

Effective ways to enhance collaboration in the classroom

José V. Benlloch-Dualde

jbenlloc@disca.upv.es

Outline

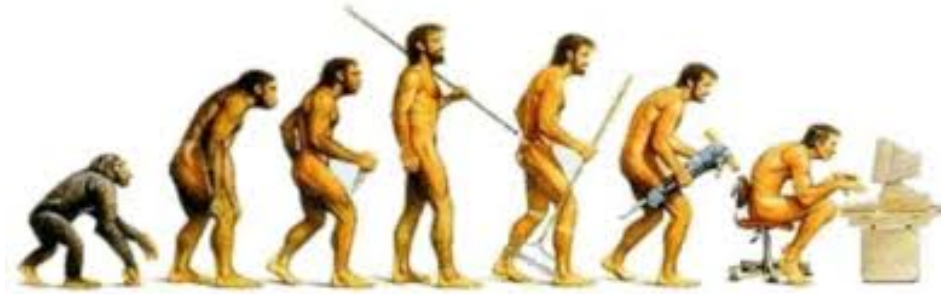
1. Motivation
2. Integrating ICTs
3. Pen-based technologies. HP project
4. Other collaborative tools
5. Conclusions

1. Motivation



ICTs are evolving very rapidly

1. Motivation



Some TECHNOLOGIES are referred to as
disruptive and *ubiquitous*

1. Motivation



An old classroom

Are our current classrooms really different?

1. Motivation



Classrooms of the Faculty of Informatics (UPV)

1. Motivation



But, what about paradigms?

Robinson, Ken. (2010). Changing Education Paradigms. RSA Animate.
http://www.ted.com/talks/ken_robinson_changing_education_paradigms

1. Motivation

Johnson, L., Adams Becker, S., Estrada, V., Freeman, A. (2014). NMC Horizon Report: 2014 Higher Education Edition. Austin, Texas: The New Media Consortium

“The paradigm that has worked for over a century is gradually becoming obsolete, and universities must renovate - or in some cases rebuild their foundations - if they want to stay relevant.”



*“Education paradigms are shifting to include more online learning, blended and hybrid learning, and **collaborative** models.”*

1. Motivation

Fundación Telefónica (2011). “Universidad 2020: Papel de las TIC en el nuevo entorno socio-económico”. Ariel: pp.47

“A trend toward a participatory and collaborative model has been noted, in which learning takes place as the student performs activities and acquires knowledge through interaction with the environment.”



“It is anticipated, for example, that in the year 2015, 80% of university professors will be using new, ICT-supported didactic models in their classes.”

1. Motivation

new, ICT-supported didactic models...



Simply integrating technology does not guarantee improved learning achievement.

2. Integrating ICTs



<https://www.jasondavies.com/wordcloud/#>

2. Integrating ICTs

Before you start / CONTEXT...

- School
- Subject (s)
- Staff (teaching training)
- Students (learning styles)
- Resources (Hw & Sw)
- ...



2. Integrating ICTs

Free Educational Technology for Teachers

1. Free Tools To Create Infographics For Teachers
2. Free Text To Speech Tools For Teachers
3. Free Digital Storytelling Tools For Teachers
4. Free Podcast Tools For Teachers
5. Free Survey, Polls, and Quizzes Tools For Teachers
6. Free Screen Capturing Tools For Teachers
7. Free Social Bookmarking Tools For Teachers
8. Online Bibliography and Citation Tools For Teachers
9. ...

<http://www.openeducationeuropa.eu/en/blogs/free-technology-teachers-321-free-tools-teachers>

2. Integrating ICTs

- Using *Clickers* (Classroom / Student / Personal / Audience Response Systems)
- *Software tools*
 - *Socrative*
<http://www.socrative.com/>
 - *Kahoot!* <https://kahoot.it/#/>
 - *SpeakUp* <http://graasp.epfl.ch/>



Is that enough?

