

Emerging Trends in Ed Tech



OSBA CYBERLAW AND TECHNOLOGY

PRESENTED BY

BRUCE HAWKINS AND ANDREW TOMPKINS

MCOECN

Using Technology in Education

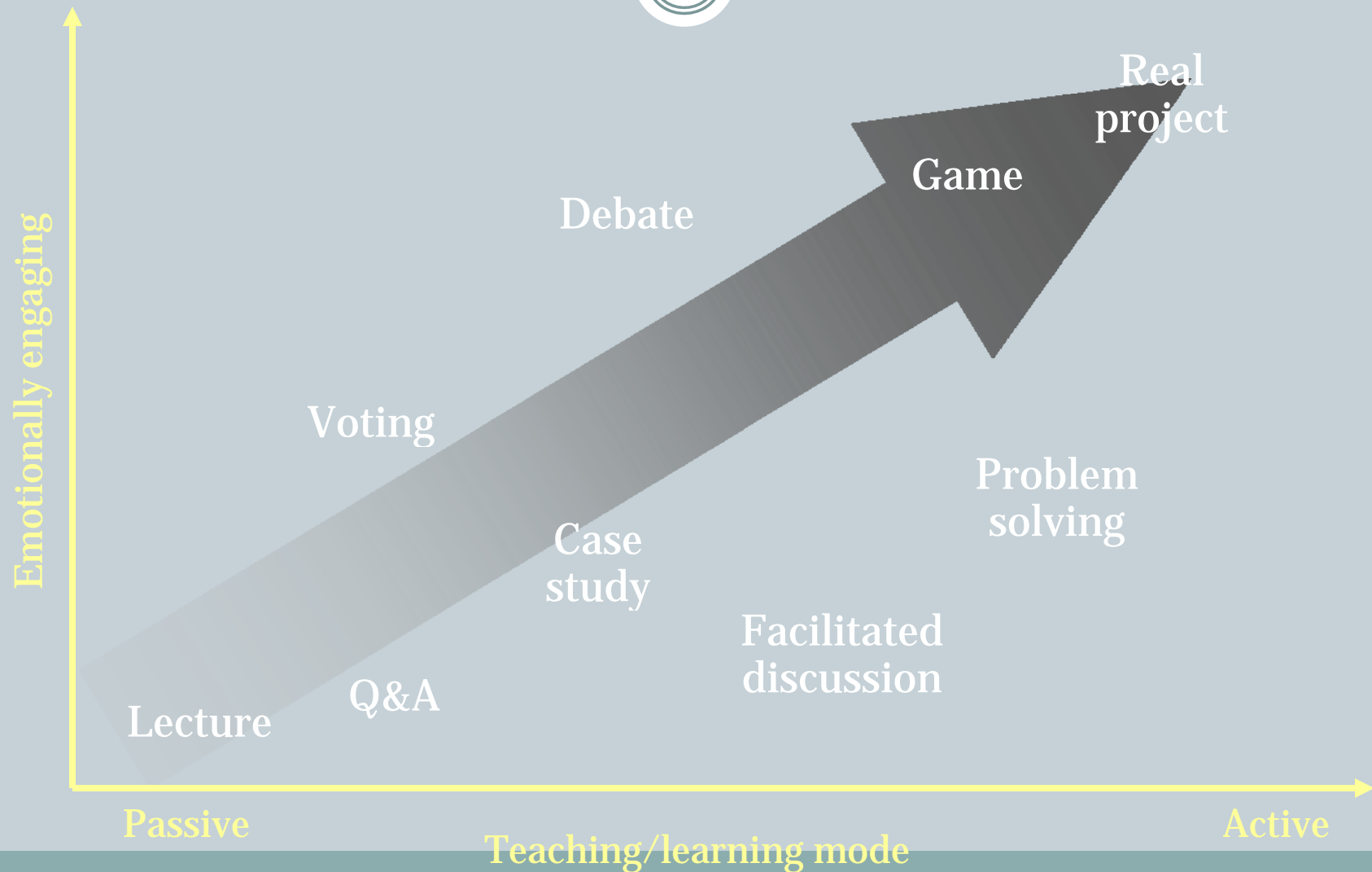


- **Premise:**
 - Today's students are more "wired".
 - Students today have been exposed to iPod, cell phone, electronic mail, mySpace, uTube...
 - Studies show the average student has five on-line personalities
- **What does this mean for education?**
 - Students spend more time on activities they enjoy.
 - Many of today's students enjoy electronic games and other Internet based activities.
 - Can these be used for good educational purposes?

