

Necessary Conditions to Flourish Digital Transformation in Education: Lessons from MEF

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1 - Vision and Decision





2 - Commit, Plan and Invest













3 - Built Infrastructure



4- Support







5- Outputs









6- Cycle of improvement







6 Characteristics To Increase Technology Adoption -Thorpe, L. (2015)

- 1 Leadership from the top
- 2 Institutional commitment and investment
- 3 Robust and reliable infrastructure
- 4 Effective and available support for academic staff
- 5 Ability to demonstrate the benefits to the student and staff experience
- 6 Evidence-based decision-making and a continuous cycle of improvement





1 - Vision and Decision (Leadership)





2 - Commit, Plan and Invest









IT / EdTech People





3 - Built Infrastructure



4- Support







5- Outputs









6- Cycle of improvement







Background of MEF





MEF University, Non-Profit, Foundation University

Founded by **İbrahim Arıkan**, primarily a Physics Teacher, **creator of MEF Schools** and a successful businessman, the vision was set to be an **innovative university** in the way the education they provide.



(1941 - 2016)





MEF University

Proposed by founder **Rector Muhammed Şahin**, our University embraced *flipped approach* to learning and teaching as their global educational philosophy from day 1.

2012 MEF University was established 2013 Muhammed Hoca assigned as Rector 2014 Begin to accept students 2016 First book published 2018 First Bachelor Graduation. 2018 FLGI Summit, 187 Elements of FL flglobal.org/elements/







MEF University

5 Faculties (15 Bachelors Program)

Engineering, Law, Design, Education, Business and Social Sciences

2 Institutes (13 Masters Program)

200 instructors

3300 students.

We are 4, working at Research Center for Learning and Teaching Practices (CELT)







Integrating Digital Platforms at MEF





Digital and Adaptive Books Platforms



*Ericsson, K. Anders, Krampe, Ralf Th., Clemens Tesch-Romer: "The Role of Deliberate Practice in the Acquisition of Expert Performance." PsychologicalReview Vol. 100 No. 3 (1993) 363-406. Print.



The Theory of Fun for Game Design*

*Koster, Raph. A Theory of Fun for Game Design. Scottsdale, AZ: Para-



*Flavell, J. H. "Metacognition and cognitive monitoring: A new area of cognitive-developmental inquiry." American Psychologist (1979) 34, 906 - 911. Print.





*Ebbinghaus, Herman, Trans. Clara E. Memory: A Contribution to Experimental Psychology. Eastford, CT: Martino Fine Books, 2-11. Print.

McGraw-Hill





Another Digital and Adaptive Learning Day...



eText



Critical Thinking Exercises



Interactive Lecture



End of Chapter Exercises



Study Plan



Document Makeovers



Flashcards



Comprehensive Exam



Video Exercises



Assisted-graded Writing Assignments



Simulations

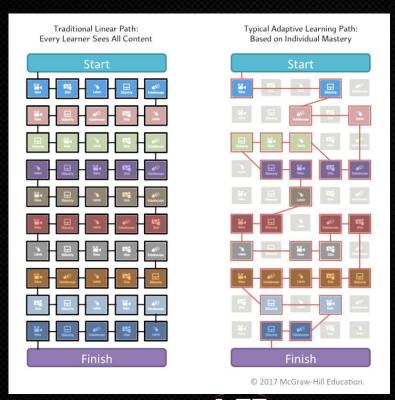


and more..





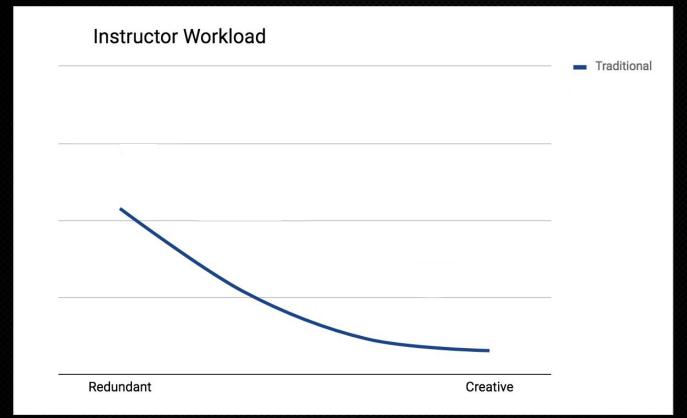
Another Digital and Adaptive Learning Day...







