

# Using Educational Technologies to Improve Learning and Teaching in Higher Education

14<sup>th</sup> – 16<sup>th</sup> of December, 2014 | Philadelphia University, Amman, Jordan

## Workshop Overview:






This program is designed to provide participants with theoretical and practical skills of using emerging technologies in higher education. Participants will learn about internet search tools, social media tools, mobile learning, learning management systems, use of audio and video, open educational resources, gaming technologies among others. The focus will be on providing a comprehensive overview of what constitutes such technologies and how they can best be pedagogically integrated to enrich students' learning experience both in the class as well as outside of the classroom. Participants will have an opportunity to discuss trends, limitations, and challenges of using these technologies, as well as engage in hands-on activities. Concepts related to instructional design, building learning communities, assessment, etc. in light of recent technological and development will be addressed.

## Target Audience:

This workshop is addressed to faculty and staff members involved or interested in teaching and training using educational technology, whether in a traditional, blended or online learning environment. It is aimed at those who want to expand their portfolio of pedagogical strategies and adoption of emerging technologies in teaching and learning to improve student experience through richer engagement with content and interaction with peers. The program may also be of interest to staff and experts working in teaching and learning center and IT staff engaged with providing educational technologies.

## Intended Learning Outcomes:

**At the end of this workshop participants will be able to:**

-  Understand the changes that have occurred in the last 10 years that have allowed the development of participatory web-based applications.
-  Describe the most current emerging technologies being used in higher education today and their implications on teaching and learning.
-  Discuss the change in the pedagogical paradigm resulting from the adoption of emerging web-based technologies.
-  Apply internet research skills in teaching and learning.
-  Evaluate online tools and their adequacy to teaching and learning.

- Develop plans for adopting a set of new technology-based tools for improving the teaching and learning experience.
- Address challenges and issues associated with using educational technologies.

## Main Topics Covered:

### First day (full day):

- Introduction to latest trends and developments in educational technology
- Pedagogical implications for integrating technology in higher education
- Fundamentals of internet searching and browsing
- Introduction to web-based technologies
- The changes in the web and what they mean for teaching and learning online
- Basics of Web 2.0, social media tools, and e-portfolios
- Audio, video and their role in learning online

### Second day (full day):

- Synchronous and asynchronous online tools and their place in teaching & learning
- Learning management systems
- Open Educational Resources and MOOCs
- Mobile learning
- Gaming technologies

### Third day (full day):

- Rethinking engaging students and conducting assessment using educational technologies
- Threats: security, privacy, intellectual property
- Challenges: quality, access and cost
- Looking ahead: up and coming technologies
- Personal reflections and planning for experimentation and self-development

## Delivery Strategy:

The workshop will follow a format of BYOD – Bring Your Own Device, where participants will be involved in intervals of lecture, small group discussions based on given discussion questions and scenarios, and hands-on activities involving the emerging technologies (individual and group-based), covering each of the topics listed above. The focus is on understanding major concepts, learning how to find further information just-in-time in the future, explore the use of technologies for learners' own scenarios, and experiment within specific scenarios, in order to develop technology fluency. The participants will be invited to report their learning and plan for future development through the use of a personal e-portfolio.

## Workshop Leader:






PROF. GRAINNE  
CONOLE



Prof. Grainne Conole started at Leicester University on 1st September 2011. Before that she has worked at the Open University in IET as chair of e-learning and as Professor of Educational Innovation in Post-Compulsory Education at the University of Southampton. Prof. Conole has research interests in the use, integration and evaluation of Information and Communication Technologies and e-learning and impact on organisational change. Before joining Southampton, Prof. Conole was Director of the Institute for Learning and Research Technology at the University of Bristol, a centre of excellence on the development and use of information and communication technology in education.

She has research, development and project management experience across the educational and technical domains; funding sources have included HEFCE, ESRC, EU and commercial sponsors. Past projects include the JISC-funded learner experience project, PB-LXP with Mary Thorpe and the ESRC TLRP Technology-Enhanced Learning project, PI led by Eileen Scanlon and Mike Sharples. Prof. Conole led the OU Learning Design Initiative and the JISC OULDI project. Other past projects include the JISC LXP Learner Experience Project, the HEFCE-funded E-Learning Research Centre, the JISC/NSF funded DialogPlus digital libraries project and the ESRC National Centre for Research Methods. Currently she has research interests in Open Educational Resources and Practices (through the OPAL initiative and a new EU-funded project POERUP), learning design, and social and participatory media. Prof. Conole has recently submitted a book to Springer - entitled: Designing for learning in an open world.

## Workshop Registration, Fees & Discounts:

-  The registration fee for the 3- day workshop is USD 820 including lunch and two coffee breaks on each day.
-  15% Early bird registration discount is available for registrations completed prior to the 15<sup>th</sup> of October.
-  Group registration discount of 20% is available for groups of 3 and above if registration is completed before 15<sup>th</sup> of October and 15% if registration is done after 15<sup>th</sup> of October.
-  For online Individual Registration [click here](#). For online group registration, [click here](#).
-  Confirmation of registration is only done upon receiving the full registration fee.

## Workshop Duration:

This program is 3-day , organized from 9:00 am – 5:00 pm with a one hour dedicated for lunch break and 2 coffee breaks of 20 min each.