

The utilization of e-learning and social networks to promote blended learning



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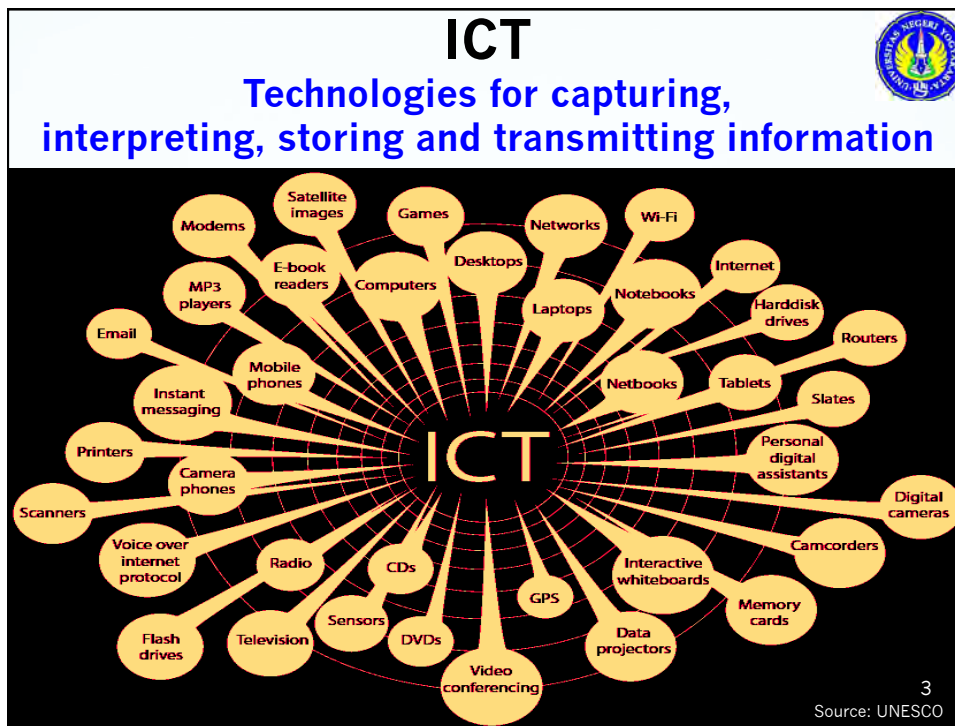
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Content



- ICT in Education
- ICT Integration
- Web 2.0 and social networks
- Stats about FB
- E-learning
- Blended Learning

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Scope of ICT in Education

- ICT as a subject
- ICT as a tool to innovate teaching-learning practice
- ICT as a productivity tool
- ICT as an administrative tool
- ICT as an expanding learning opportunity

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Realities of ICT in Indonesian Schools



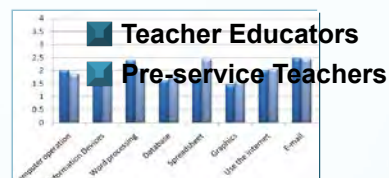
1. ICTs equipment are not used **appropriately** (no electricity, no skills, not enough)
2. Students use ICTs outside schools to **play games**, but teachers not use it in classrooms
3. Teachers grown from non-information society, students born as **ICT Natives**



Realities of ICT in Indonesian Schools



- 4 Teachers and lecturers are **lack of ICT competency**
- 5 Teachers prepared by teacher centered approach have to teach with **student centered pedagogy**





Challenges

Teachers need to prepare students with 21st century skills includes:

- Information literacy skills
- Media literacy skills
- ICT skills
- Creativity and innovation skills
- Critical thinking and problem solving skills
- Communication and collaboration skills
- Flexibility and adaptability skills