2. Integrating ICTs

Preparing a project (*instructional design*)

1. Student learning issues (why the project is important)
2. Goals, objectives and outcomes
3. Technology integration (how technology will contribute to resolving the learning issues)
4. Assessment (specific plans for measuring the success of the project in terms of student learning outcomes)

3. *Pen-based* Technology

Digital ink

- Pen and paper
 - Digital format
- Pen is used to introduce information
- Digitizer + OS



3. *Pen-based Technology*



Tablet PC



Graphics tablet



Interactive whiteboard



Phablet

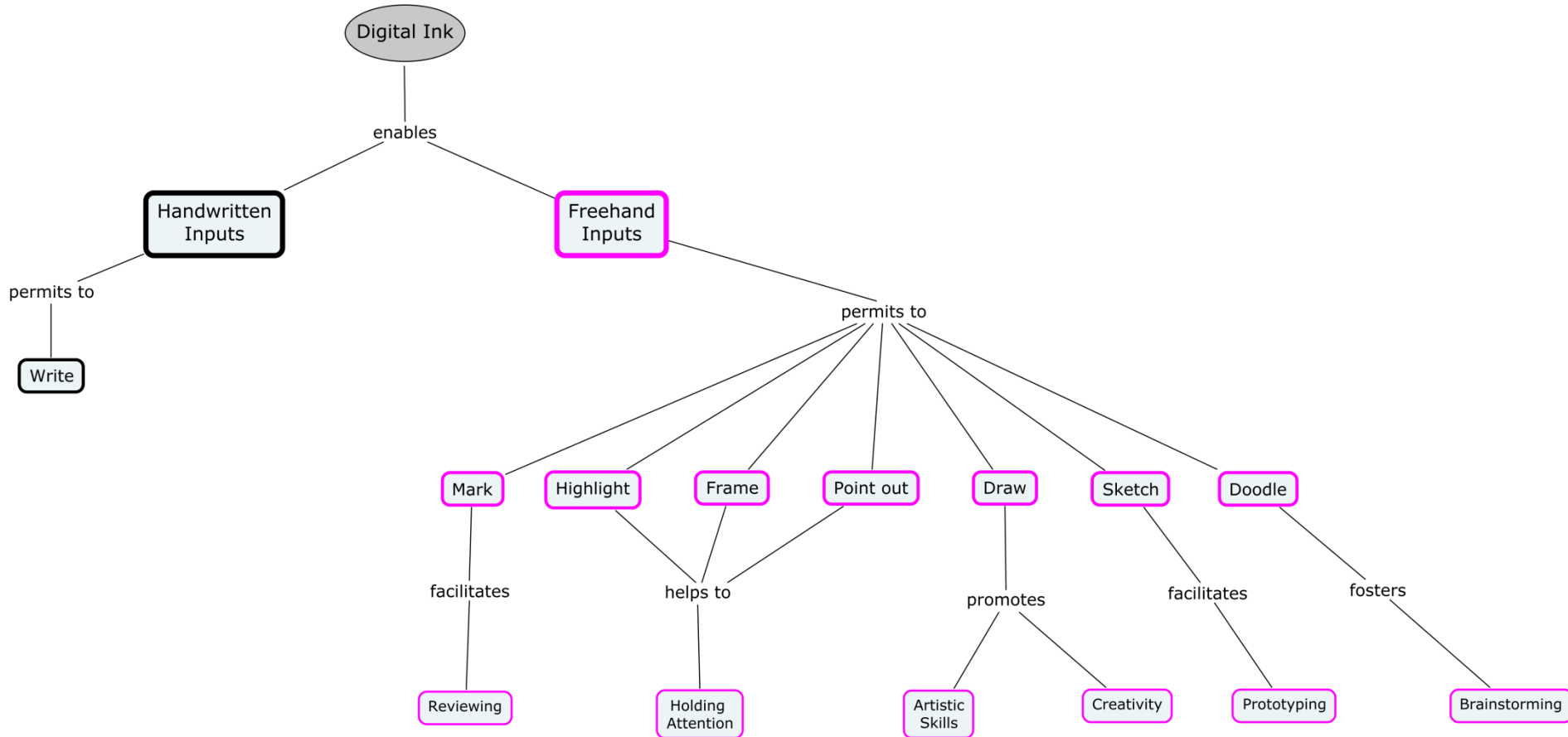


Tablet



Convertible Tablet

3. *Pen-based Technology*



3. HP project

- 2008 Hewlett-Packard Technology for Teaching Grant Initiative
 - “Improving effective learning in a first-year Computer Engineering course by using mobile Tablet PC technology”
 - 20+1 Tablet PCs HP Compaq 2710p



