

Enhancing Technology Use with Established Principles of Learning Bridget Arend

Symposium for Teaching and Learning with Technology, 10.25.13



"A conference is just an admission that you want somebody to join you in your troubles."

- Will Rogers

"There is nothing worse than a teaching method in search of a purpose."

- Jim Davis

Purposeful

SEVEN WAYS of LEARNING

BRIDGE

A RESOURCE
FOR MORE PURPOSEFUL,
EFFECTIVE,
AND ENJOYABLE
COLLEGE TEACHING

FOREWORD BY L. DEE FINK

Building skills

Developing critical, creative, dialogical thinking

Cultivating problem-solving and decision-making abilities

Exploring attitudes, feelings, and perspectives

Reflecting on experience





Building skills

Tasks and procedures
Practice and feedback

Behavioral Learning

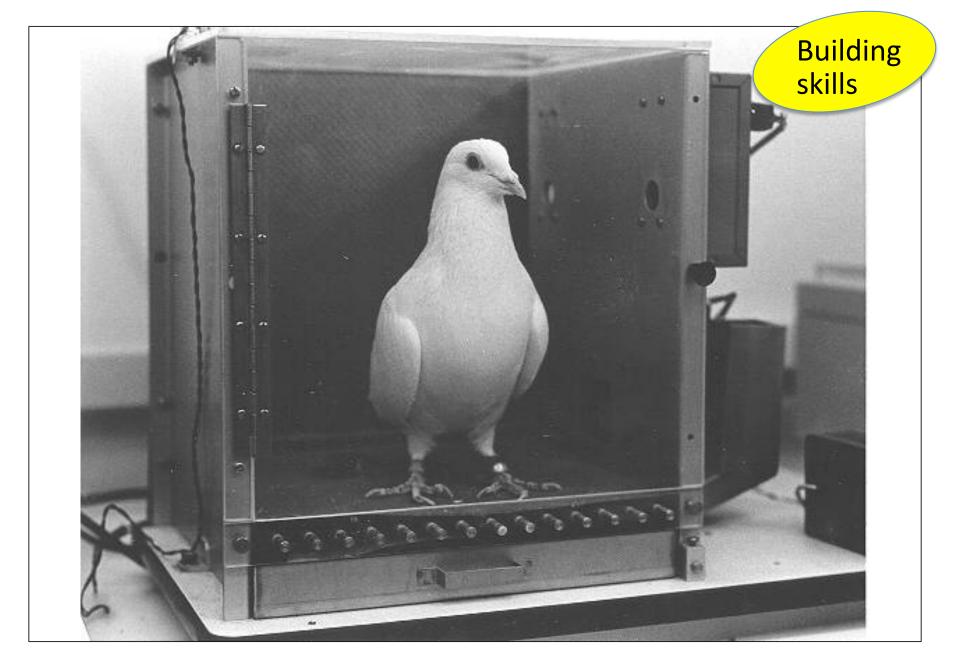


Image from http://afflictor.com/tag/b-f-skinner/



Task analysis – break skills into tasks and subtasks

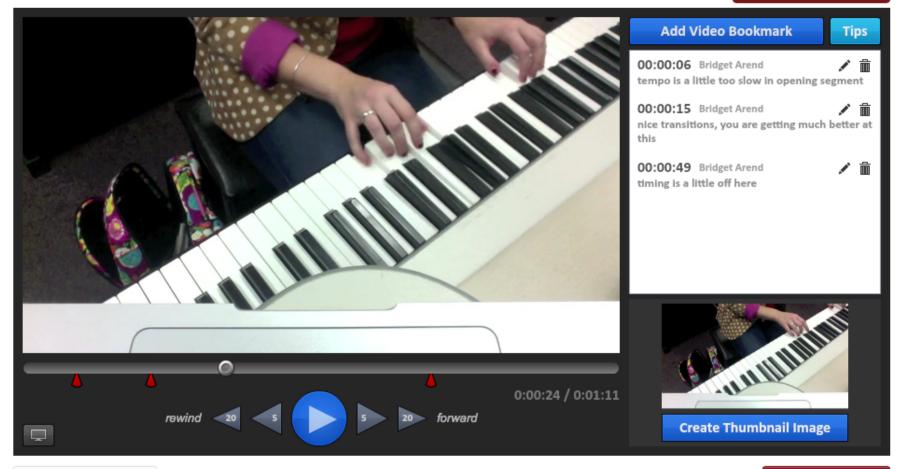
Measure performance levels

Support successive approximations through practice

Reinforce through well timed and specific feedback

Prof. David Montano / Music School / Student Practice Lessons

Return to Video Group



Download Bookmarks (CSV)