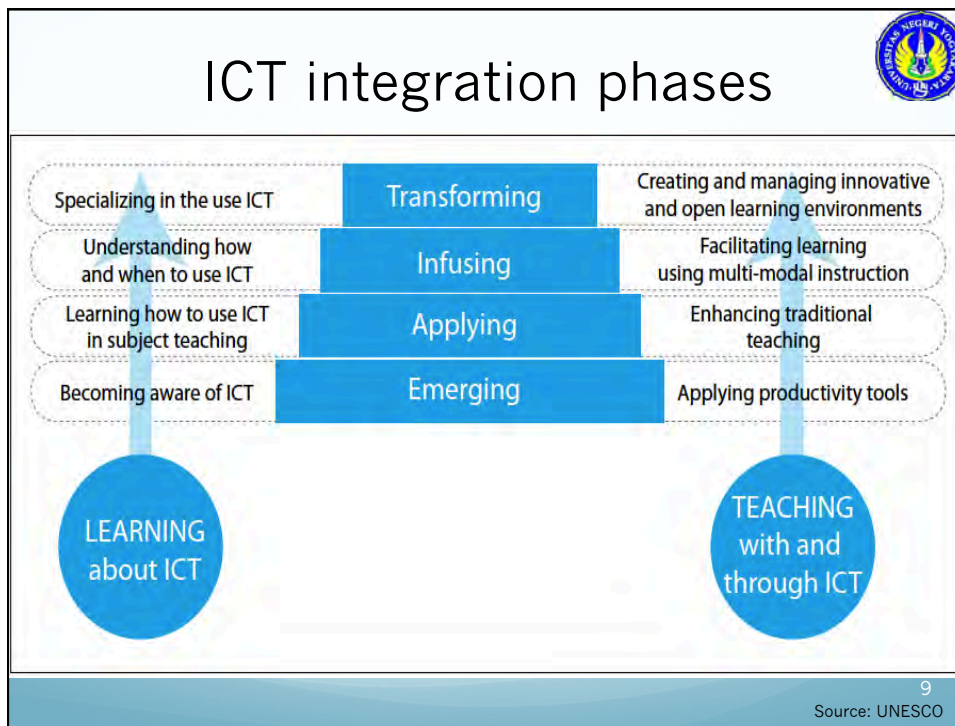
HOW ?

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ICT Integration

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Teacher Vs. Student Centered

	Teacher centered learning	Student centered learning
Teacher roles	<ul style="list-style-type: none"> • knowledge provider • primary source of information • control and direct all aspects of learning 	<ul style="list-style-type: none"> • learning facilitator, collaborator, knowledge navigator and co-learner • give students more options for their own learning
Student roles	<ul style="list-style-type: none"> • passive recipient of information • learning as a solitary activity 	<ul style="list-style-type: none"> • active participant in the learning process • producing knowledge • learning collaboratively with others

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Web 2.0 and social networks

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Technology to support BL

- ICT → Internet → **Web 2.0**

What is web 2.0?

- A Web 2.0 site allows users to **interact** and **collaborate** with each other on user-generated content in a virtual community.
- Examples of Web 2.0 include **social networking** sites, **LMS**, **blogs**, wikis, video sharing sites, hosted services, web applications, etc.

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Web 2.0 in Education



- Online identity is like a professional resume or e-portfolio
- Share interests and collaborate on challenges
- Facilitate and participate in discussion forums
- Easily upload resources such as photos, audio, video, and curriculum
- Create event calendars for students and parents
- Chats can provide immediate feedback and assistance

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Most popular Web 2.0 applications



Why Use Web 2.0



- Works with all platform
- No software purchases or downloads
- Available anywhere, anytime
- Ease of Integration in the classroom
- More student interactivity
- Engage student learning
- Improve student achievement

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Disadvantages



- Internet may be down when you need to use this
- Often cannot save to a local computer
- Correctness of information
- Privacy issues

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What is Social Networking?



- An online service, platform, or site that focuses on building and reflecting of social networks or social relations among people, e.g., who share interests and/or activities.
- A social network service essentially consists of a representation of each user (often a profile), his/her social links, and a variety of additional services.
- Social networking sites allow users to share ideas, activities, events, and interests within their individual networks.