Tablet-01



Tablet-02



Tablet-21



3. HP project

1. In some first-year Computer Eng. courses it has been noticed (**learning issues**):
 - pupils' lack of motivation
 - low class attendance rates
 - high course drop-out rates
 - low participation and student interaction
 - eventually, poor students' academic performance

3. HP project

2) To develop a Tablet PC-based learning environment aiming at:

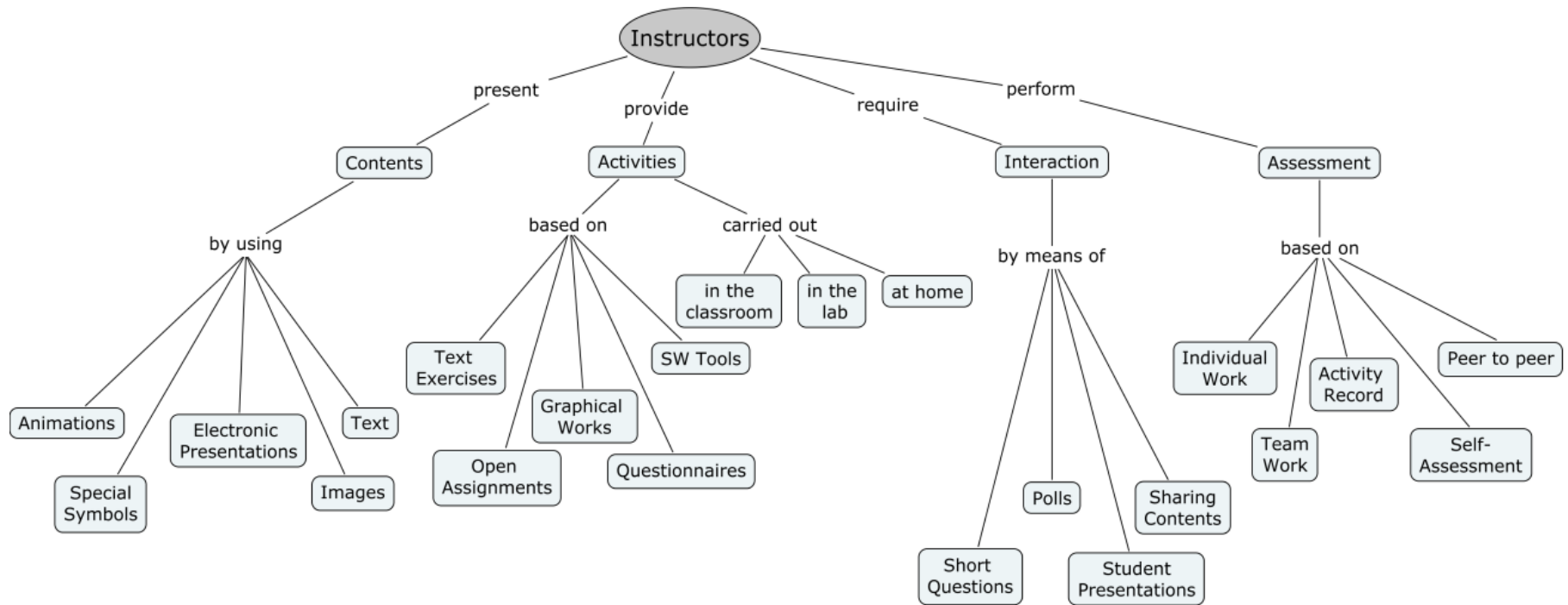
- Increasing class attendance and reducing drop-out rates
- Fostering student participation and enhancing peer collaboration
- Including formative assessment strategies that give students timely feedback
- Improving learning achievements and academic performance



