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Workshop: Emerging Technologies and Practices that Promote Student-Centered Learning

Michele Gribbins
University of Illinois at Springfield, mgribbin@uis.edu

Vickie Cook
University of Illinois Springfield, vcook02s@uis.edu

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Michele Gribbins
University of Illinois Springfield
mgribbin@uis.edu

Vickie Cook
University of Illinois Springfield
vcook02s@uis.edu

ABSTRACT

In this workshop, participants will investigate a range of exciting new educational technology tools, from cloud-based resources to mobile apps to recording devices to wearable technology to augmented and virtual reality. Participants will explore student-centered learning and heutagogical practices as we discuss these emerging technologies and how they can be used in face-to-face, online and blended classrooms.

Keywords

Student-centered learning, heutagogy, online learning, blended learning, technology-enhanced learning, educational technologies

WORKSHOP DESCRIPTION

The concept of heutagogy expands our current thinking of pedagogy and andragogy to look at self-determined learning. According to Blaschke (2012), heutagogical learners are "highly autonomous and self-determined" and instructors who adapt heutagogical practices in their classes aim to produce "learners who are well-prepared for the complexities of today's workplace". Student-centered or learner-centered learning focuses on a problem-based approach that focuses on "the needs, skills, and interests of the learner" (Norman & Spohrer, 1996).

As educators, we can create the curiosity to find and explore connections between many sources that can lead learners to new knowledge and enhanced learning. Connecting information from a variety of fields and individuals is necessary to add depth and breadth to the self-determined learner's knowledge base.

Emerging technologies support heutagogy by making learning more pervasive and ubiquitous, giving learners more opportunities to determine what, where, when and with whom learning takes place. A variety of technologies, such as visual instruction and podcasting, have been identified in the research as enhancing learning in the Information Systems field (Paetzold & Melby, 2008; Khechine, Lakhal, & Pascot, 2013), and these technologies and their application in the classroom continue to evolve.

During this workshop, an overview of the latest technology trends and research for face-to-face, online and blended learning environments will be presented. New hardware, cloud-based tools, wearable devices, mobile apps, and augmented and virtual reality tools that can enhance teaching and learning will be discussed. Attendees will (a) participate in activities that will exemplify the characteristics of heutagogical approaches to learning, (b) be given hands-on opportunity to explore various technologies, including apps and wearable devices, and (c) discuss how the technologies being showcased can benefit the self-determined learner and accomplish specific desired learning outcomes.

This workshop is designed to allow participants to meet the following learning outcomes: (a) explore the definitions, continuum, and characteristics of pedagogy, andragogy, and heutagogy, (b) understand the most recent trends and enjoy the exploration of new learning technologies, and (c) create strategies to utilize heutagogy in new ways to strengthen and extend learning through the use of online tools and mobile devices.

A website will be designed with information for the participants to take back to their campuses to share with faculty and decision-makers for review and evaluation prior to the purchase of technologies at their own institutions. Participants should bring their own mobile device (or devices) to use during the workshop.

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