Trends in Technology: Gaming

- **Students use games to emulate real-life situations.**
- **To gain the advantage in the game (score more points) the student will need to learn about the game environment – and the real-life environment in the process.**
- **Also promotes group strategies and cooperative learning styles.**

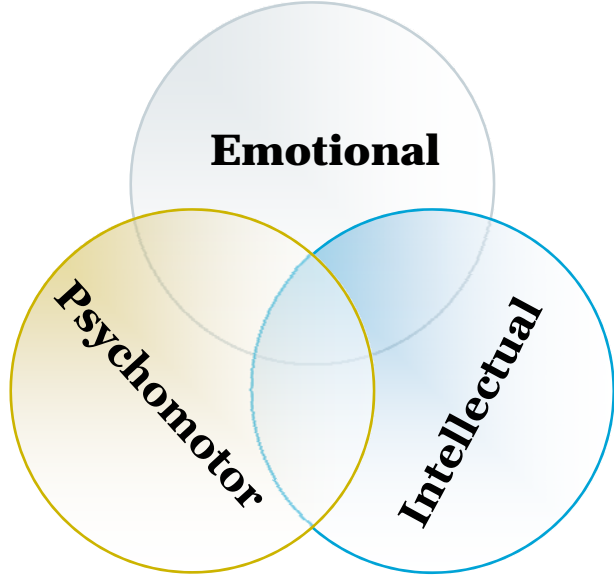
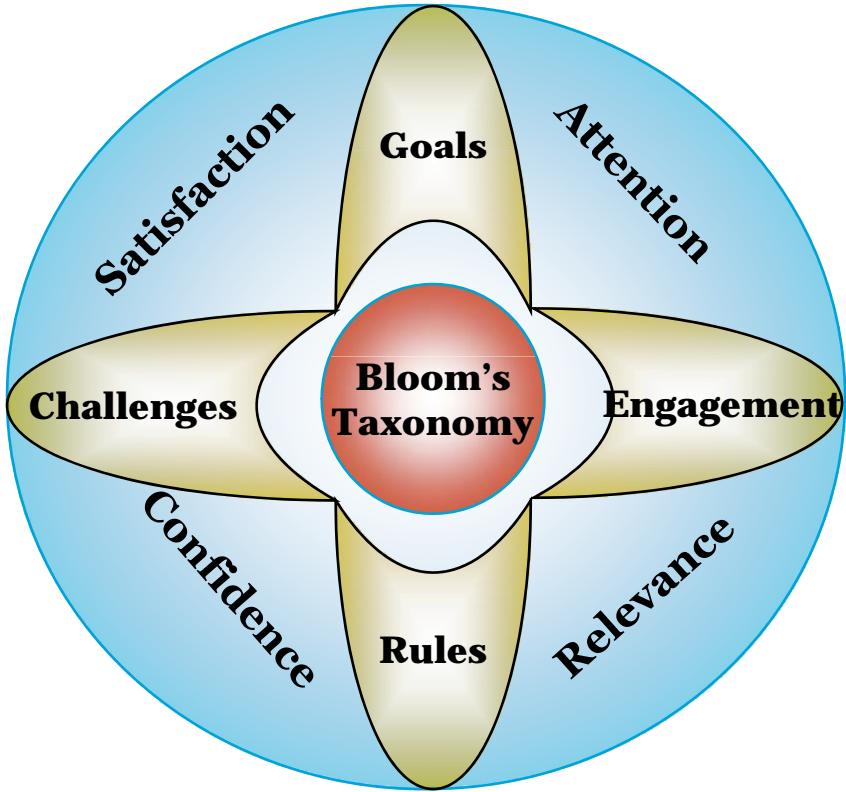
Engaging learning experiences



