eLearning Strategies in Multicultural and Multilingual Contexts

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International Conference on Computer based Tools for Learning in a Multicultural Perspective

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Multicultural Interdisciplinary Handbook

http://mihproject.eu

Agenda

eLearning Strategies in Multicultural and Multilingual Contexts

- Introduction
- GRIAL context
- Some strategic technological trends and recommendations
- Conclusions

Intro   by ~Heartbeatbox
http://www.deviantart.com

1. Introduction

Digital era

- In the beginning of the 21th Century we are in a digital society first stage

- We are in a transformation time

- Risks must be managed

  ✦ Day by day operation

  ✦ Change resistance
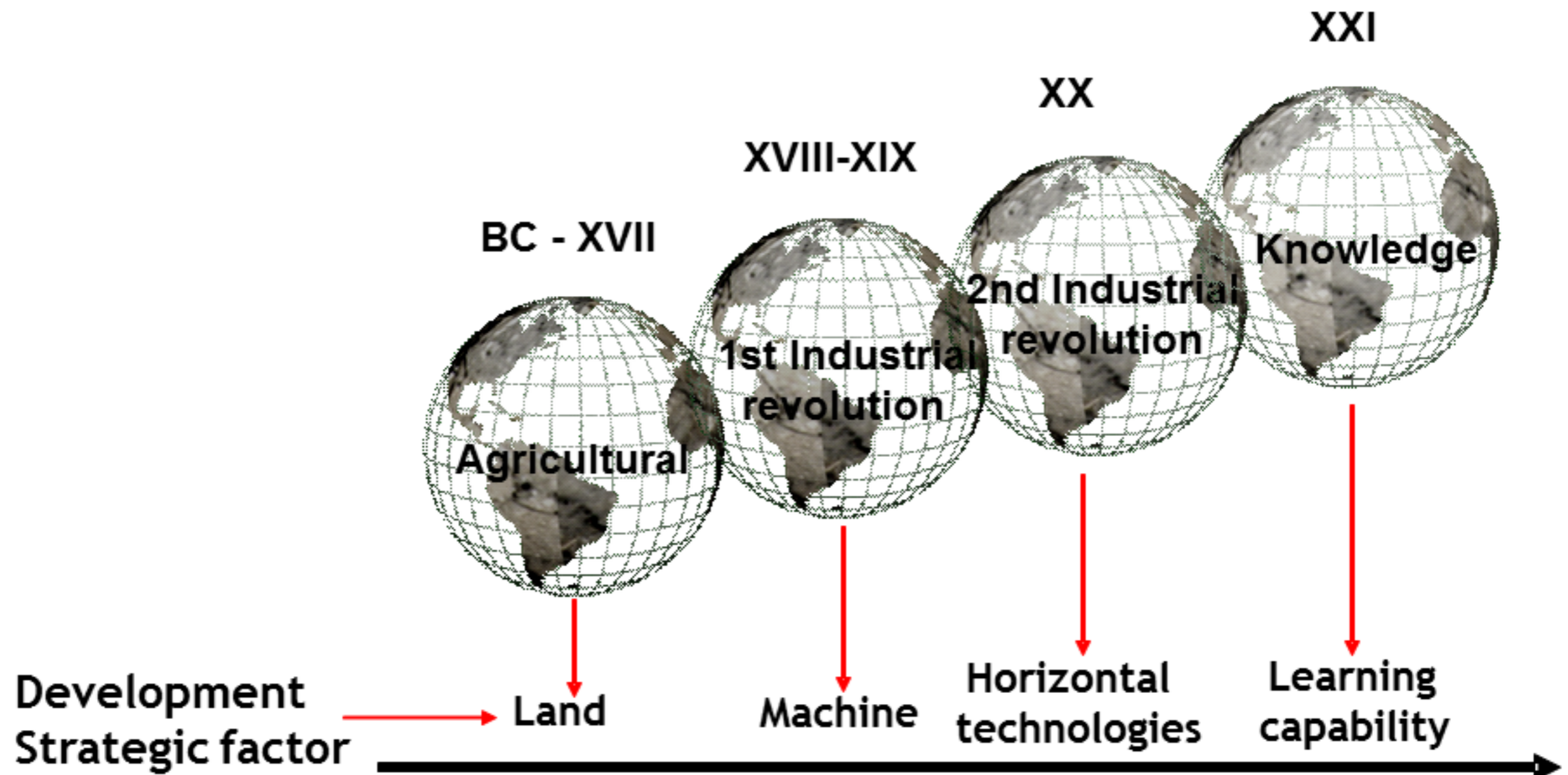
New rules in education

