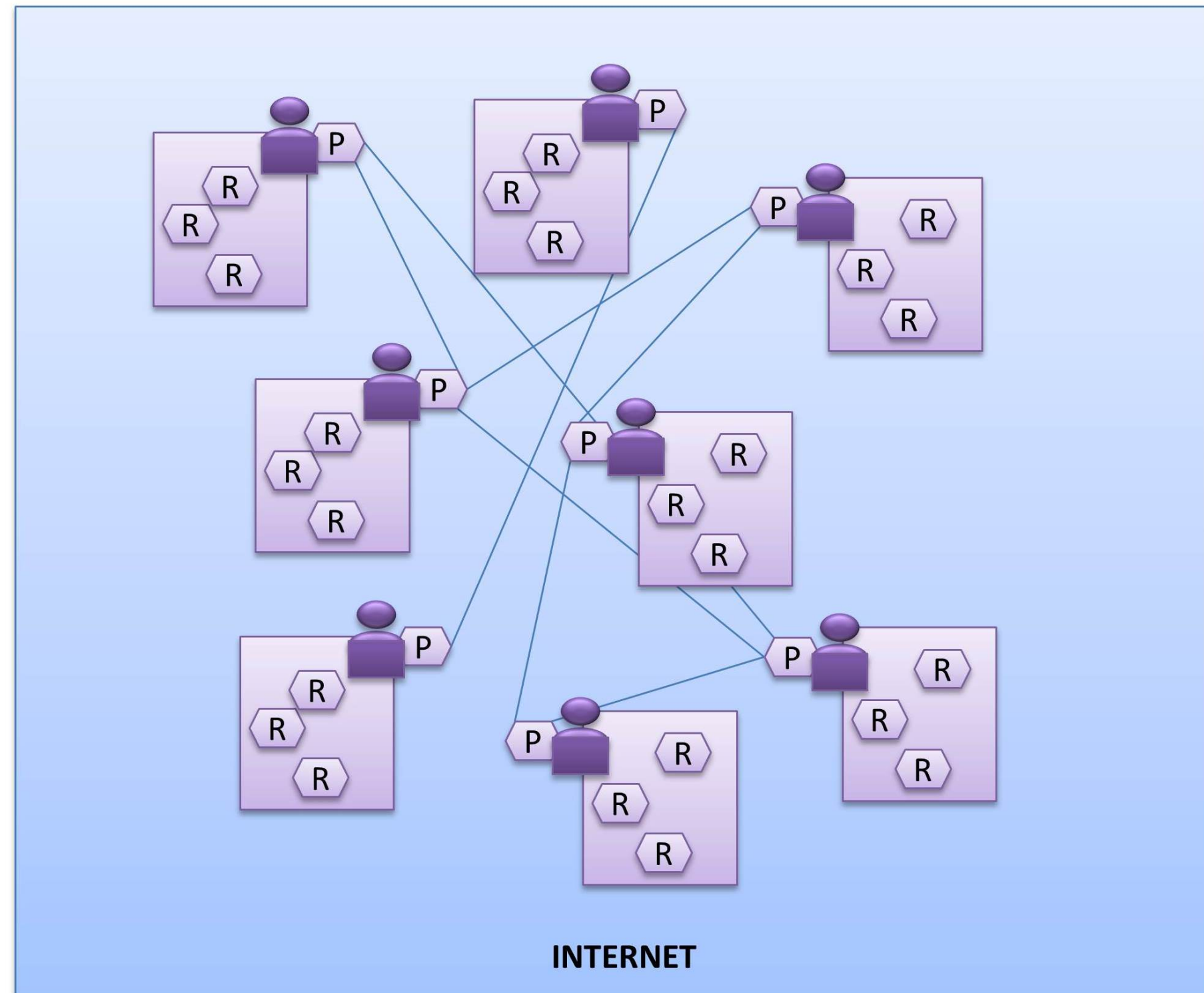
MOOCs' Approaches to Open Education [67]



MOOC models: cMOOC [68]