—adapted from Accenture, 2006

Game-based learning model

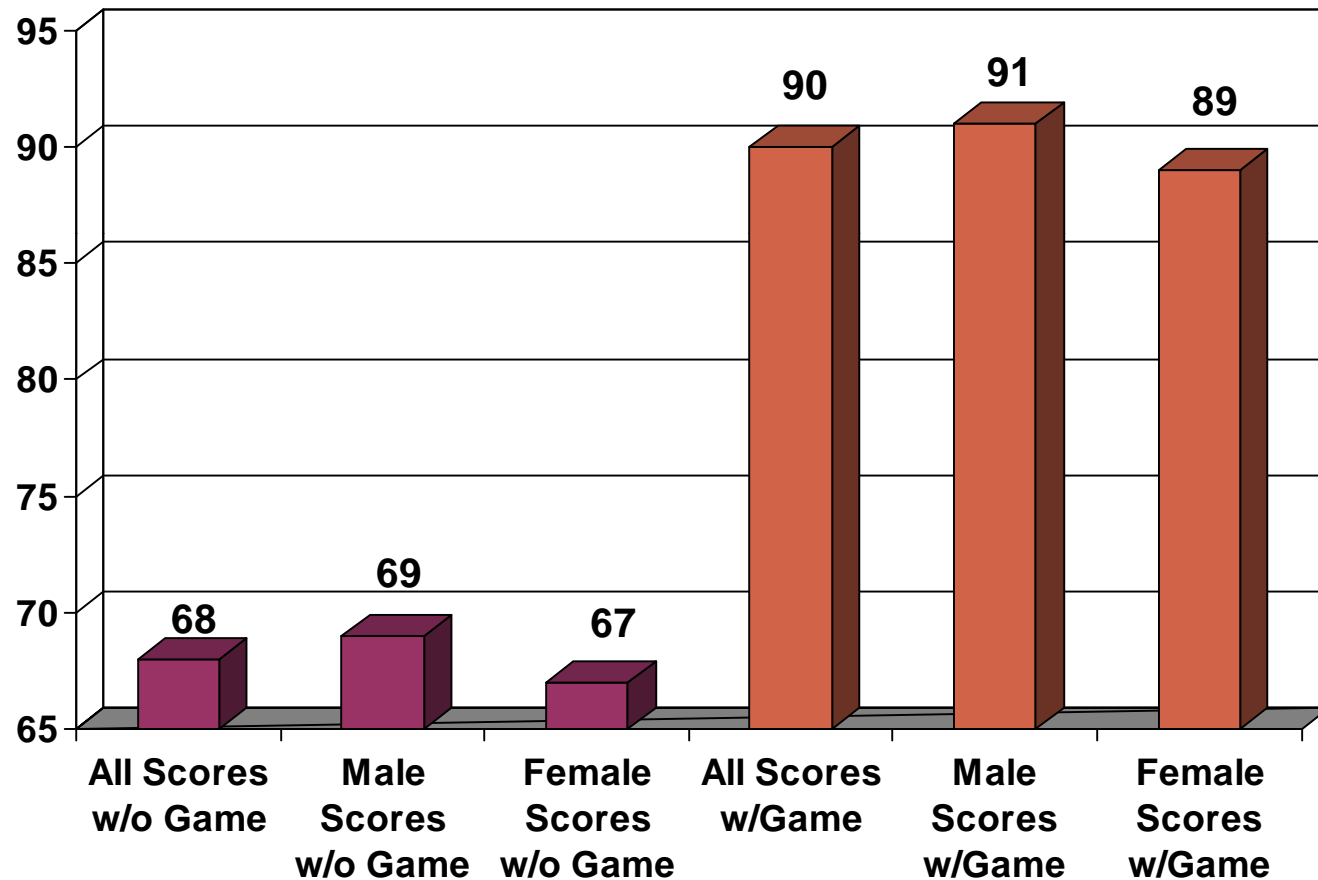
Game → yields → Engagement