- Student-centred orientation

- Services as the core business

- Fully flexibility

- Distance and time difference are not relevant issues

- Information is presented where activity requires it

COULD YOU BRING ME THE NEW INVESTING REGULATIONS YOU DOWNLOADED YESTERDAY?

IT'S STILL DOWNLOADING.

INVESTOR

search ID: dcrn38

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Society development strategic factors

XXI

XX

XVIII-XIX

BC - XVII

Knowledge

2nd Industrial revolution

1st Industrial revolution

Agricultural

Development Strategic factor

Land

Machine

Horizontal technologies

Learning capability

Learning in a global world

- ICT (Internet) has changed the reality and the context we live in

- We have multilingual contexts

- We interact in multicultural scenarios

- Social collaboration is a reality over Internet

- Connectivity / mobility every time / everywhere is a real need

- New student generations are natives in the digital era new rules
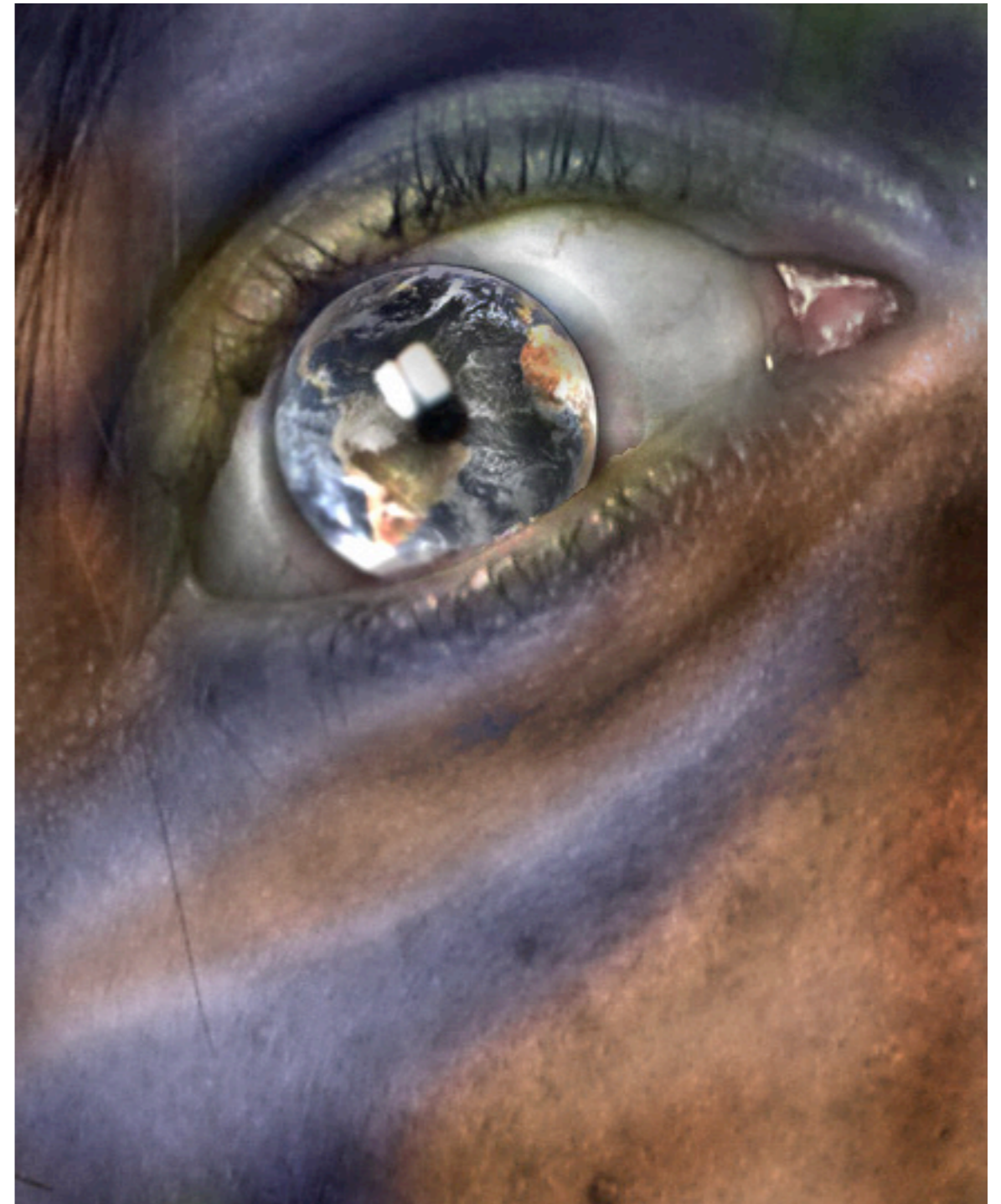
How I see the world   by ~paint-me-a-picture