cMOOC



MOOC models: cMOOC

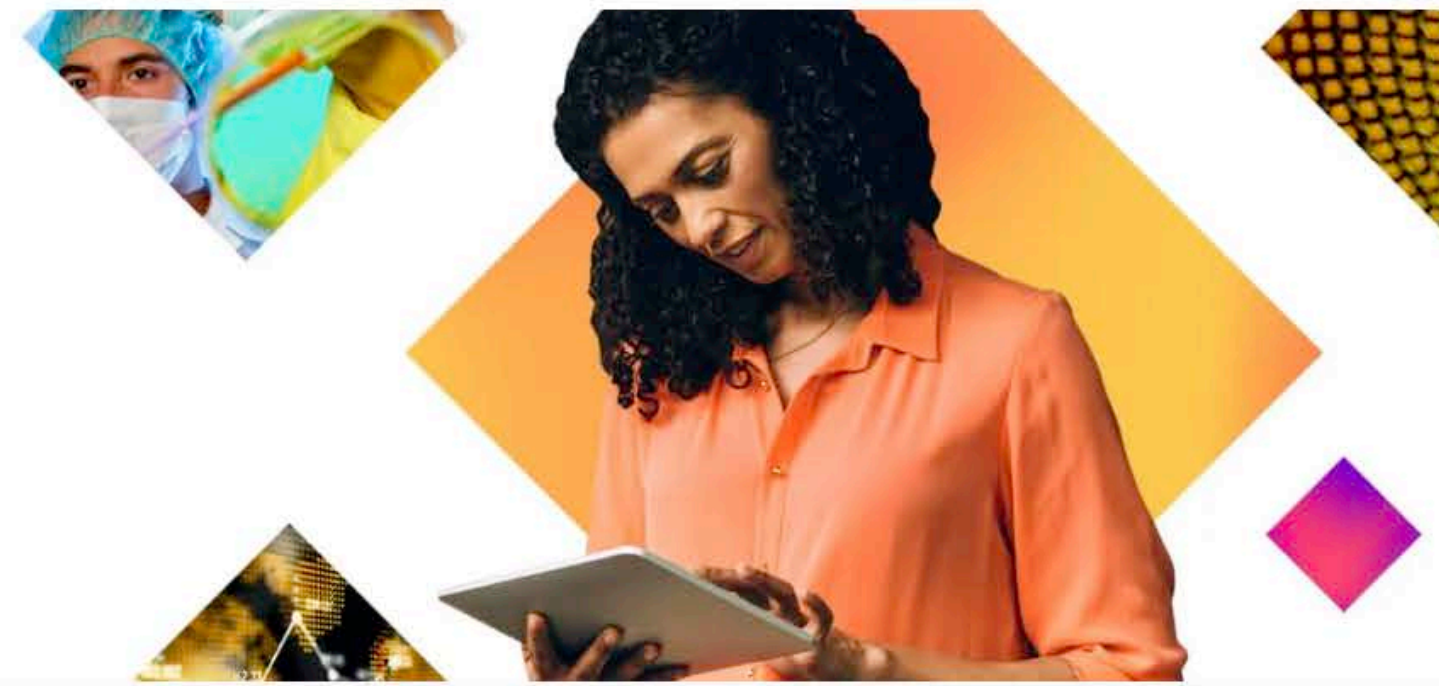


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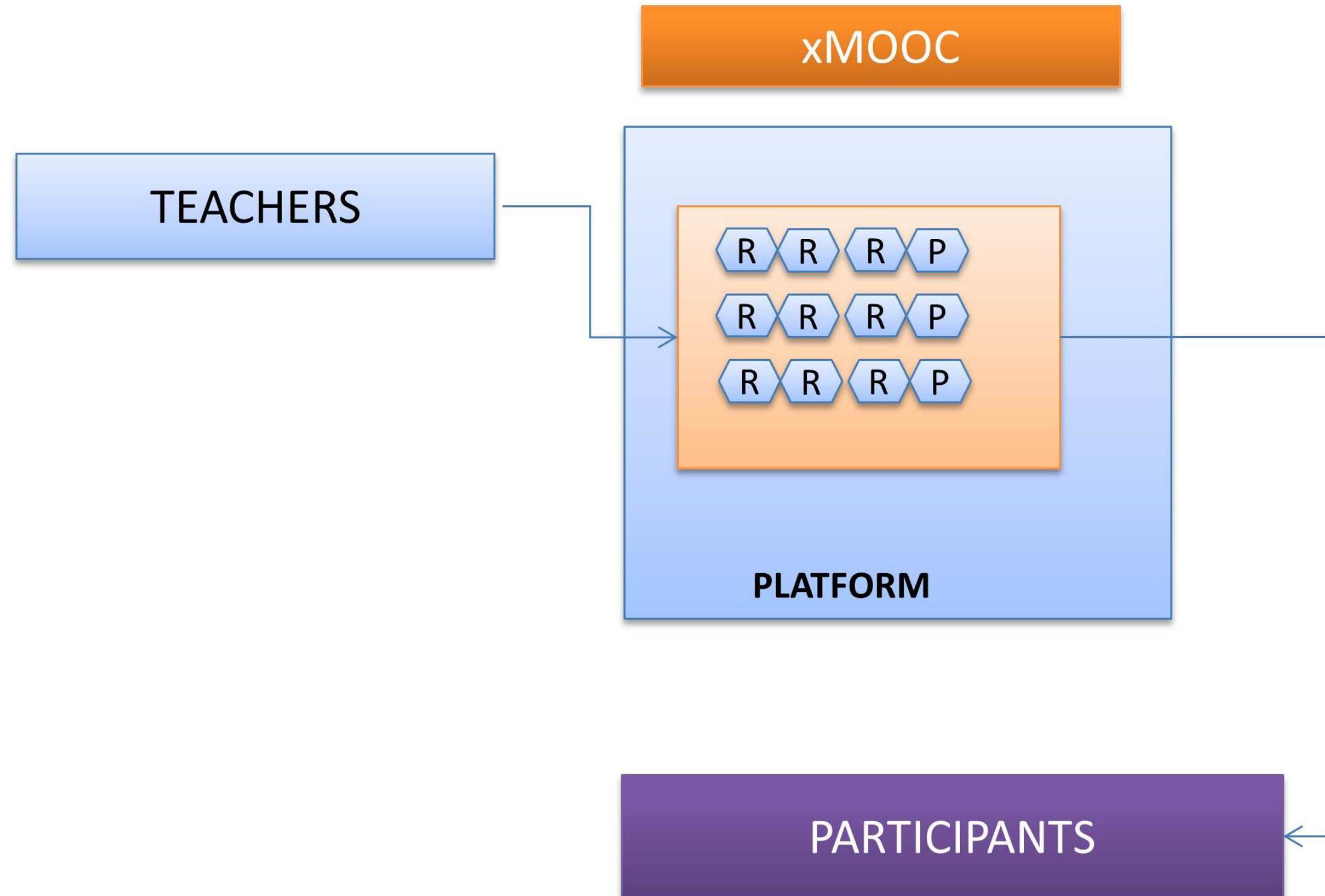


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MOOC models: xMOOC ^[68]



MOOC models: xMOOC

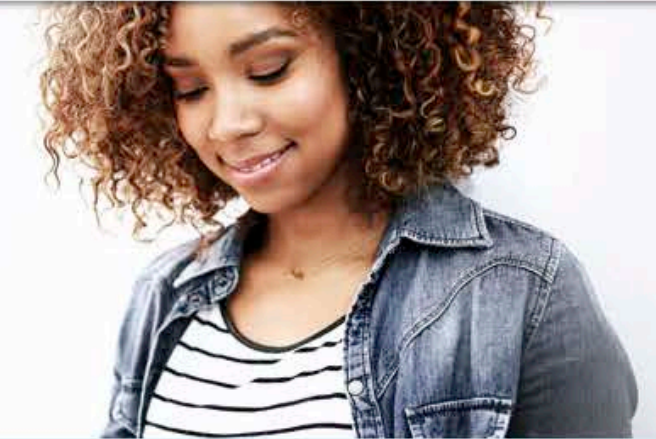


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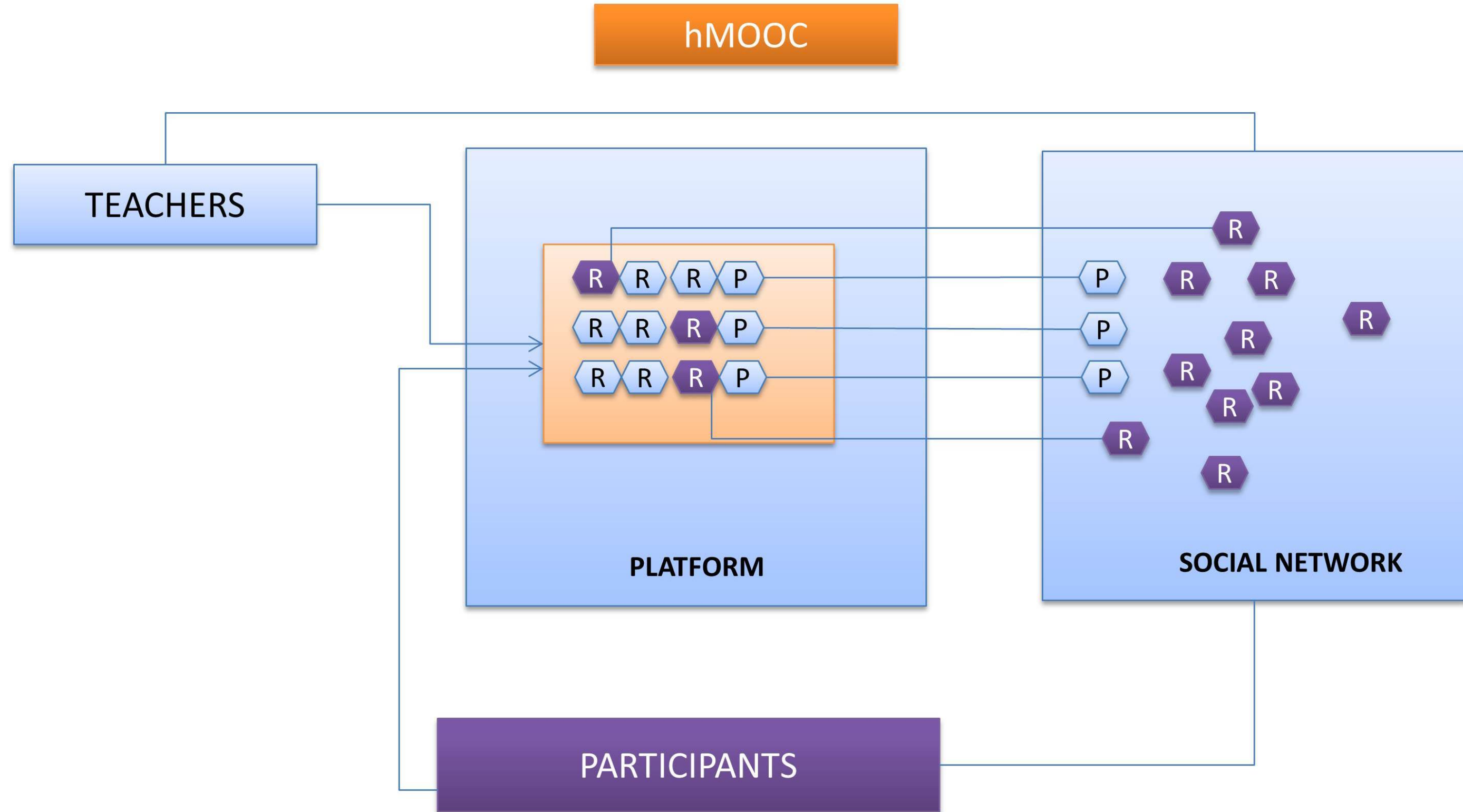
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<https://www.edx.org/>

