

# **E-Learning Environment: Current Trends in Higher Education**

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Library Seminar



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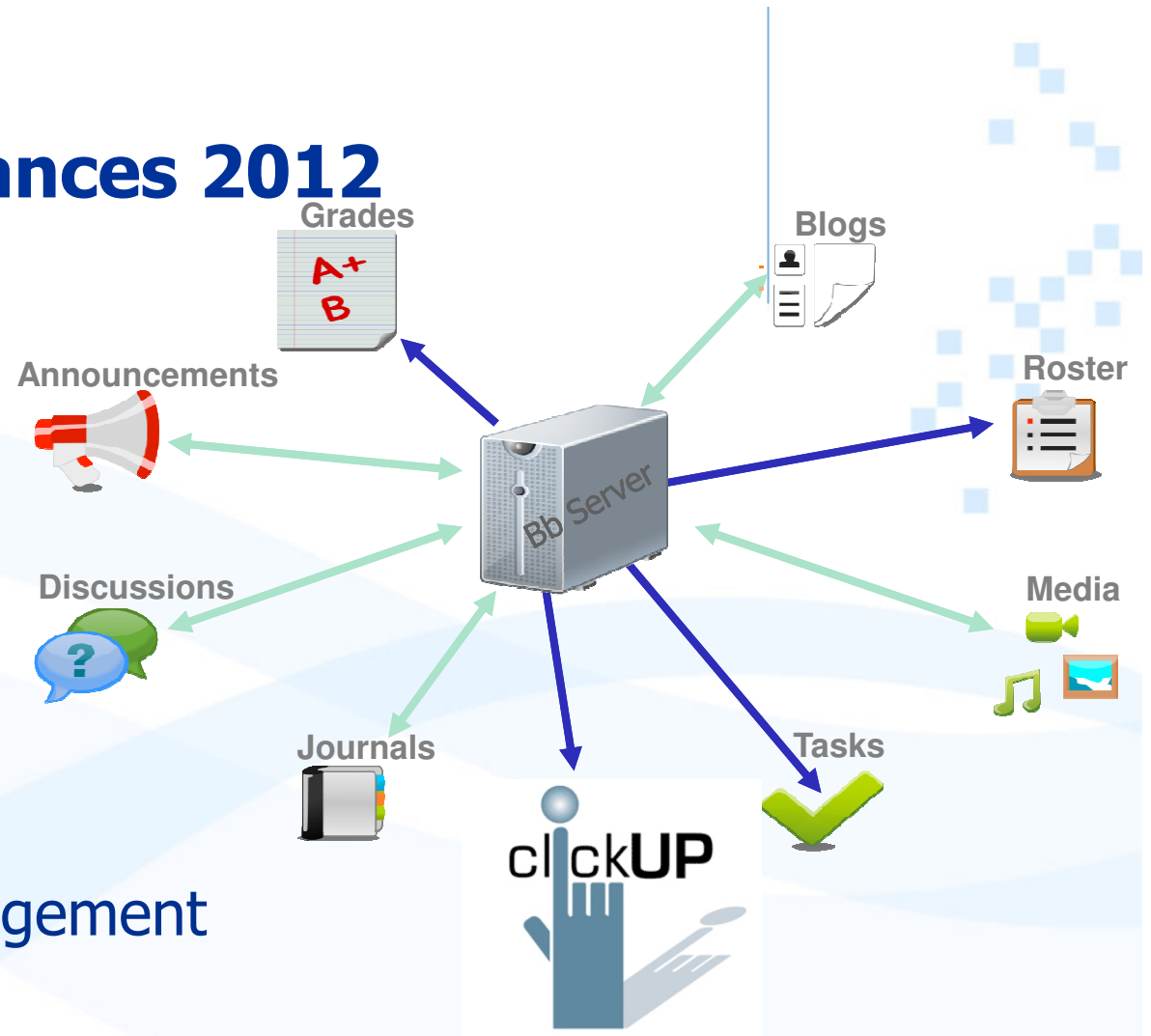
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# Flexible, blended model



# clickUP affordances 2012

- Mobile Learn
- Increase student engagement:
  - Notifications:
    - E-mail
    - Dashboard
    - Facebook (?)
- Assignment management
- Self assessments
- Turnitin & Grammarly: Support students' writing skills
- Podcasts to provide an overview of content or give feedback