http://www.deviantart.com

Digital knowledge

- We're going towards Exabyte Era

  - ✦ $1EB = 10^6\ TB = 10^9\ GB$

- At the beginning of 21st century estimated that the worlds produced one to two EB, the mankind created 150 EB of data in 2005 and 1,200 EB in 2010

- Mankind will generate 35,000 EB (35 ZB) in 2020

Digital knowledge
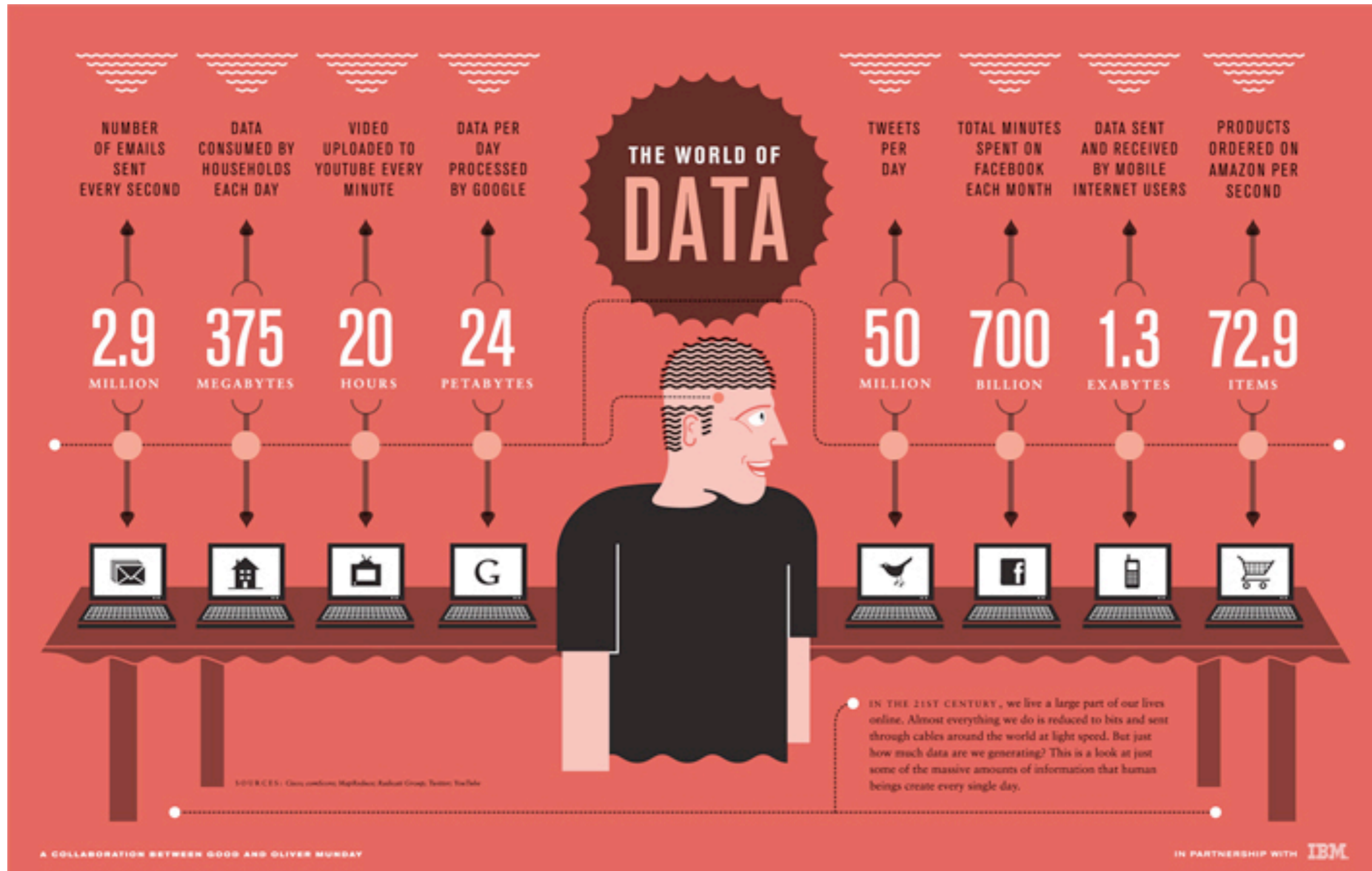
Educational & Research Institutions Challenges

- Knowledge management

  +

- IT management

A strategy is needed

2. GRIAL context

Color Grial   by ~BlackVelvet90

http://www.deviantart.com

Color Grial   by ~BlackVelvet90
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2. GRIAL context

Official teaching

Official teaching

Vocational training

Vocational training

Training on demand

Training on demand
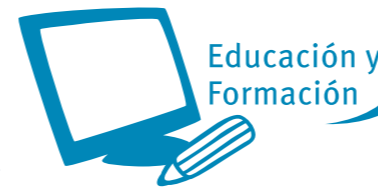
Content development

Content development

Research & Development
Financial institutions

Research & Development
Financial institutions

Research & Development
Outstanding projects

Research & Development
Outstanding projects

Research & Development
New projects

- **TRAILER (Tagging, Recognition and Acknowledgment of Informal Learning ExpeRiences)**

    - Lifelong Learning Programme. Sub-Programme ICT (KA 3) Multilateral Projects

    - Competences recognition; Informal learning

- **TALARIA (Teaching and E--Learning Advances in European Mobility Space)**

    - Lifelong Learning Program / Leonardo da Vinci – Mobility VETPRO

    - Exchanging professional experience among the universities and academic centres, which are highly involved in mobility programs and development of e-learning

VILLE BUNTER 2006 Light.

Light   by ~Bufflyslayer

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Research & Development
Partners