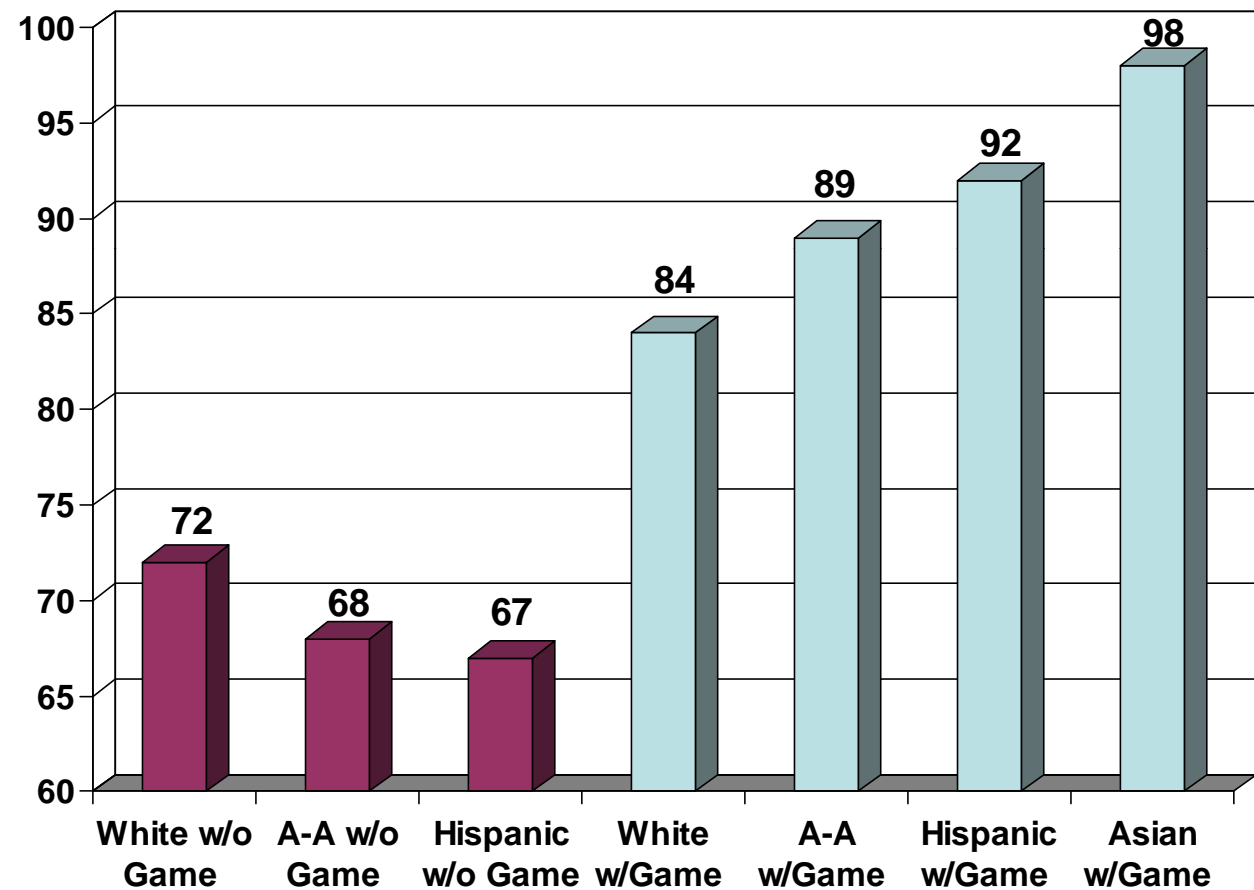
Adapted from Chris Clark's Principles of Game-Based Learning While at BreakAway Games