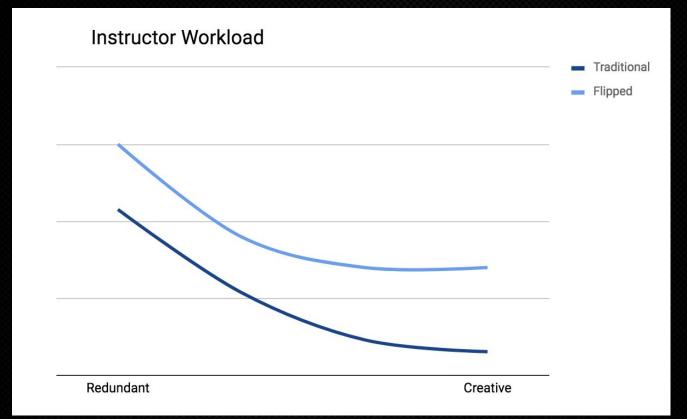
Changes in Instructor Workload







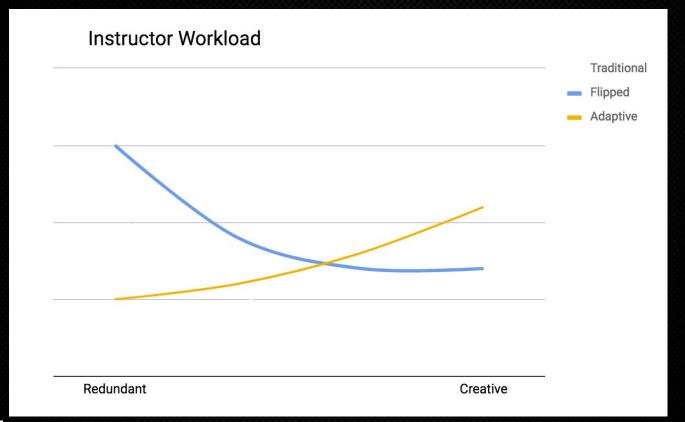
Changes in Instructor Workload







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1 - Leadership







2 - Commitment and Investment



Last Spring Semester

-Trial for free

This Semester onwards

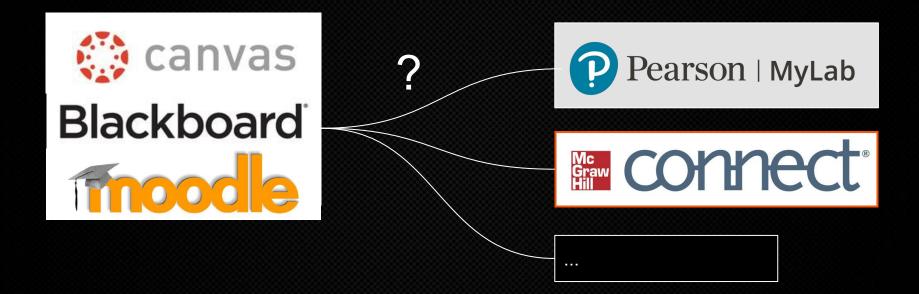
-MEF pays for students

Estimate for this year 0.5 Million TL (100K €/\$)





3 - Reliable Infrastructure







4- Support for Academic Staff



- 1-1 training anytime anywhere:

 in office
 in-class
 during the day
 afterwork
- Technical support:
 Provide Turnkey LMS Course
- Publishers will employ on-campus part-time staff dedicated to platforms





5- Promote Benefits among Instructors and Students



Best Practice Meetings among Instructors

Each Instructor knows slightly different parts of the puzzle. Let them talk.

Instructors need to use it efficiently for students acceptance, more work is needed on this.





Prof. Dr. Can Fuat Delale, Calculus II



The platform boasts a rich library of questions.

With quizzes and homework, the student is presented with a randomly assigned question that is categorized based on the level of difficulty. These are graded automatically. Another fine attribute of the system is that it allows students with an environment to study on their own.





Prof. Dr. Semra Ağralı, Supply Chain Management



It is not the kind of thing you can assess the usefulness of, without utilizing it directly.

For instance, an online quiz is uploaded online on Monday night and they have time until Tuesday night to wrap it up. I have allowed them to go back, check on their own responses and make amendments. That is because I mostly used the quizzes as a tool to make them think "I couldn't do this one, let me go back and rectify", instead of assessing their level of understanding.





Students views from MEF



The course also helped me get my self-learning involved.

"When I make use of the platform to study for an exam, I can access plenty of questions I had not tackled before." 2nd Year Student.

"The course also **helped me get my self-learning involved.** Special thanks to the instructor." 3rd Year Student.

"The course structure was well-prepared. I like to use e-books during class." 3rd year Student.