Research & Development
Partners
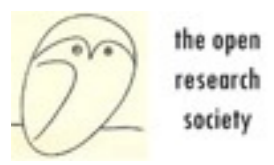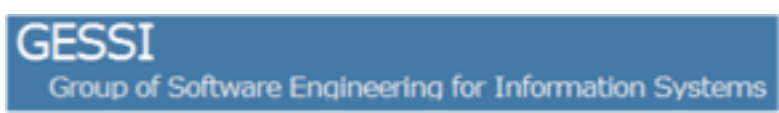
eLearning services
Consultancy

eLearning services
Consultancy

eLearning services
Information System development

eLearning services
Information System development

eLearning services
Integrated management

eLearning services
Integrated management
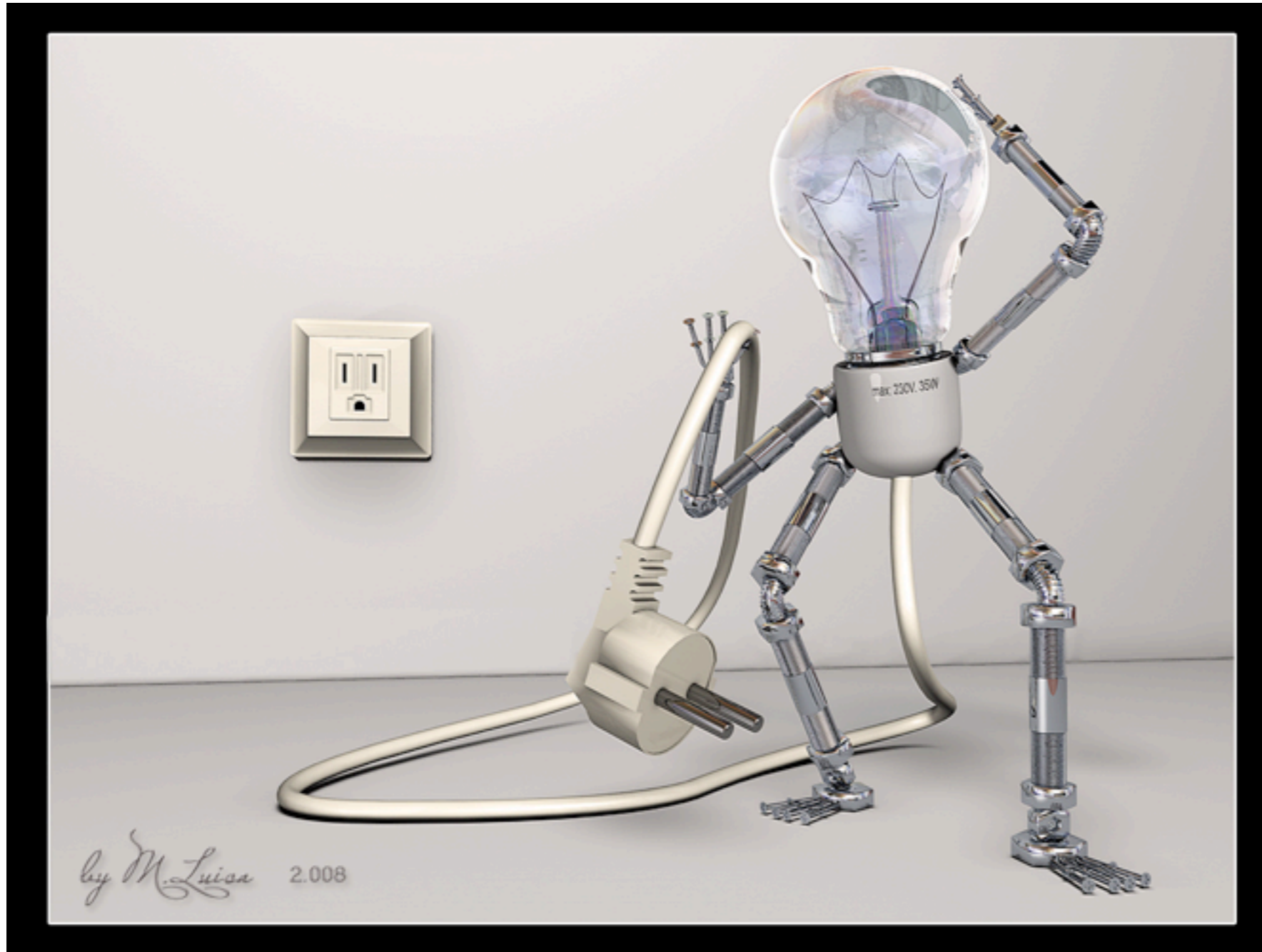
3. Some strategic technological trends and recommendations

New media

- Technology opens new possibilities in Learning Process

  - From traditional eLearning towards uLearning

    - mLearning

    - Context-awareness learning

  - Richer contents

  - Social collaboration and networking

  - 3D virtual environments

    - Virtual worlds (Second life, etc.)