MOOC models: hMOOC ^[68]



MOOC models: hMOOC

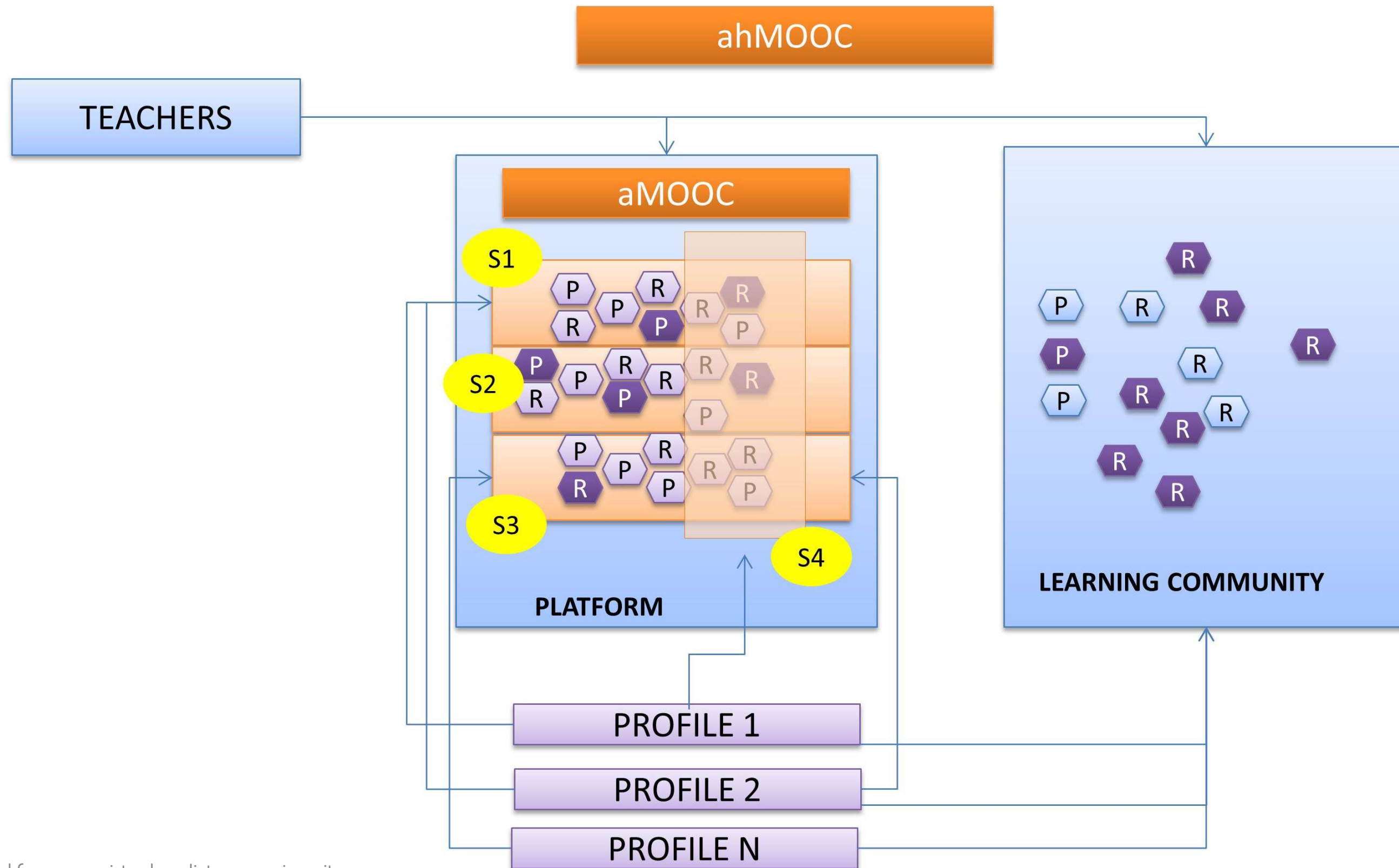
iMOOC platform [69]



The screenshot shows the iMOOC platform interface. At the top, there is a blue navigation bar with the text "iMOOC" and "Español - Internacional (es)" on the left, and "Entrar" on the right. Below this, there is a header section with the logos of "POLITÉCNICA" and "Universidad Zaragoza" on the left, and the "iMOOC" logo in the center. On the right side of the header, there is a "Redes sociales" section with icons for Google+, Twitter, Facebook, YouTube, and LinkedIn. The main content area features the text "Campus MOOC Innovación Educativa" on the left and a large image on the right. The image depicts a blue crumpled ball of paper on a spiral notebook, with a pen and some hand-drawn sketches, including the words "What?!" and arrows, suggesting a process of brainstorming or problem-solving.

<http://gridlab.upm.es/imoc/>

MOOC models: ahMOOC [68]