Prepare Video Download

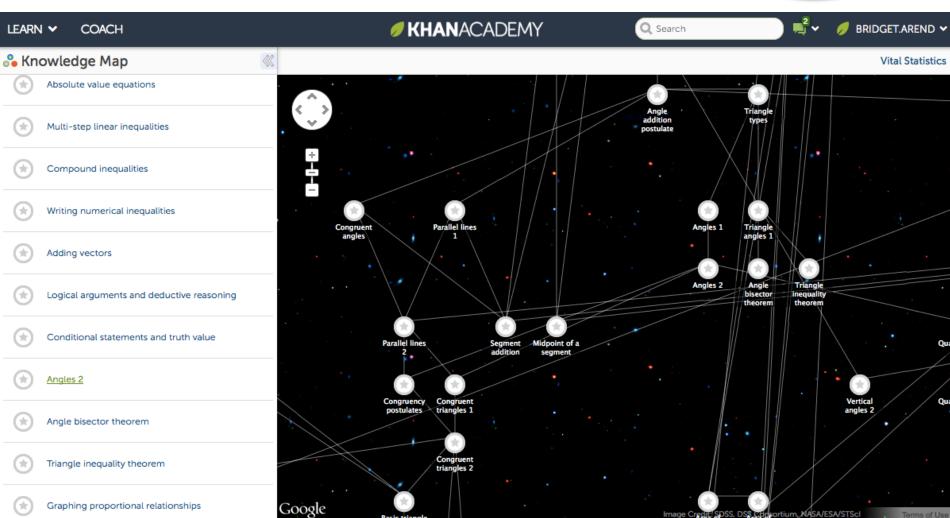


Building skills

Image from Wikimedia Commons user Silly rabbit, Creative Commons license











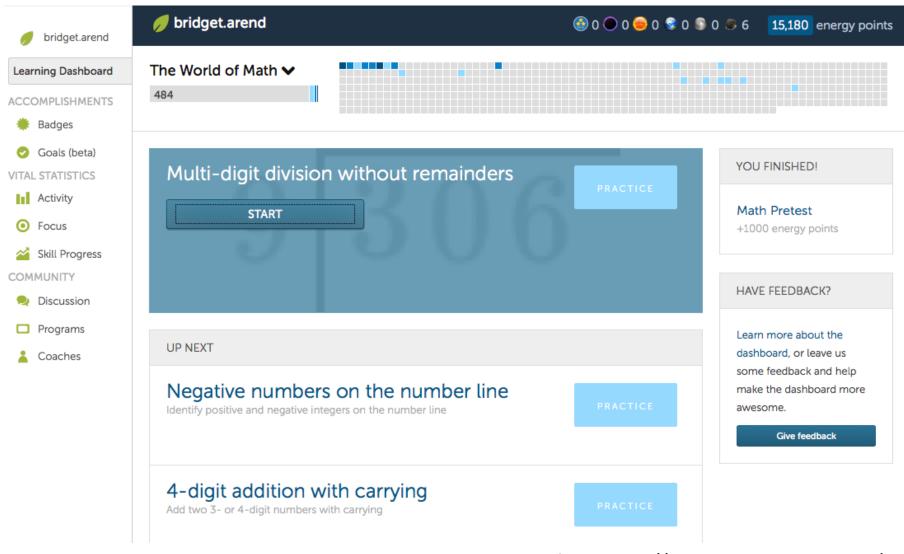
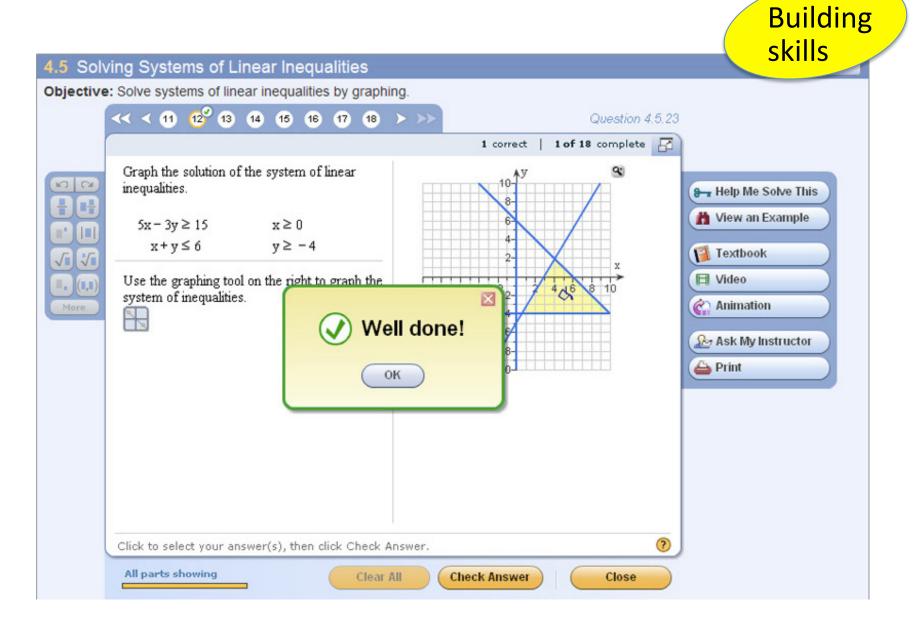
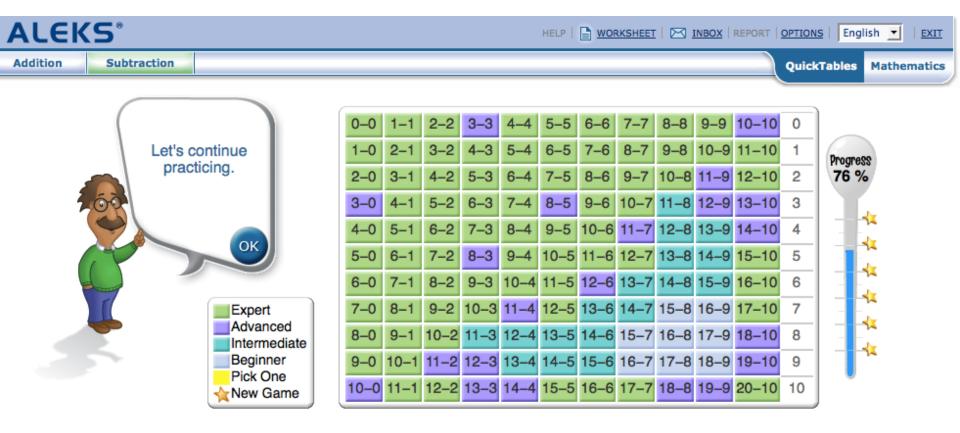