    - gLearning - serious games

  - Advanced interaction paradigms

    - Augmented reality

    - Virtual reality

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∝Learning

Open Knowledge

- Berlin Declaration on Open Access to Knowledge in the Sciences and Humanities

  ...Our mission of disseminating knowledge is only half complete if the information is not made widely and readily available to society. New possibilities of knowledge dissemination not only through the classical form but also and increasingly through the open access paradigm via the Internet have to be supported. We define open access as a comprehensive source of human knowledge and cultural heritage that has been approved by the scientific community...

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The author(s) and right holder(s) of such contributions grant(s) to all users a free, irrevocable, worldwide, right of access to, and a license to copy, use, distribute, transmit and display the work publicly and to make and distribute derivative works, in any digital medium for any responsible purpose, subject to proper attribution of authorship (community standards, will continue to provide the mechanism for enforcement of proper attribution and responsible use of the published work, as they do now), as well as the right to make small numbers of printed copies for their personal use

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Open Knowledge

- OpenCourseWare

- Institutional repositories

- Open resources, open software, open data

- 2.0 philosophy

OPEN. http://www.flickr.com/photos/mag3737/1914076277/

Technological Ecosystem for Learning

- The traditional Learning Management System must evolve

    - Keep the management capability

    - More flexibility

    - Integration among systems and tools

    - Personalised environments

    - Increase the creativity

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eLearning 2.0

GRIAL eLearning Ecosystem

GRIAL eLearning Ecosystem

GRIAL eLearning Ecosystem

Blogs

Sakai

LMS

do keos

GRIAL eLearning Ecosystem

Blogs

Sakai

LMS

do keos

Repositorio de contenidos