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Potential of Social Networks



- New opportunity for learning
- Empower students with ICT tools to construct, present, reflect, collaborate
- Engage students in learning and interaction
- Facilitate network between students within the course and with outside field



Opportunities

- Almost 60% of students who use social networking talk about education topics online
 - More than 50% talk specifically about school work

–National School Boards Association, 2009

- Most popular reasons for belonging to a social network

- 1st most cited: Learn new things
- 2nd most cited: Do homework together with friends


– *Social networking from a teens' perspective*, Terry Freedman, 2007

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Stats about FB

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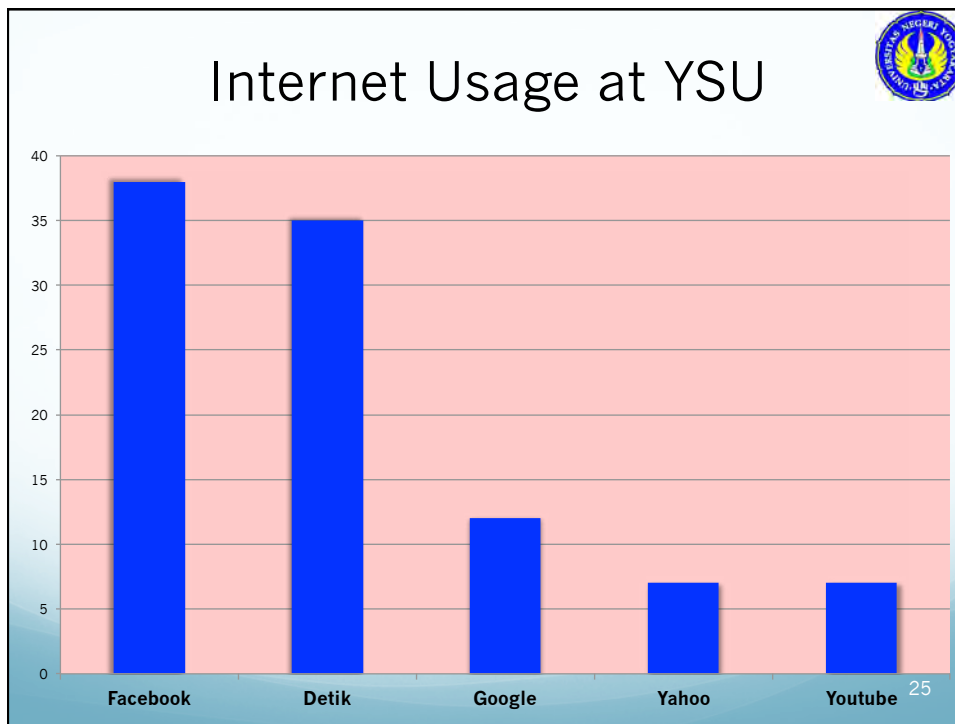


ASIA INTERNET USAGE AND POPULATION

ASIA	Population (2011 Est.)	Internet Users, Latest Data	Penetration (% Population)	Users % Asia	Facebook Subscribers
China *	1,336,718,015,	485,000,000	36.3 %	52.0 %	504,660
Georgia	4,585,874,	1,300,000	28.3 %	0.1 %	630,840
Hong Kong *	7,122,508,	4,878,713	68.5 %	0.5 %	3,748,580
India	1,189,172,906,	100,000,000	8.4 %	10.7 %	29,475,740
Indonesia	245,613,043,	39,600,000	16.1 %	4.2 %	38,860,460
Japan	126,475,664,	99,182,000	78.4 %	10.6 %	3,812,460
Malaysia	28,728,607,	16,902,600	58.8 %	1.8 %	11,221,040
Pakistan	187,342,721,	20,431,000	10.9 %	2.2 %	4,795,200
Philippines	101,833,938,	29,700,000	29.2 %	3.2 %	25,307,800
Singapore	4,740,737,	3,658,400	77.2 %	0.4 %	2,488,900
Sri Lanka	21,283,913,	1,776,900	8.3 %	0.2 %	973,720


Source: <http://www.teknojurnal.com>






FB: What do we think?