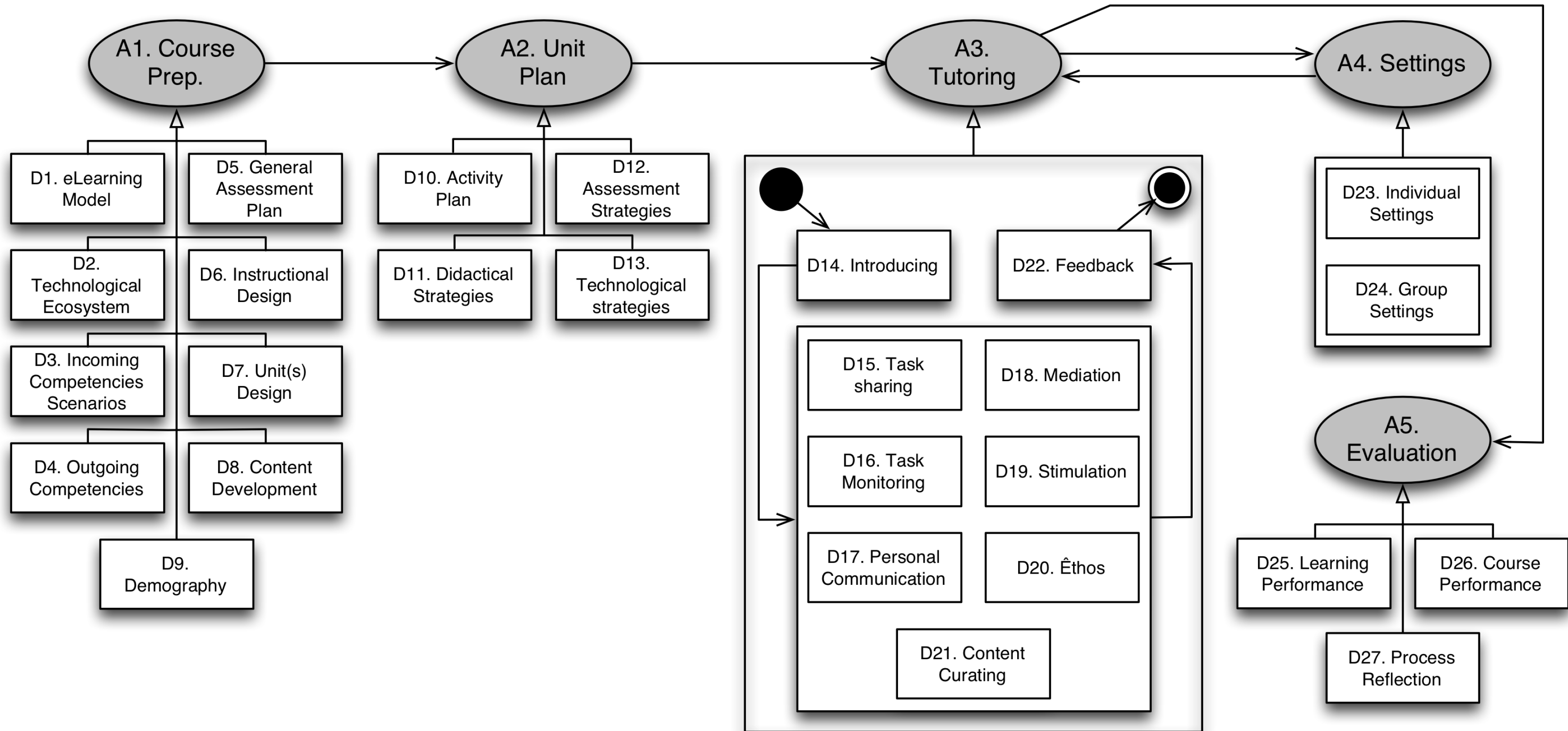
4. GRIAL eLearning model

Formalization the eLearning experience

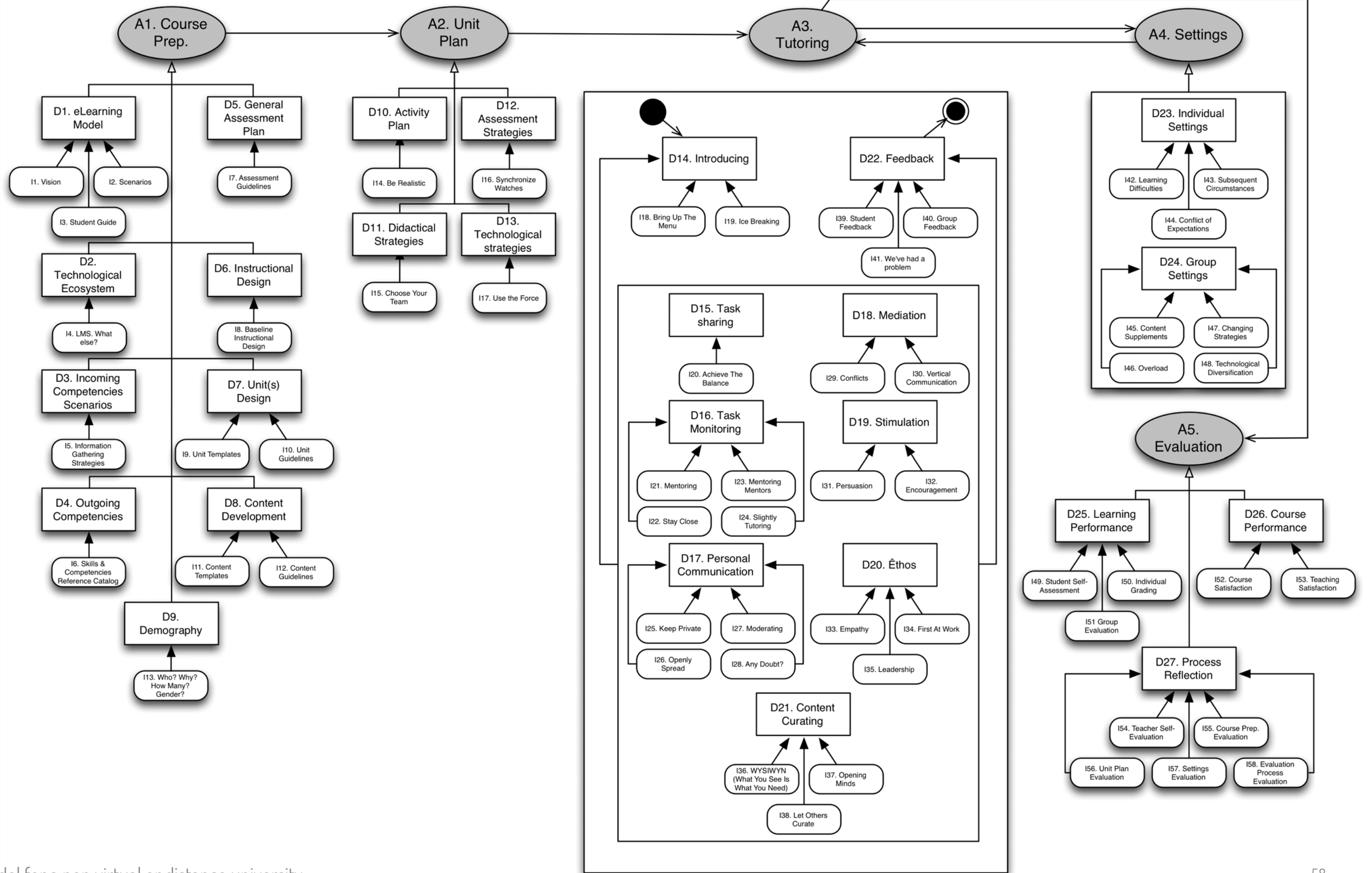


- \approx 175 training initiatives in 15 years
- $>$ 22,500 hours of training
- \approx 5,000 students (\approx 10,000 if MOOCs are considered)
- Seeds of the virtual university at the University of Salamanca

GRIAL pattern language [70-71]