Less Lectures and More Activity

3. HP project

3) Tablet PC integration



3. HP project

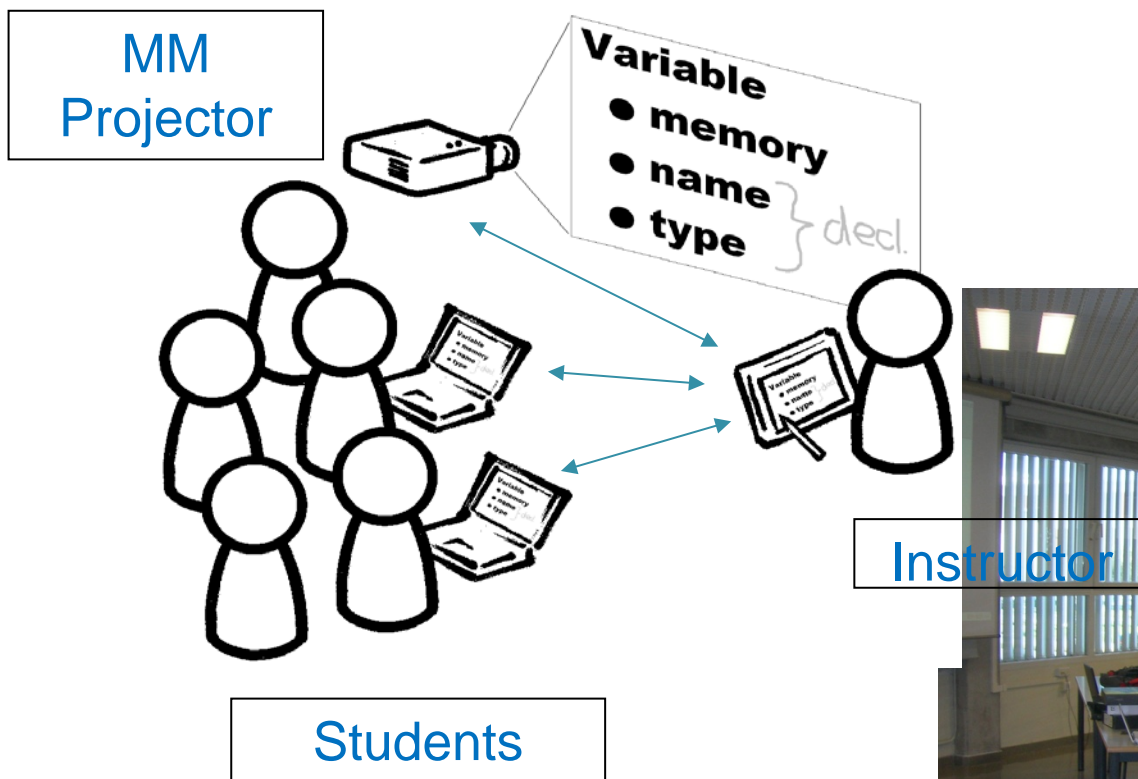
Classroom Presenter: a Tablet PC-based classroom interaction system allowing instructors:

- to share slides with students
- to annotate slides using digital ink
- to receive contributions from students
- to use quick polling (multiple choice, T/F)



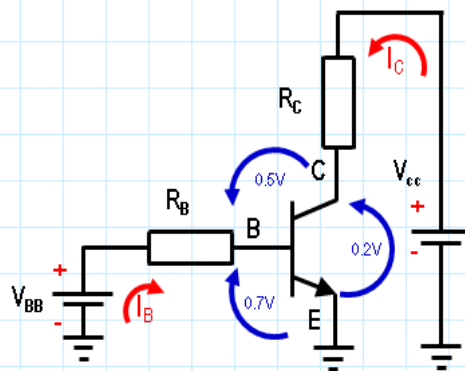
Combined with the use of our Sakai-based LMS: resources, assignments, quizzes...

3. HP project



3. HP project

1.7 BJT. Regions of operation. Saturation



The switch is fully ON

- Saturation occurs because the output circuit (V_{CC} and R_C) limits I_C to a maximum value.