- Pros:
 - Allows you to stay connected with friends you otherwise wouldn't be able to
 - Meet new people
 - Find old friends
- Cons:
 - Privacy issues
 - Potential for misuse
- Overall:
 - Social networking sites are a good thing if used carefully



E-learning

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What is LMS?

Learning Management System is a web-based package software that enables

- the management of learning experience
- delivery of learning content and resources to students
- allows tracking of e-learning courses and content.
- assessment tools (quiz and assignment)
- communication tools
- content creation tools
- collaboration tools

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What is E-learning



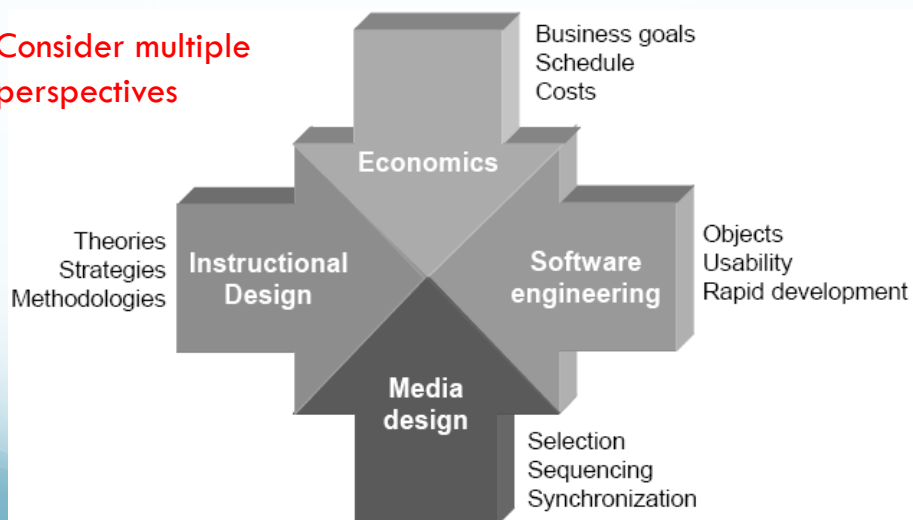
- The use of electronic technologies to deliver aspects of the learning experience.
- The use of information and computer technologies to create learning experiences.
- Using new technology to provide exciting, flexible, more effective learning experiences.

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Designing E-learning



Consider multiple perspectives



Source: William Horton, 2006

BESMART: YSU E-learning using LMS Moodle

Course categories

Fakultas Teknik	
* Pendidikan Teknik Informatika	55
* Pendidikan Teknik Elektronika	105
* Pendidikan Teknik Elektro	58
* Pendidikan Teknik Mesin	22
* Pendidikan Teknik Otomotif	21
* Pendidikan Teknik Sipil dan Perencanaan	56
* Pendidikan Teknik Boga dan Busana	33
* Umum(FT)	5
* Pendidikan Profesi Guru (PPG FT)	6
Fakultas MIPA	
Fakultas Bahasa dan Seni	
Fakultas Ilmu Sosial	
Fakultas Ilmu Keolahragaan	
Fakultas Ilmu Pendidikan	
Fakultas Ekonomi	

Online Users
(last 20 minutes)

- NASZA ARCIKA 11403241001
- damast eska sari
- Dewi Putri
- Gaith Wiyatmojo
- 09520244074 Faisal Fahmi VaFA

Calendar
April 2012

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30		

Pengingat Waktu
Server: 10153147 am

Weblink

User Administration

Menu

- Depan
- Cek User
- Tambah User
- Send Mail Dosen
- Mangement admin
- Ganti Password
- Logout

Selamat datang admin di halaman admin

@ Copy Right UNY TIM 2011
Halaman dipanggil dalam 0.0007 detik

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Videoconference using BESMART



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Features of BESMART YSU

- One portal for all
- Dissemination to all
- Basic and advanced Menu
- User administration tools
- Documentations
- Videoconference module

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Advantages of e-learning (1)



- Students can work in their own time, in their own space and at their own pace.
- All materials remain online, so students can refer, re-read, redo as necessary.
- Materials may be reusable in other courses or other parts of the same course.
- Links to online resources (websites, databases, libraries, e-journals) are direct and easy to create.
- Collaboration is easy to set up and easy for students to use.