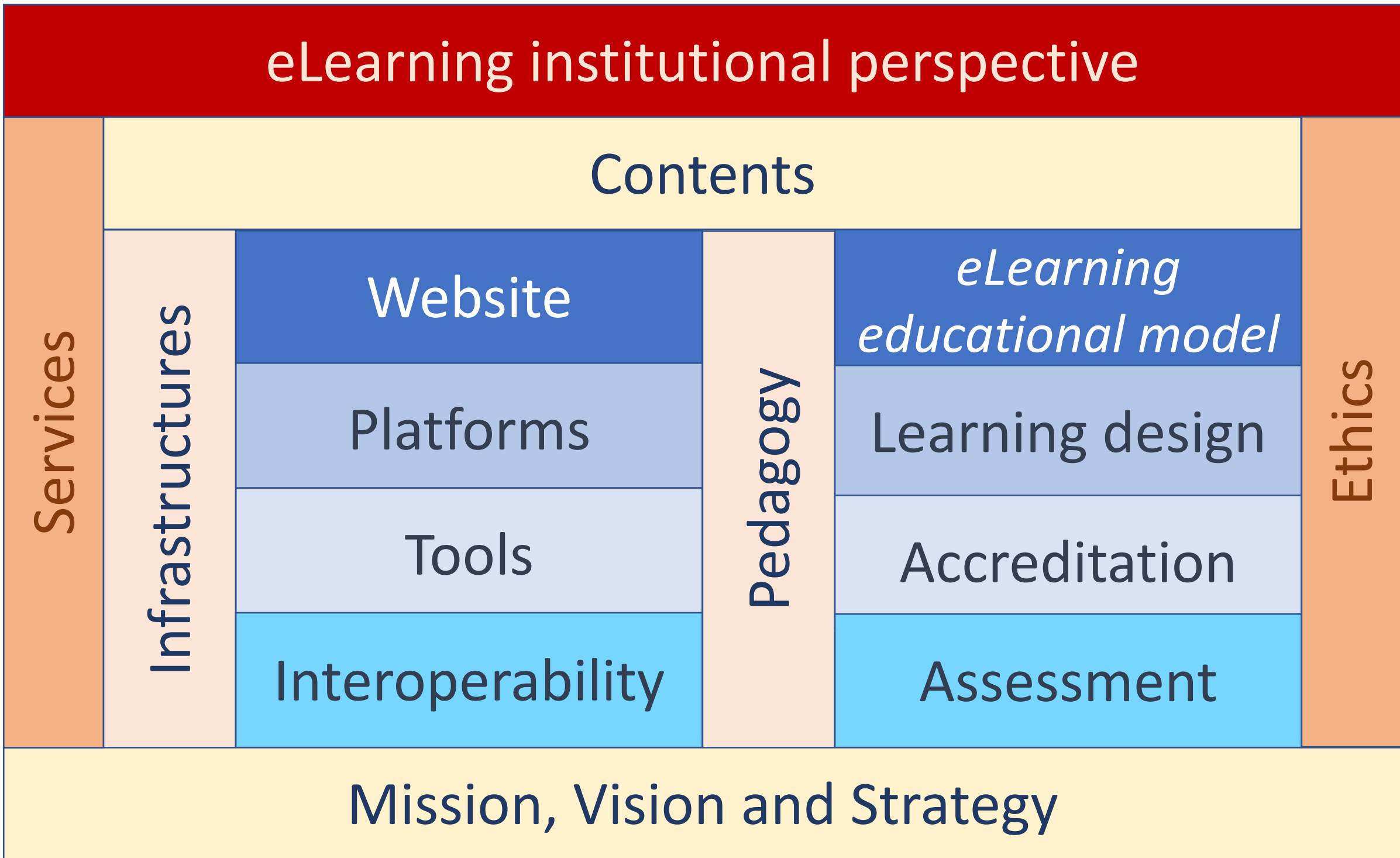
GRIAL pattern language [70-71]



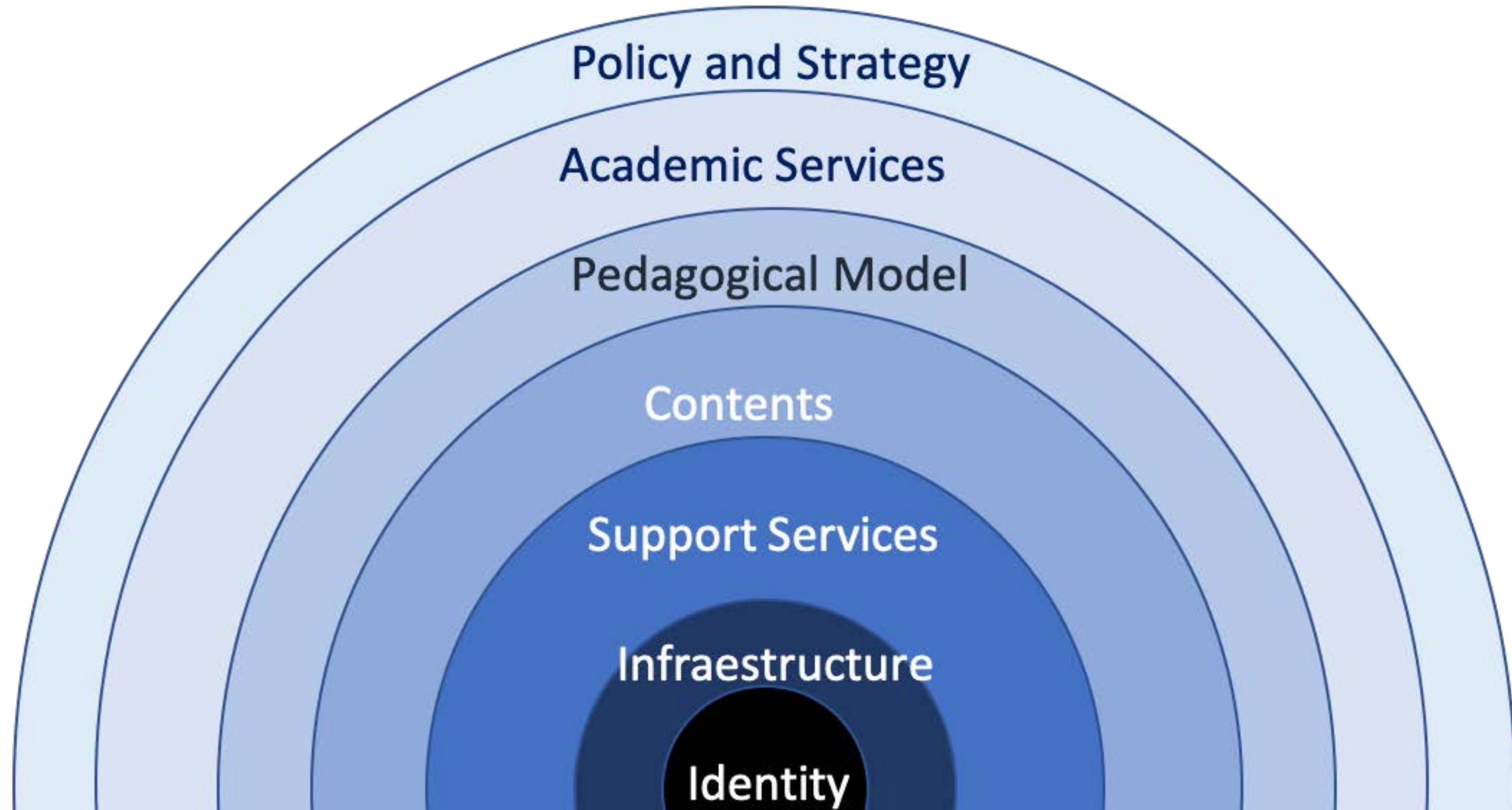


5. eLearning reference model

Pillars of the model ^[72]