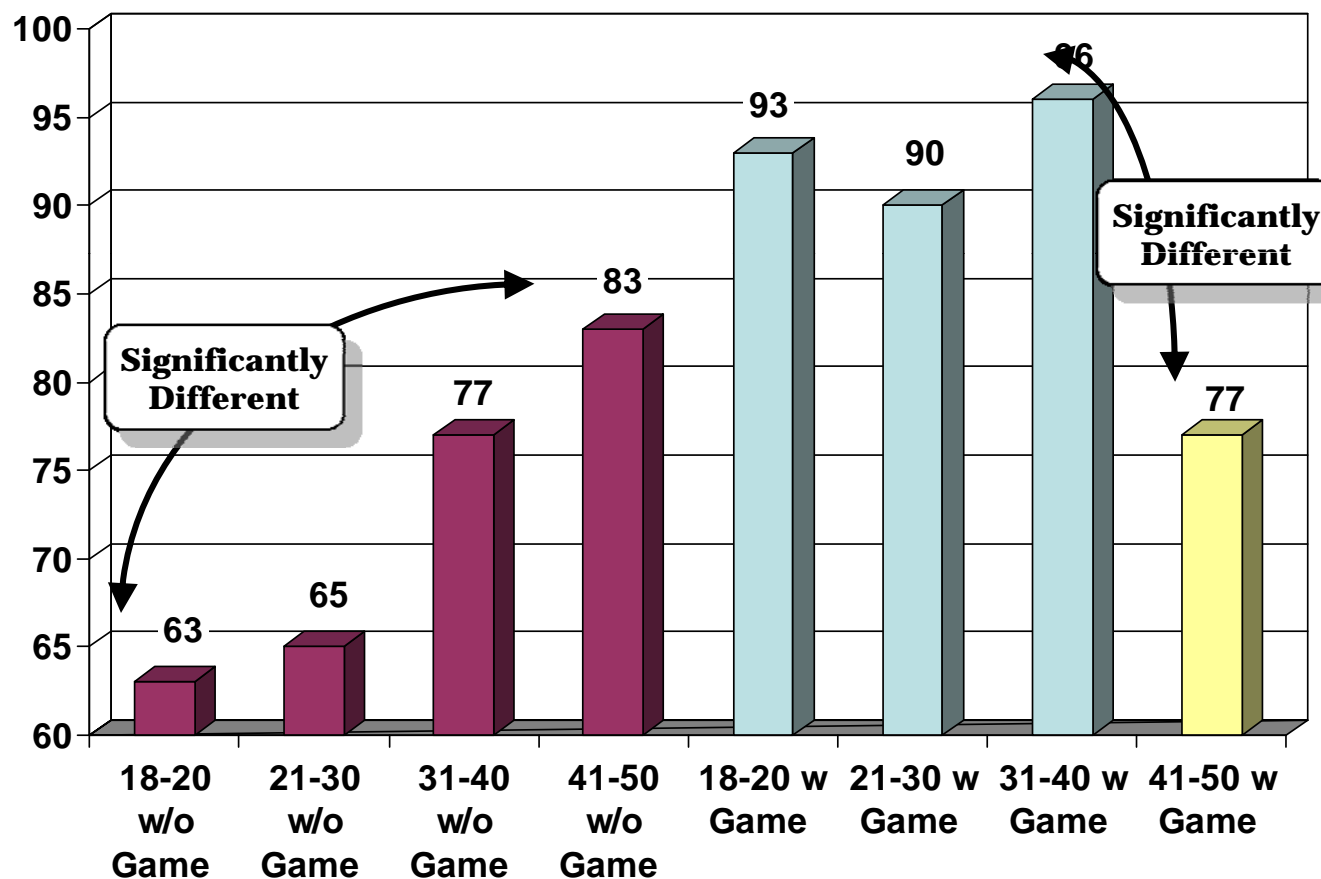
The study looked at the relationship between overall scores and gender and game play