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Advantages of e-learning (2)



- Some exciting learning tools (eg blogs, wikis) only exist online.
- Materials can make use of technologies already familiar to students (eg, Skype, blogs, social networking)
- Some types of assessment are easier online (eg peer assessment).
- Students can submit work in various online formats.
- Some students find participation in discussions, activities etc easier online than face-to-face.

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Disadvantages

- May require more time, effort and money to create.
- Authors may need to learn new styles, skills.
- Technical problems may hinder content creation and/or use.
- Online assessment requires particular care (plagiarism).


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Challenges


- Limited computer resources
- Low-level of Internet access
- Limited bandwidth of access
- Weak computer network infrastructure
- Limited knowledge to develop online course
- Apathy to change, resistance to change
- Lack of motivation or incentive

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Blended Learning

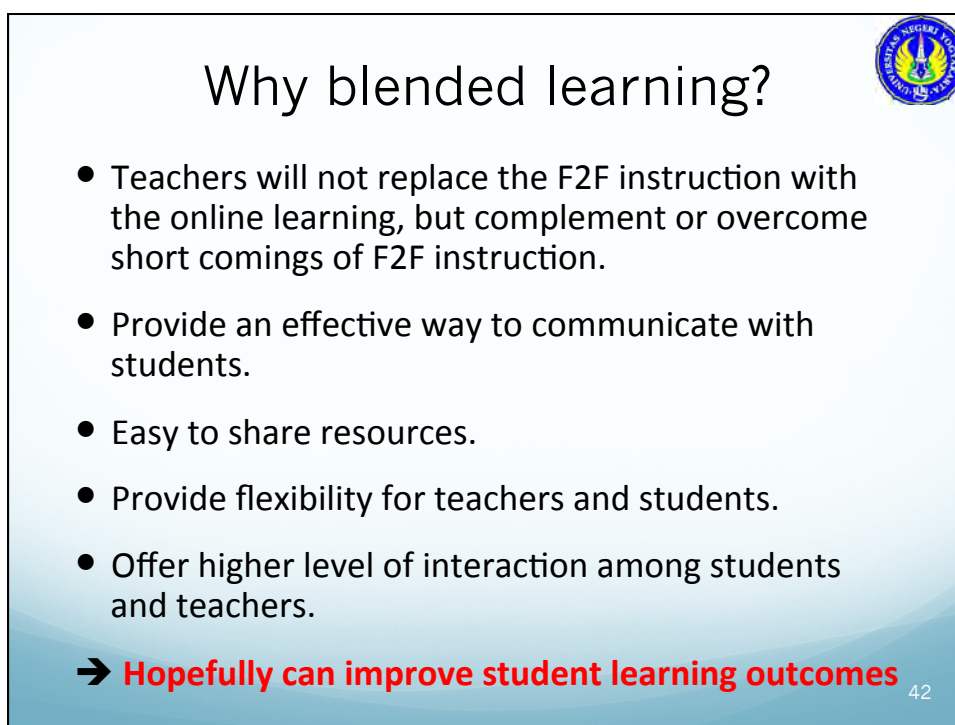
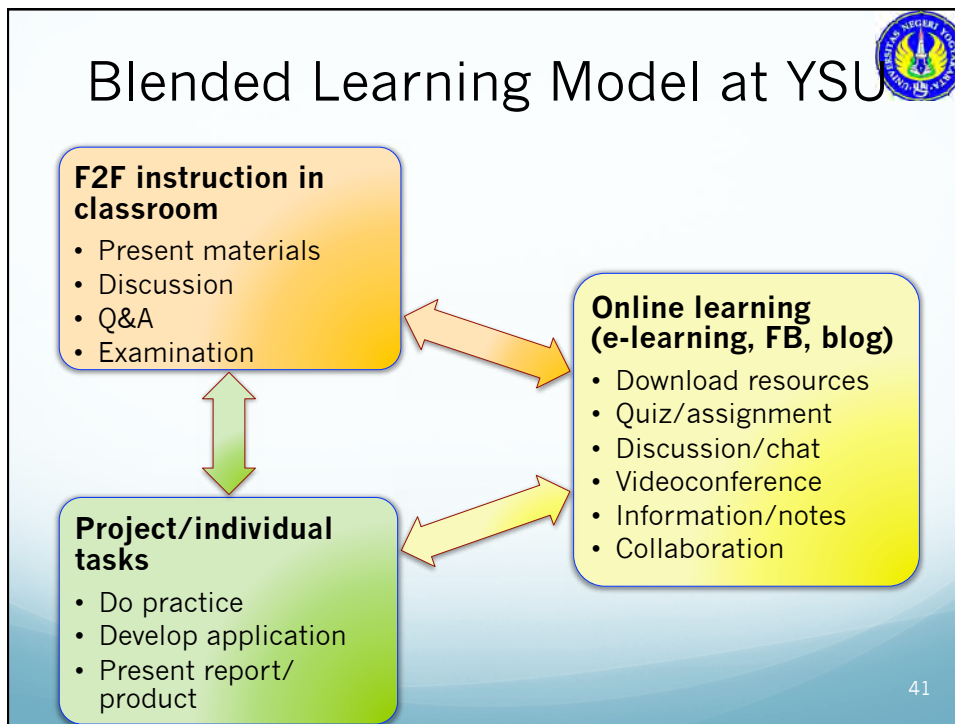
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Blended Learning