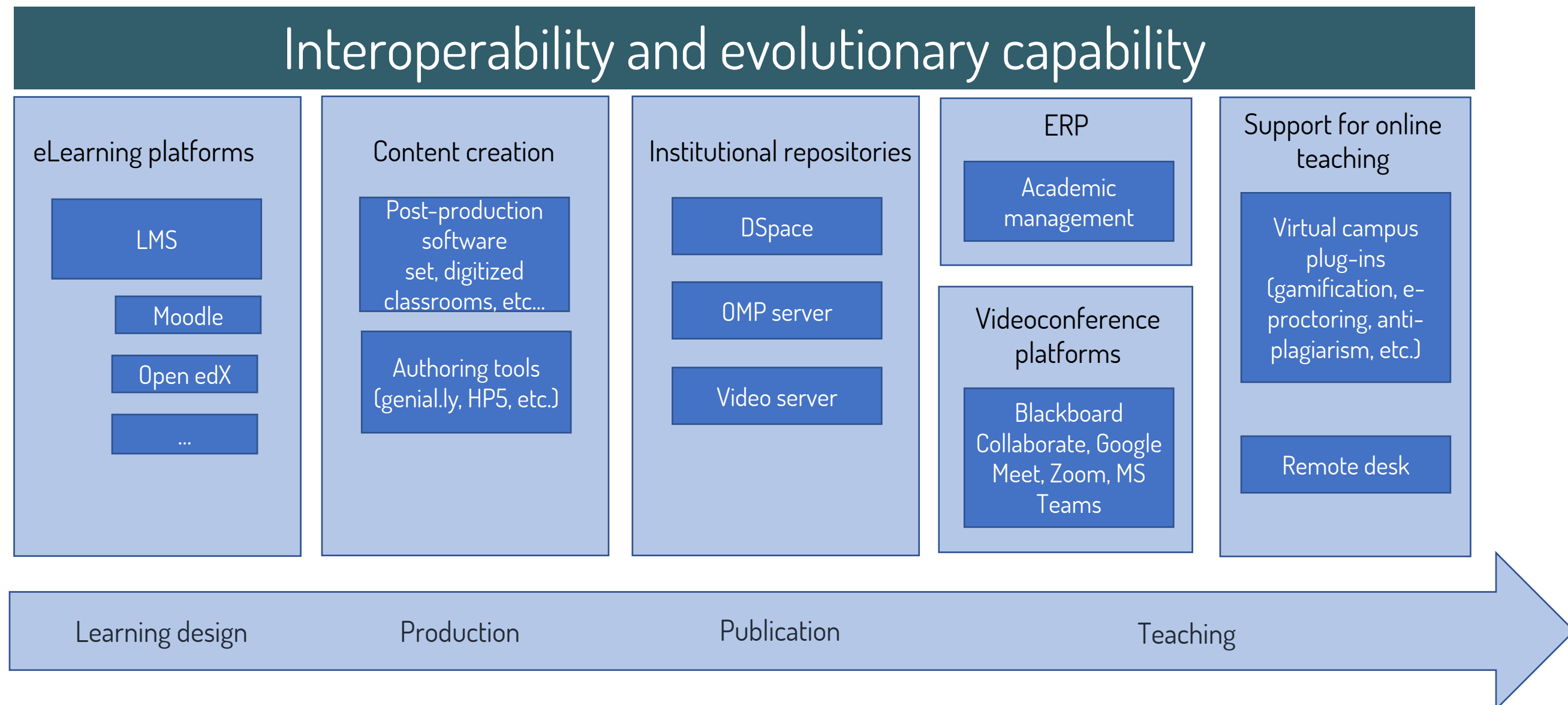
eLearning reference model ^[72]



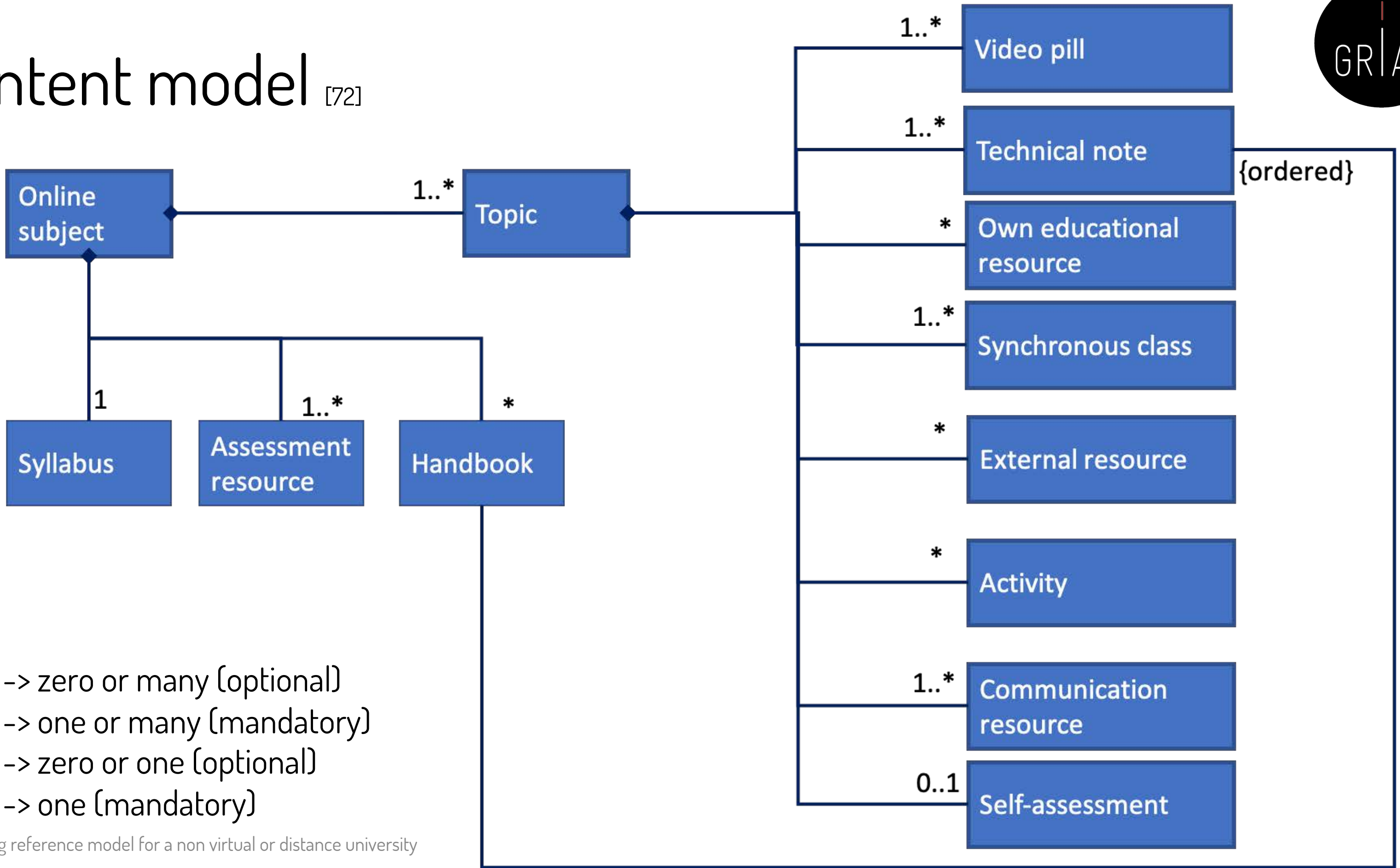


Relevant aspects of the model

Infrastructure - Definition of a technological ecosystem [72]



Content model [72]



Caption

- * -> zero or many (optional)
- 1..* -> one or many (mandatory)
- 0..1 -> zero or one (optional)
- 1 -> one (mandatory)

Content model – keys [72]