# The future is mobile

Blackboard application for iPhone, Blackberry and Mobile Web



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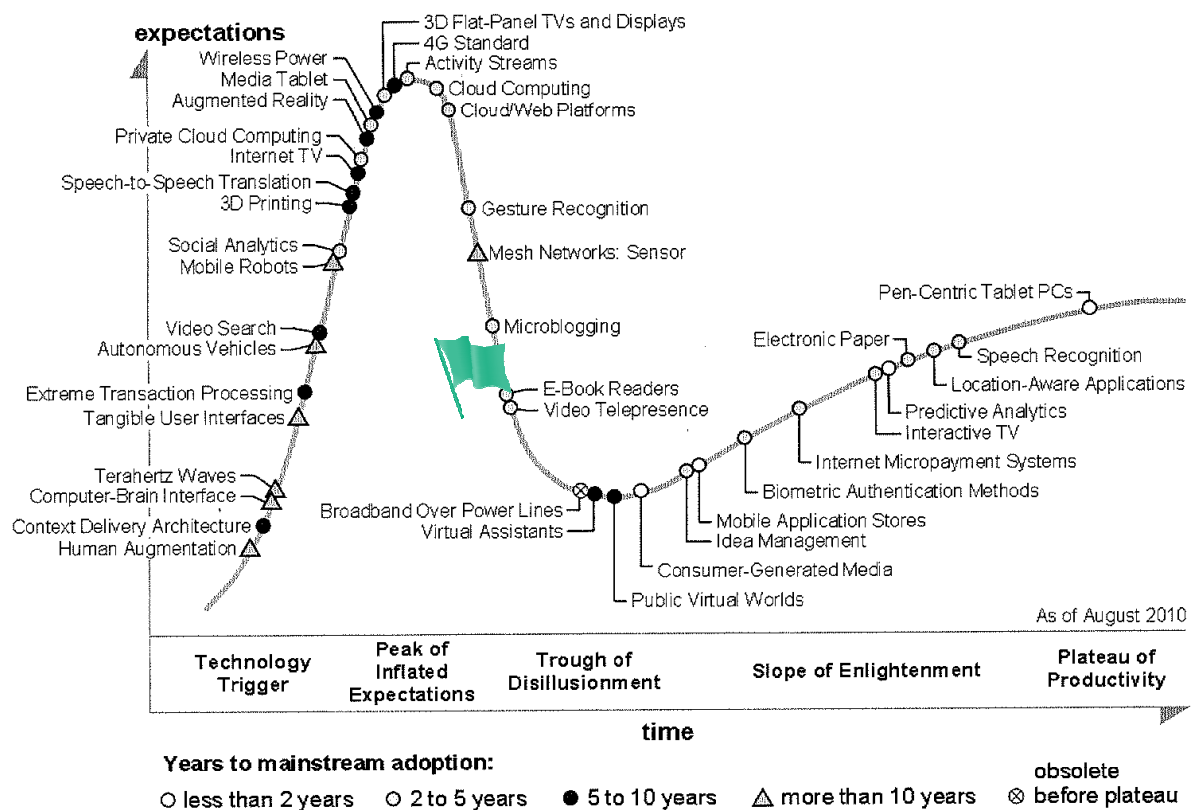
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# Devices

- Computers (laptops or PCs)
- Mobile phones (UP research: 100% ownership, one third smart phones, about another third internet enabled)
- Readers
- Tablets
  - Research at Reed College Portland with Kindle and iPad with the latter outperforming as a reader and study aid – navigation, note-taking, highlighting, annotation, but still serious limitations for study purposes relating to applications, finding files quickly, handling and annotating PDF files, note-taking



Figure 1. Hype Cycle for Emerging Technologies, 2010



Source: Gartner (August 2010)