While ACTIVE: $I_C = \beta I_B$

If $I_B \uparrow \exists I_{B_{min SAT}} / I_B > I_{B_{min SAT}} \rightarrow I_C < \beta I_B$ AND $V_{CE} \approx 0,2V$

I_C has got a maximum \rightarrow SATURATION

3. HP project

Classroom Presenter 3 (Version 3.1.1826): Instructor, Disconnected

Archivo Editar Vista Insert Herramientas Decks Estudiante Ayuda

8.4 El circuito de la figura utiliza un transistor cuya ganancia de corriente es $\beta = 50$. Sabiendo que $V_{BE(ON)} = 0.6V$, $R_1 = 80K\Omega$, $R_2 = 10K\Omega$, $V_{CESAT} = 0.2V$ y que la tensión de alimentación es $V_{CC} = 5V$, se pide:

DATOS:

$\beta = 50$
 $V_{BE(ON)} = 0.6V$
 $R_1 = 80K\Omega$
 $R_2 = 10K\Omega$
 $V_{CESAT} = 0.2V$
 $V_{CC} = 5V$

TRANS. N-P-N

$\hookrightarrow BE?$
 $V_E = 0V$
 Sup. AD

$V_1 = 1V$

[A] (0.5p) Calcule el punto de trabajo del transistor cuando la tensión de entrada sea $V_1 = 1V$.

$I_B = \frac{(1 - 0.6)V}{80K\Omega} = \frac{0.4}{80} = 0.005mA$ esto no es congruente con ($\leftarrow I_B$)
 Sup. A.D.

$I_C = \beta \cdot I_B \rightarrow I_C = 50 \cdot 0.005 = 0.25mA$ el sentido dibujado

$V_{CC} = R_2 \cdot I_C + V_{CE} \rightarrow$

$5 = 10 \cdot 0.25 + V_{CE}$

$5 - 2.5 = V_{CE} \quad V_{CE} = 2.5V \quad \phi, 45$

$V_{CE} > 0.2V$ ✓

Respuesta: $V_{CEQ} = 2.5$ $I_{CQ} = 0.25$

27mar09

3. HP project

Ejercicio nº. 2

- Completar el siguiente código para mostrar por pantalla los datos que están en el Diccionario

```
import librerias.estructurasDeDatos.modelos.Diccionario;
import librerias.estructurasDeDatos.YYY.XXXDiccionario;
import java.util.*;
public class Ejercicio2 {
    public static void main (String args[]) {
        Diccionario<Integer,Integer> d=new XXXDiccionario<Integer,Integer>();
        Random r = new Random();
        for (int i=0; i<100; i++)
            try {
                Integer ant=d.insertar(r.nextInt(50),i);
                for (int j=0; j<50; j++) {
                    Integer res = 0;
                    res = d.recuperar(i);
                    if (i == res) System.out.println(i + " " + res);
                }
            } catch (Exception e) {
                System.out.println("Elemento No En.");
                System.out.println("Elemento No Encontrado");
            }
    }
}
```