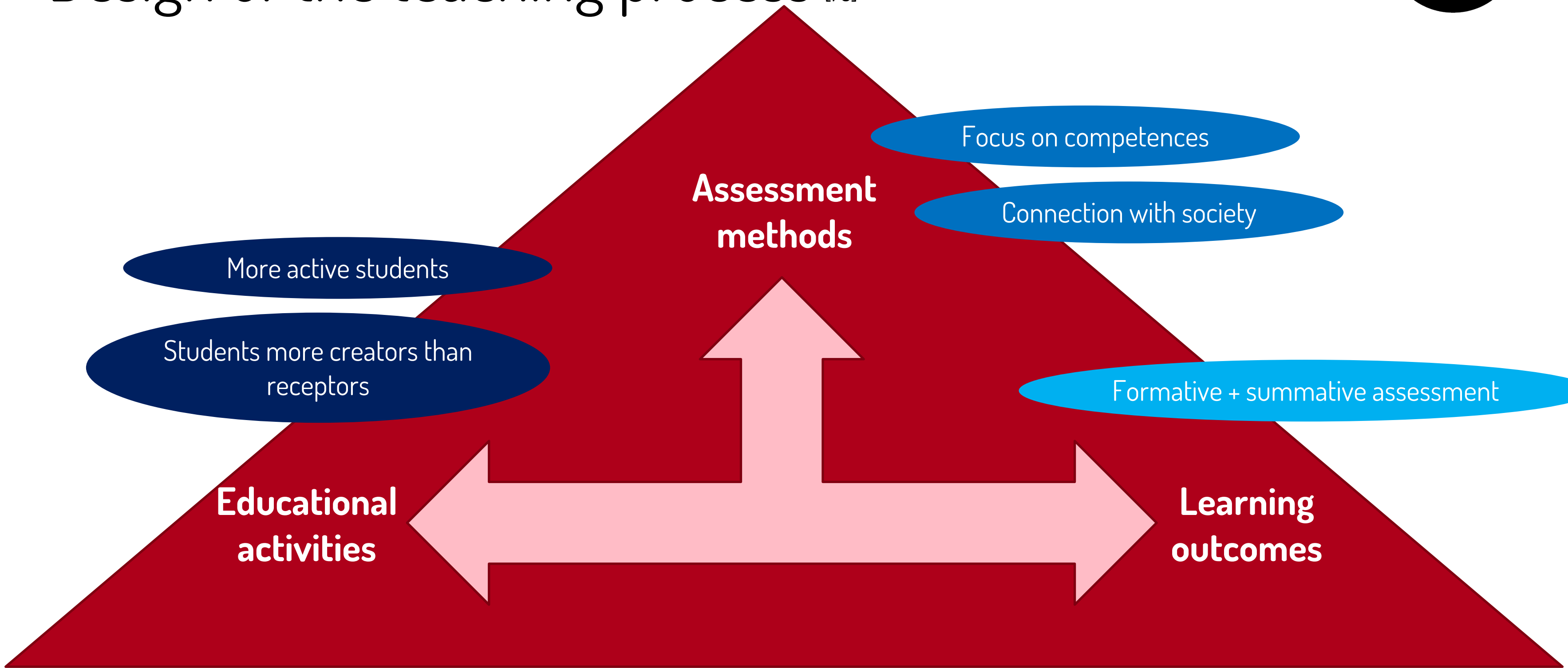


- Ensure corporate content with a regular update program
- Incorporate flexibility so that the teacher can contribute new content, activities, etc. without finding a packaged and closed format
- Balance between an institutional production and the contents of the teaching staff (templates should be provided and their use recommended)
- Incorporating the synchronous component
- Provide visibility to the institution through open licensing content

Pedagogical model ^[72]

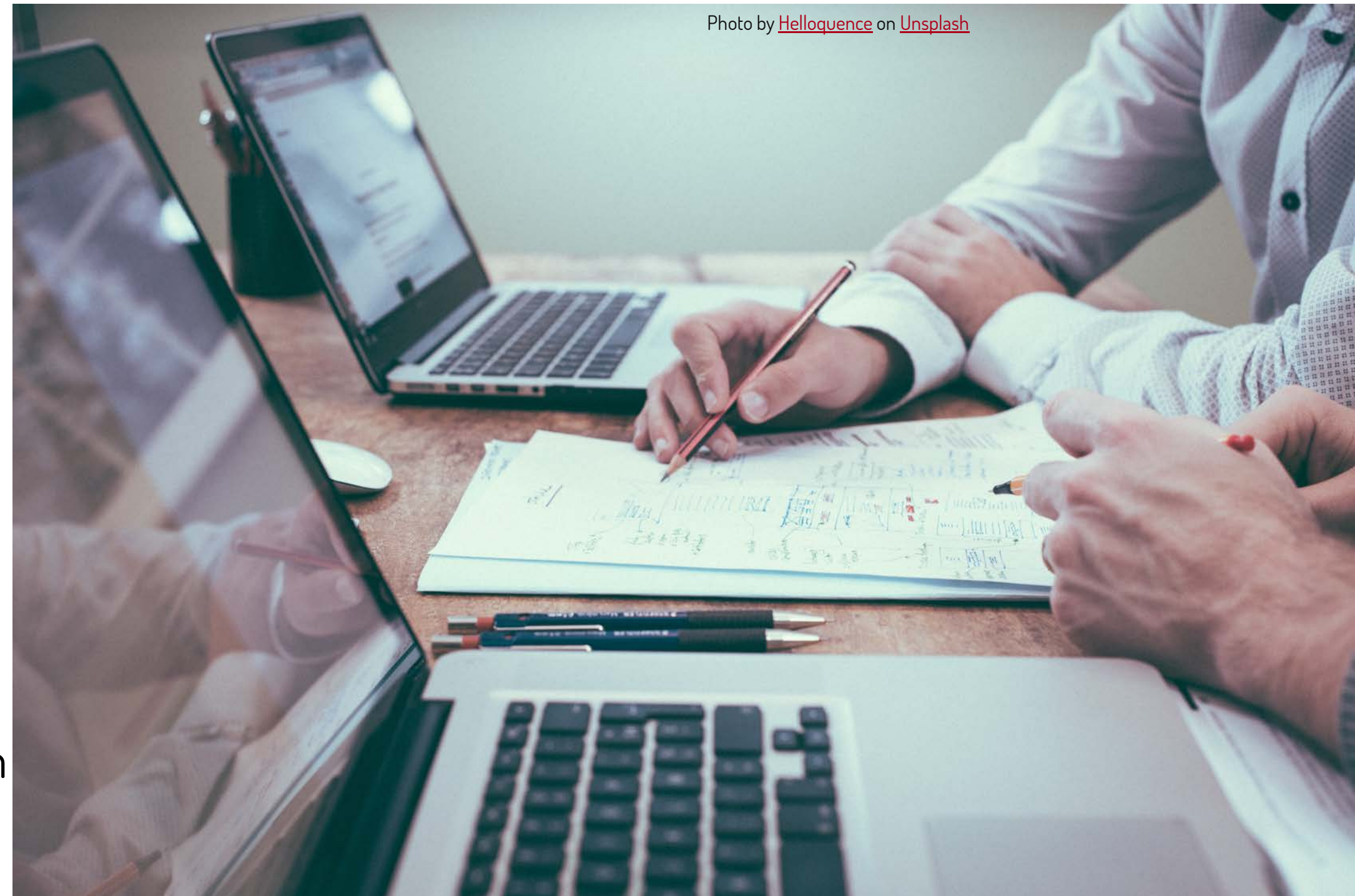
- Virtual institutional space for each degree, complying a set of minimum common requirements (based on the content model)
- Teacher certification requirements
- Group size
- Sequencing of subjects on the calendar
- Interaction both synchronous and asynchronous
- Collaborative vs. personalized learning
- Time of response
- Assessment
- Ethical aspects
- Coordination
- Quality assurance