Image from https://www.khanacademy.org/





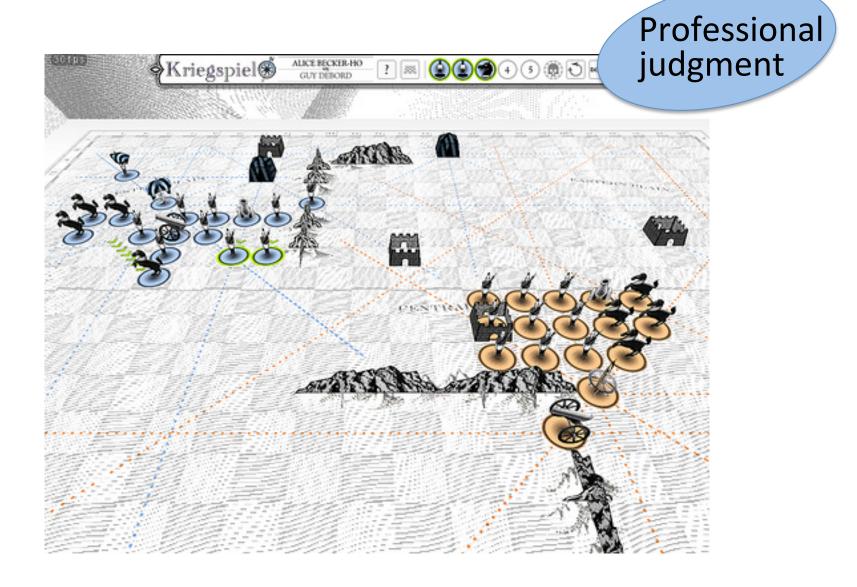


Building skills

Drill and kill

Role play, dramatic scenarios, simulations, games

Learning through Virtual Realities



Over The Opening KRIEGSPIEL Guy Debords 1978 Game Of War, downloaded for free at http://www.tophostgames.com/over-the-opening-kriegspiel-guy-debords-1978-game-of-war.html



Image from Justin Wagner, Creative Commons license



Appropriate setting
Roles
Role expectations/conflicts/relationships
Reflection
Debrief









Environmental Detectives

Environmental Detectives was the first AR game created by the MIT TEP targeted at high school and university students. In this game students of environmental engineers who are presented with the following scenario beginning of the simulation:

Professional judgment

During the construction of the underground garage of the new Stata Center (a big and controversial construction project) significant amounts of water are pumped up from the ground in order to lower the groundwater table so that the garage can be constructed in a dry environment. As a matter of regulation the water is tested for the 25 most commonly found chemicals in



groundwater at hazardous waste sites. As a result of the testing it is discovered that a toxin is present in the extracted water. You call the President of the University to report and he asks, "How dangerous is this toxin? Where did the contamination come from and how widespread is it? Does MIT need to take some action (and what action might this be)? What do you advise?" You promise to call him back within three hours with your advice on the problem.



"Good educational game design...piques players interest...offers multiple ways of playing...encourages social interaction... rely on academic knowledge and systemic understanding to achieve the goals."

- Kurt Squire

Professional judgment



Image from http://misssands.wordpress.com/2012/01/26/chocolate-covered-broccoli/

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Reflecting on experience

Presentations Explanations **Cognitive Learning**

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Go forth and be purposeful!