GRIAL eLearning Ecosystem

Servicios 2.0

Blogs

Sakai

LMS

Repositorio de contenidos

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Servicios 2.0

Blogs

Sakai

LMS

Repositorio de contenidos

Redes sociales

GRIAL eLearning Ecosystem

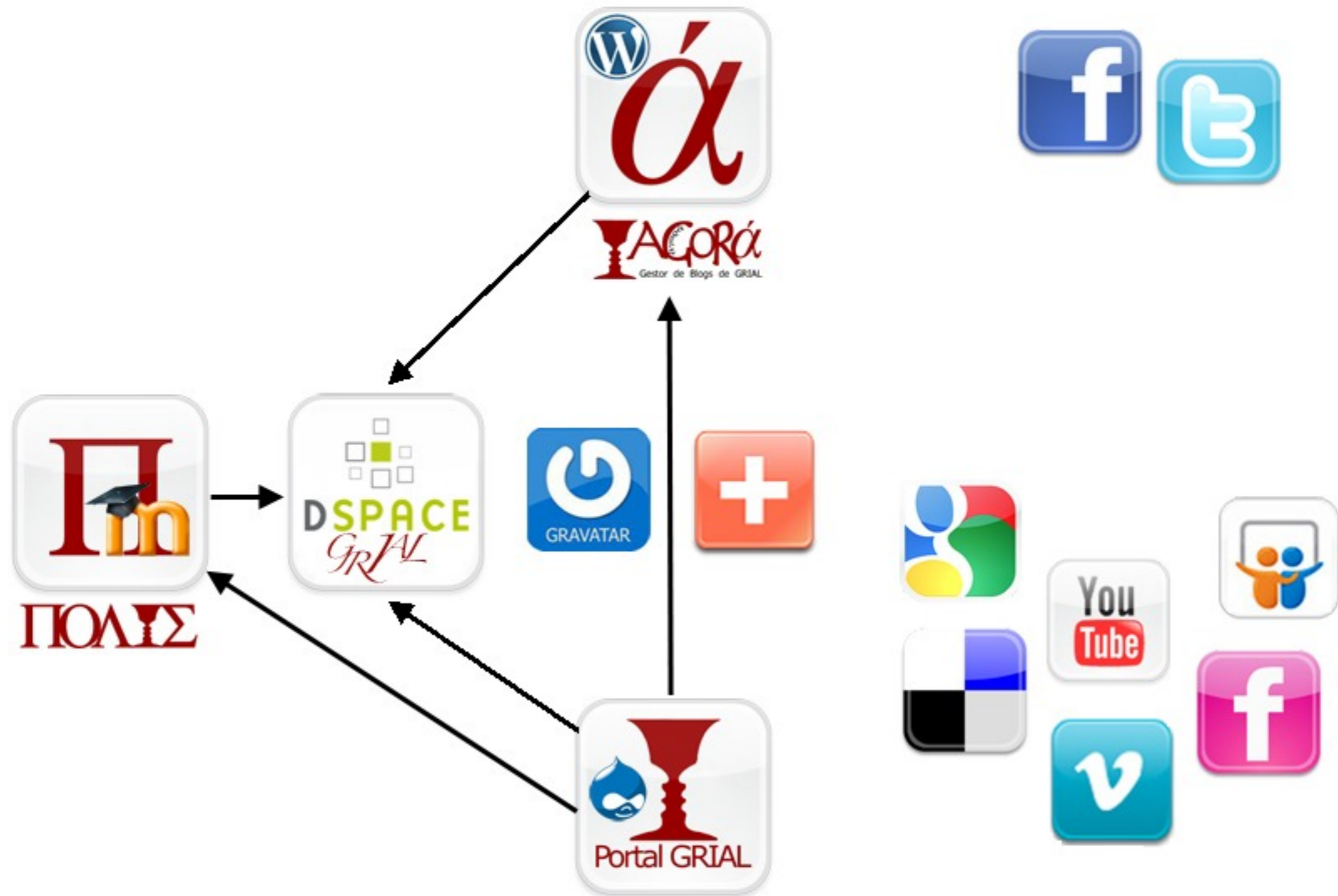Servicios 2.0

Blogs

Sakai

LMS

Repositorio de contenidos

Redes sociales

GRIAL eLearning Ecosystem

GRIAL eLearning Ecosystem

End of story   by Jules1983

http://www.deviantart.com

4. Conclusions

Conclusions

- Technologies open new opportunities in the Digital Society with a broad scope of information and communication channels

  - Education cannot be unaware of the current technological reality

  - This does not mean falling into a technocentrism, applying technology to the Teaching/Learning process with no criteria

"WELL, YES, WE COULD READ YOUR BLOG.... OR YOU COULD JUST TELL US ABOUT YOUR SCHOOL DAY."

Conclusions

- Communication must be effective
  - It is compulsory knowing the most used channels by the target groups in order to increase the messages efficiency

Conclusions

- Technology must be used in an optimal way

  - In the eLearning Ecosystem the most important thing is not the technology itself, instead

    - Students and teachers must use the most suitable technological and methodological tools and they must do it optimally

Conclusions

- Interaction is a key element in Learning processes

- Technological based education never must forget the human factor due to

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Learning

Conclusions

- Teachers are still essential in Learning

  - Digital natives live inside the technology and understand it as a daily and usual element

    - This does not mean they have not to acquire technological competences at all in order to use technology in an effective and safe way

"No, you weren't downloaded. Your were born."

Thanks a lot

Acknowledgements

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Education and Training

EACEA
Education, Audiovisual & Culture
Executive Agency

Education and Culture DG
Lifelong Learning Programme

Junta de
Castilla y León