Design of the teaching process [73]



Pedagogical model – Teacher’s responsibilities [72]

1. The creation of content to be used in the course
2. Instructional design and planning of the virtual environment
3. Synchronous teaching by video conference
4. Asynchronous mentoring and monitoring of activities and interaction
5. The assessment of students
6. Mentoring or personalised follow-up of the students to prevent them from dropping out



Policy and strategy – Strategic corporate vision is needed



The adoption of an online learning model requires a commitment from the University



Photo by [Mark Duffel](#) on [Unsplash](#)



A win-win strategy must be applied, the actors involved (teachers, students, service staff) win, the institution wins

Personalized learning



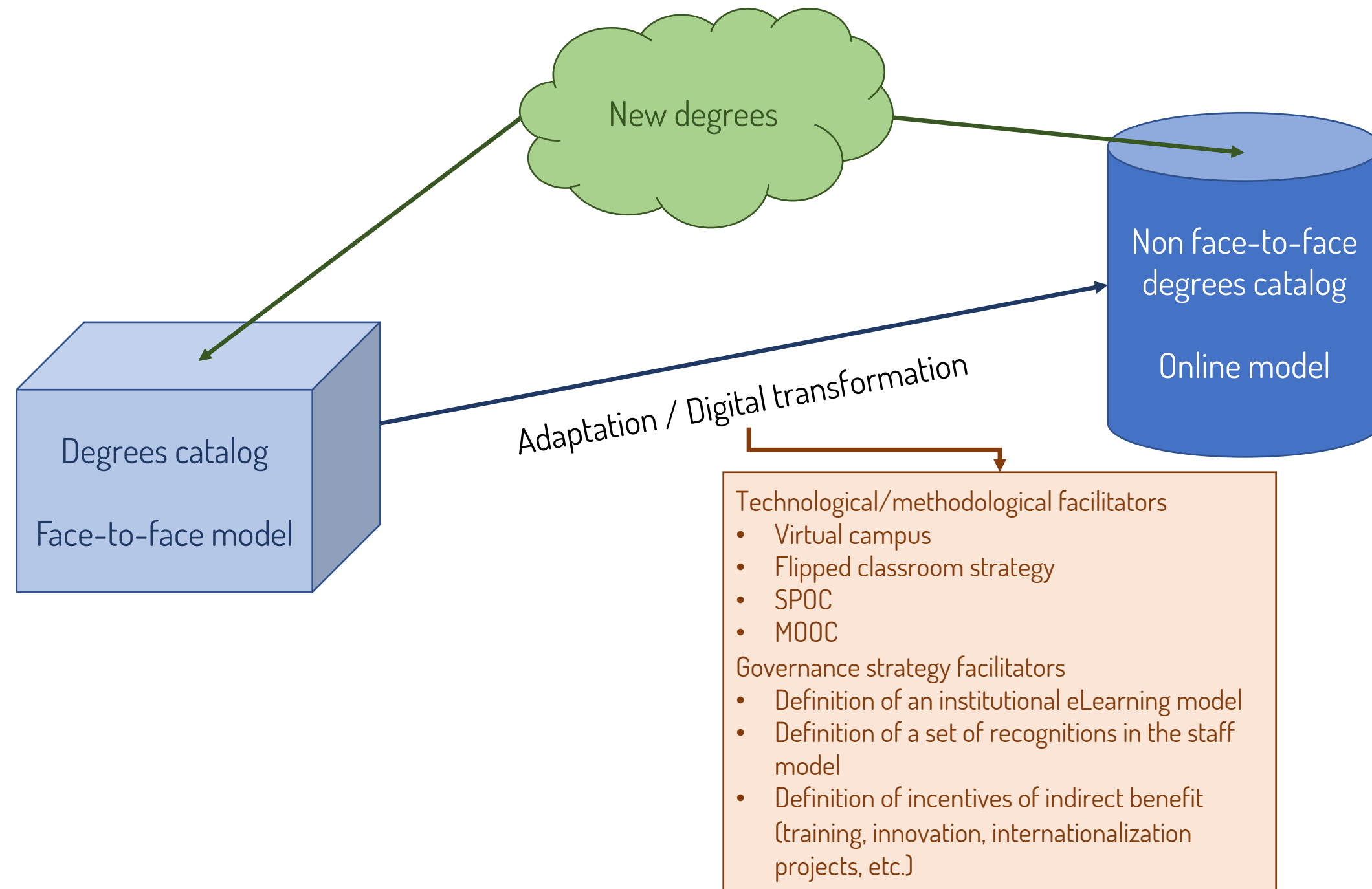
Massive learning



<http://www.thebounce.co.za/wp-content/uploads/2010/03/going-home-for-eid-dhaka.jpg>



Policy and strategy – Action plan



6. Reflections



Institutional challenges

Digital transformation, strategy, reference model, technology ecosystem, service ecosystem, strengthen the workforce

Institutional challenges

Communicate the strategy, attract and convince teachers, ensure the quality and ethics of the process, sustainability and return of the investment



Faculty's challenges

Recognition of the effort, training and continuous certification, coordination, time management, interaction and time of response, integration of the soft skills in the subjects

Students' challenges

Membership, privacy, ethics, loneliness, abandonment, time management and flexibility



The online model is part of a strategic transformation of the university

The nomadism of this time has to do above all with the continuous and rapid transformation of the scientific, technical, professional and mental landscapes. Even if we didn't move, the world would change around us [74]

The traditional University is facing a new scenario that gives vertigo: risks and opportunities; those who better adjust their mission, redefine their vision and adapt their processes will have greater opportunities in the immediate future

Photo by [Yeshi Kangrang](#) on [Unsplash](#)





Online education is not a second-rate product when the means are put in place to guarantee the quality of the process, the teaching effort involved is recognised and investment is made in the infrastructure and people required



Technologies with teaching methodologies not adapted to their use result in more expensive unadapted methodologies and dissatisfied people

COME IN

WE'RE

OPEN

7. Activities

Open questions

- Do you think that an IT Government approach is needed to organize the online teaching in a university?
- Are the universities really digital transformed?
- Are the university stakeholders ready for the digital transformation?
- Have been the universities passed the digital transformation test during the coronavirus pandemic?
- What do you think about online assessment procedures?
- How do you foresee teaching in the universities in the next academic year?



DANKE!
THANK YOU!
MERCİ!
GRAZIE!
GRACIAS!
DANK JE WEL!

• • • • •

https://unsplash.com/photos/L04Kczg_Jvs



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1. F. J. García-Peñalvo, "Education in knowledge society: A new PhD programme approach," in *Proceedings of the First International Conference on Technological Ecosystems for Enhancing Multiculturality (TEEM'13) (Salamanca, Spain, November 14-15, 2013)*, F. J. García-Peñalvo, Ed. ACM International Conference Proceeding Series (ICPS), pp. 575-577, New York, NY, USA: ACM, 2013. doi: 10.1145/2536536.2536624.
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