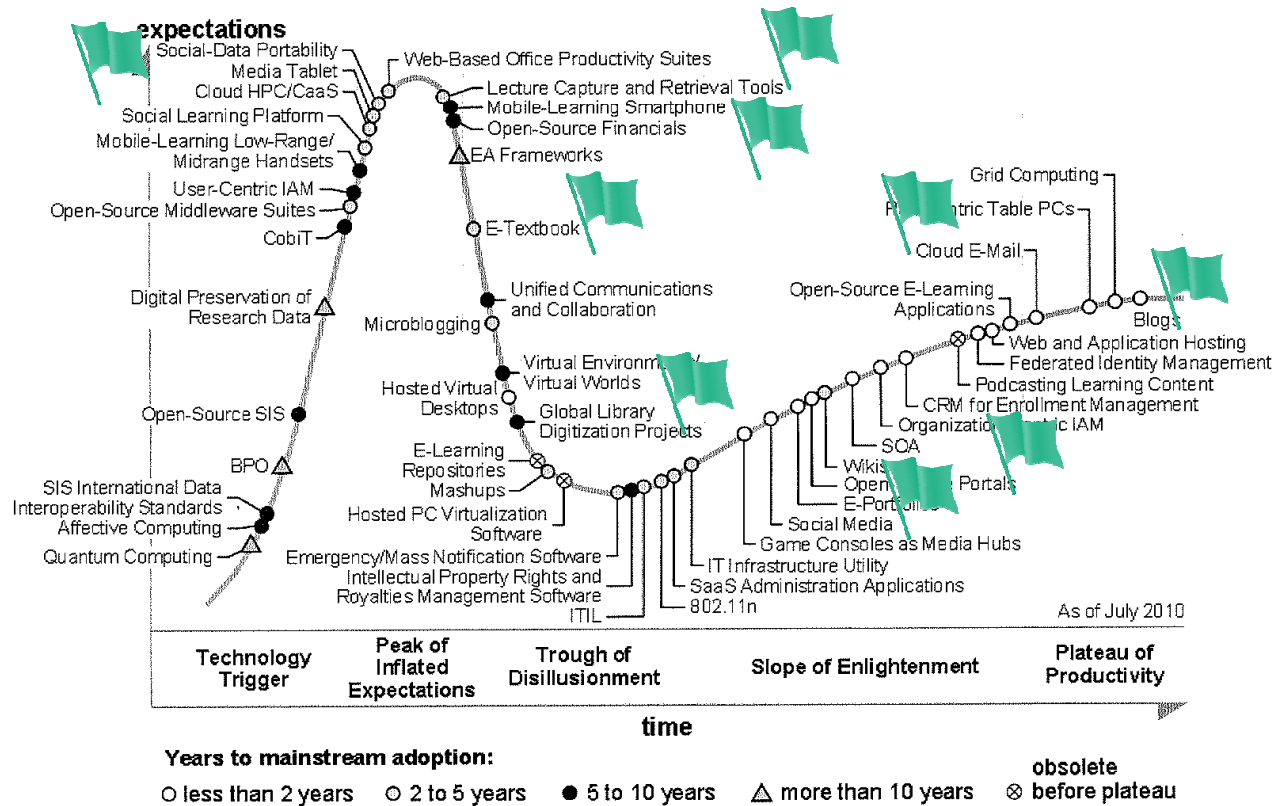
Publication Date: 2 August 2010/ID Number: G00205757

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Gartner

Figure 1. Hype Cycle for Education, 2010



Source: Gartner (July 2010)

# E-books

- We need compatible formats not restricted to one device or app: 'Ultimately, what consumers need is e-books that they can buy and read anywhere, using any software they choose on any device they have at hand, whether it be a phone, a tablet, a laptop, or a PC. .... This issue is critical to library management and to the future success of e-books' (Perenson 2010 'The pitfalls of e-book buying'). She continues: 'consumers need to be able to view the contents of their purchased libraries in a unified fashion. The more books we collect, the greater will be our need to be able to organize our collection'.





# Tony Bates on Trends for 2011

1. Course redesign (blend online and F2F)
  1. Stretching the LMS (with 2.0, PLEs)
  2. Learner-generated content (audio and video)
  3. New models in instructional design
2. The future is mobile
  1. Tablets
  2. Mobile phones
3. Open educational resources
4. More multimedia (videos, animations, simulations, games)
5. Learning analytics
6. Shared services



# OERs

- Creative Commons Licence
- Benefits
  - Collaboration
  - Shared resources
  - Reduced costs for high quality products
  - Marketing your institution (teaching and research)
- Resistance
  - Quality
  - If I did not design and develop it, it won't serve my purposes
  - Cost of re-purposing where allowed
  - Intellectual property



# Horizon Report: 2011 - Trends

- The abundance of resources and relationships made easily accessible via the internet is increasingly challenging us to revisit our roles as educators in sense-making, coaching and credentialing.
- People expect to be able to work, learn, and study whenever and whatever they want.
- The world is increasingly collaborative, giving rise to reflection about the way student projects are structured.
- The technologies we use are increasingly cloud-based, and our notions of IT support are decentralized.



# Horizon Report: 2011 - Challenges

- Digital media literacy continues its rise in importance as a key skill in every discipline and profession.
- Appropriate metrics of evaluation lag behind the emergence of new scholarly forms of authoring, publishing and researching.
- Economic pressures and new models of education are presenting unprecedented competition to traditional models of the university.
- Keeping pace with the rapid proliferation of information, software tools and devices is challenging students and teachers alike.



# Horizon Report: 2011 – Technologies to watch

- Near-term horizon (next year)
  - Electronic books
  - Mobiles
- Second adoption horizon (2-3 years)
  - Augmented reality
  - Game-based learning
- Far-term horizon (4-5 years)
  - Gesture-based computing
  - Learning analytics