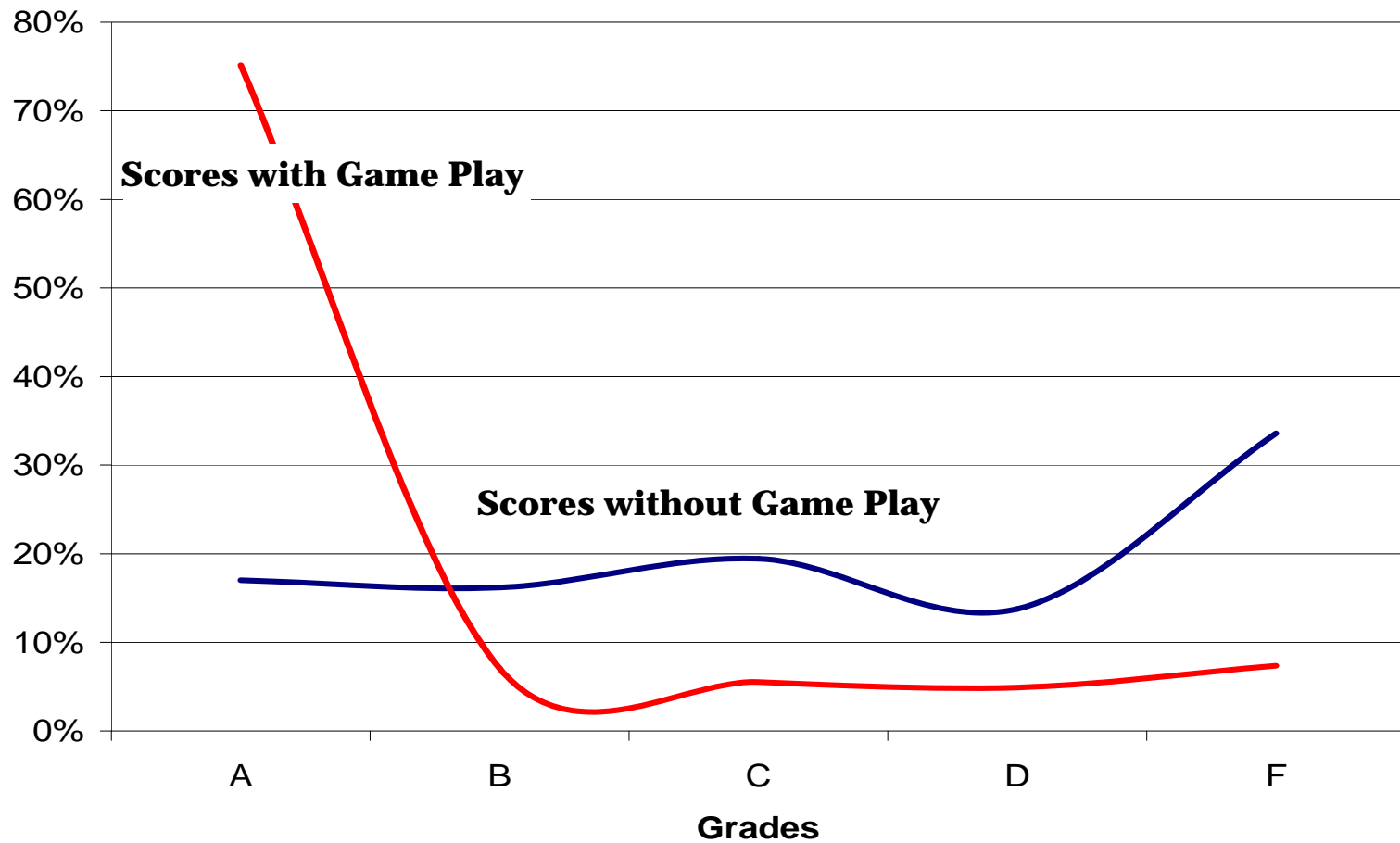
The study looked at the relationship between ethnicity and game play



The study looked at the relationship between age and game play



Grade distribution for study 3 with and without game play



Trends in Technology: Blogs



- “Blog” is short for “Web Log”.
- A blog is like the editorial page of a printed newspaper or an on-line diary.
- Typically an author (the “Blogger”) writes an opinion piece or talks about experiences.
- Some blogs allow for reader response, creating an on-line conversation.

Educational Uses for Blogs



- Used to publish students' work
- Used to demonstrate the progress of a classroom project
- A “modern” equivalent of a term paper or research paper
- Could also be used by staff – around a topic-based discussion

Trends in Technology: “x”casting



- **Students can produce their own “show”:**
 - Determine the subject matter
 - Write the script
 - Record the content
 - Edit the content
 - Publish on web
- **Audio (podcasting), tutorial (screencasting), or pictorial/images (videocasting)**

Trends to Avoid



- **There are popular sites like:**
 - Utube
 - Flickr
 - Wikipedia
- **Avantages:**
 - On the Internet
 - Easy to get access
 - Free for anyone to use

Down Side – Risks



- **Disadvantages:**
 - On the Internet
 - Easy to access
 - Free for anyone to use
- **Inappropriate content**
 - UTube, Flickr, are interesting resources, but not all content is “school appropriate”
- **Cheating the system**
 - Recent news regarding concerns about cell phones, iPod’s, and other electronic devices when used to cheat on tests.

Down Side -- Roadblocks



- **Funding and resources.**
- **Internet bandwidth.**
- **Content Filtering based on media type.**
- **Learning curve and age-based reluctance.**

Demonstrations



- **Demonstrations**
 - Fantasy Congress – A game site:
 - ✦ <http://www.fantasycongress.com>
 - TeacherTube – A relatively safe video sharing site
 - ✦ <http://www.teachertube.com>
 - SPARCC Podcast – A good example of classroom podcasting
 - ✦ Classroom examples: <http://Podcast.sparcc.org/weblog/>
 - ✦ Art and Poetry: <http://Podcast.sparcc.org/>
 - INFOhio Electronic Resources – Best resources on the ‘net:
 - ✦ <http://www.INFOhio.org>

Thank You