5

3. HP project

Classroom Presenter 3: Instructor, Disconnected

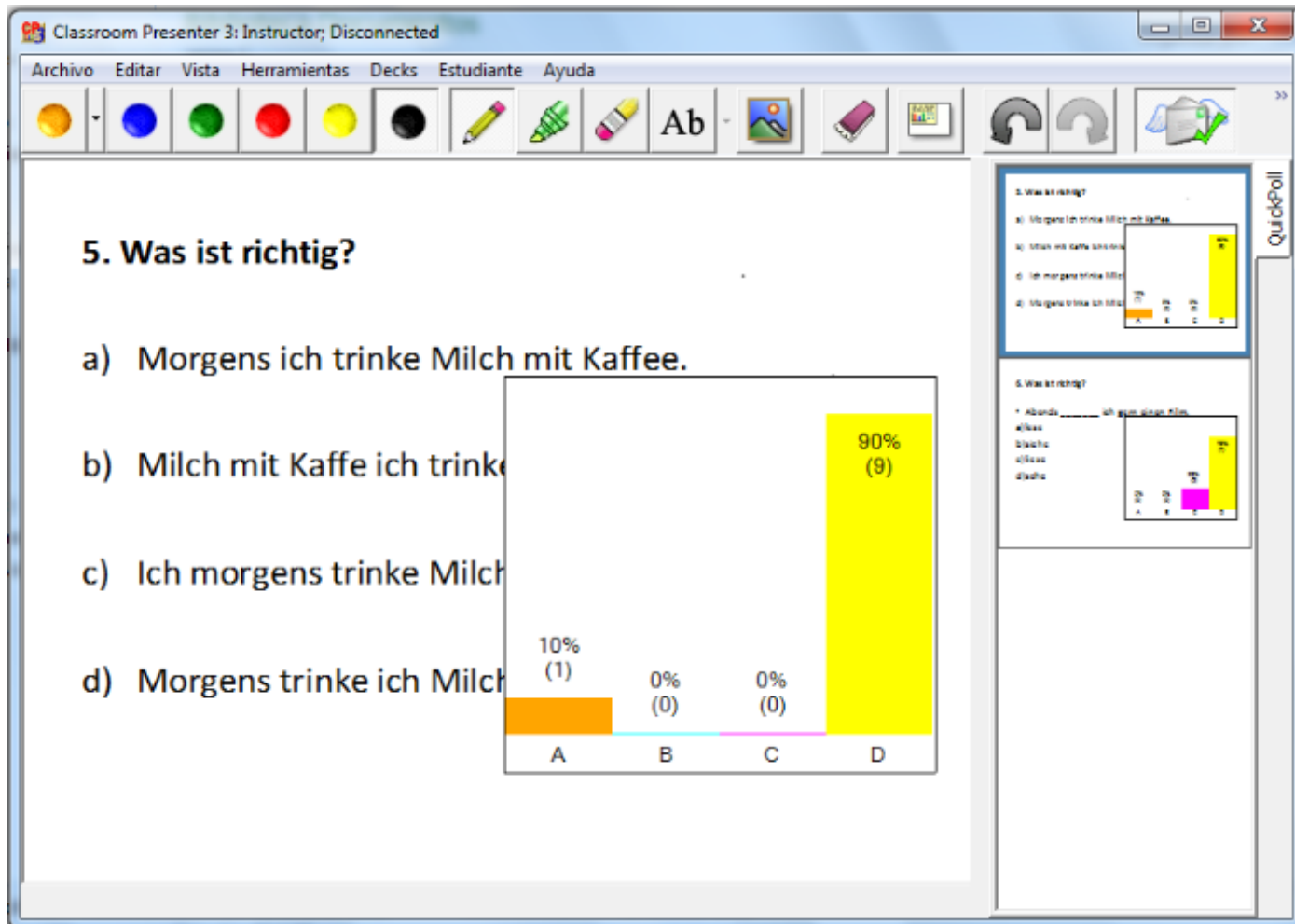
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1. Schreibt bitte die Zahlen mit Buchstaben.

- 36: sechsunddreißig
- 21: einundzwanzig
- 77: siebenundsevenzig

Student Submissions

3. HP project



3. HP project

4) **Assessment** (qualitative and quantitative)

- Attendance and dropout rates have notably improved.
- The pass and presented rates in the Tablet group nearly double those for the other groups.
- Technology has favored important changes both in the instructional model and the student activity inside the classroom.
- Students have valued the experience as very positive although some identify the Tablet PC as something that "invited" to distraction.

4. Other collaborative tools

- *Google Drive*
- Microsoft *OneNote* (digital notebook)
- *Scribblar, Dabbleboard* (web-based interactive whiteboards)
- *Vyew* (meeting room for real-time & anytime visual collaboration)
- *Cmap Tools* (concept maps)
- Word cloud tools

4. Other collaborative tools

- *ClassFlow* <https://www.youtube.com/watch?v=DSvdZNIIVmVg>
 - Instant Interactivity
 - Device Agnostic
 - Real-Time Feedback
 - Limitless Responses
 - Collaborative Learning
 - Differentiate Instruction
- ...



5. Conclusions

- Our students love ICTs!
- Effective ICT integration should focus on instructional design. Teacher training is a must.
- Research in the classroom (Boyer, “Scholarship of Teaching and Learning”, 1990).
- Collaboration between High School and University teachers is essential (Schooling vs Ed.)
- Don't give up..., but

Felder, Richard, "We Never Said It Would Be Easy."
Chem. Engr. Education, 29(1), 32-33 (Winter 1995)

Gracias



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> HEAD'15

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