- Combination of online learning and traditional classrooms.
- Online learning:
 - E-learning: learning materials, quiz/assignments, discussions, chat, videoconferences.
 - Social network apps:
 - Facebook: information, group discussions, notes
 - Blogs: resources

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F2F Vs. Online




- Traditional:
 - Attendance
 - Tutor/teacher available on site
 - Lectures, tutorials, laboratory sessions
 - Specified times
 - Specified place
 - Specified pace
- Online:
 - Work almost anywhere
 - Need self-discipline and self-motivation
 - eResources – text, multimedia
 - Flexible time
 - Flexible place
 - Flexible pace

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	Online	F2F
Announcement	E-learning Email FB	Flyer Mail Phone
Overview session	email Webinar Videoconference	Traditional classroom
Self-paced learning	Web-based tutorial e-books Blog Simulations	Articles Books Job-aids On-the-job training
Query resolution	email Blog Instant messenger	Face-to-face meeting

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	Online	F2F
Demonstration	Web meeting Simulations	Traditional classroom
Practice	Simulations Virtual lab	Workbook Assignment Project
Feedback	email FB Blog	Face-to-face meeting Print report
Closing session	email Webinar	Traditional classroom

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Benefits of Blended Learning

- Can provide learning to meet everyone's work schedule.
- Using innovative scheduling, more students can be accommodated when lab space is at a premium.
- Web based learning appeals to many of today's learners.
- The exact same lecture material can be presented to students which promotes consistency.

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Problems of implementing blended learning at YSU



- The blended learning model has been used only by a few lecturers at YSU, because:

- there is no rule requiring it
- No time to try online learning
- No incentive to use online learning
- Resistance to use new technology

F2F instruction in classroom

- Present materials
- Discussion
- Q&A
- Examination

Project/individual tasks

- Do practice
- Develop application
- Present report/product

Online learning (e-learning, FB, blog)

- Download resources
- Quiz/assignment
- Discussion/chat
- Videoconference
- Information/notes
- Collaboration

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THANK YOU



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