6- Continuous Improvement

Started with Instructors and Students

Now Less individual interviews, More surveys, focus groups

2017-2018 SPRING (Free Trial)

18 Courses

870 Enrollments

2018-2019 FALL

38 Courses

2.200 Enrollments

Distribution of Enrolments:

ENGINEERING	70%
Business & Soc. Sci.	21%
EDUCATION	7%
MASTER	2%
Law	0%
Design	0%





Innovating is being always in work-in-progress











Important Skill for Promoters of Educational Technology

Mediation



Understand needs and expectations of

Leaders/Directors/Decision Makers

Teachers/Trainers/Instructors/Mentors

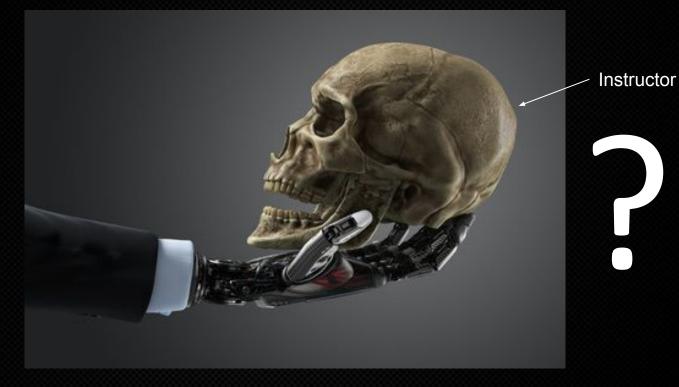
Learners

Craft a common ground for people and technology





Technology vs. Instructors

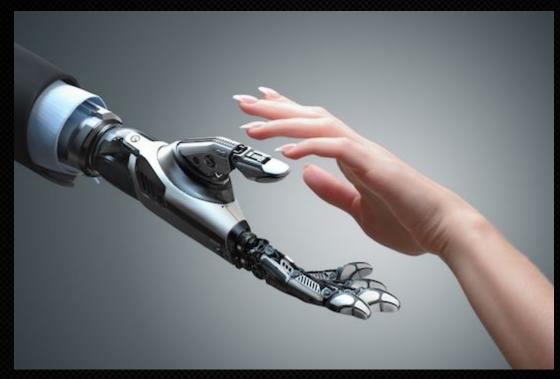






Technology vs. Instructors



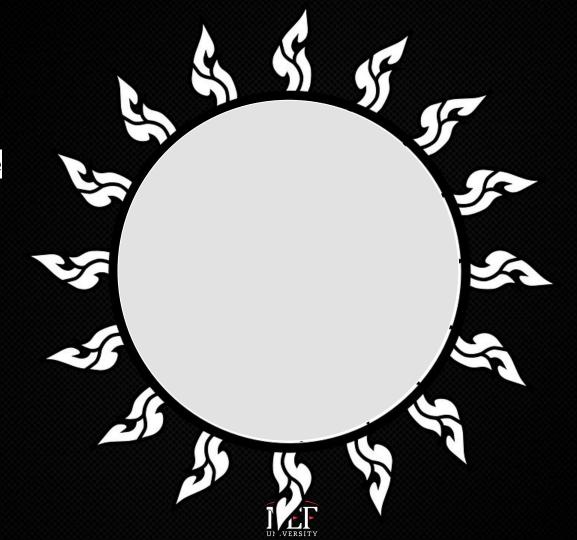








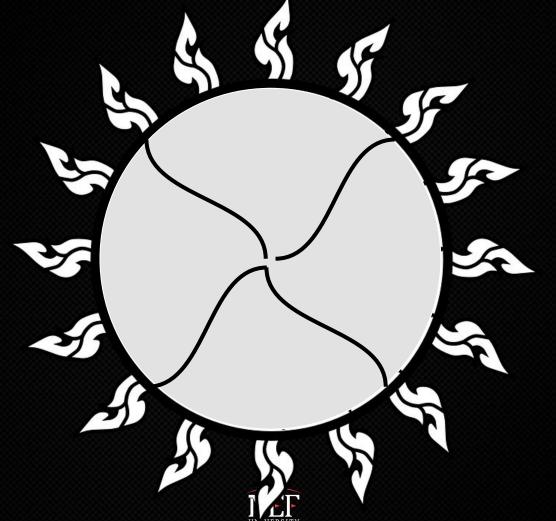
Your Course in LMS







+ Instructional
Design by
Professors

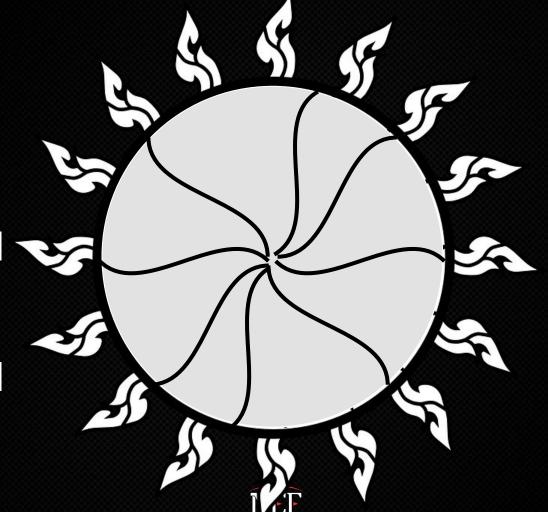




LMS

+ Instructional
Design by
Professors

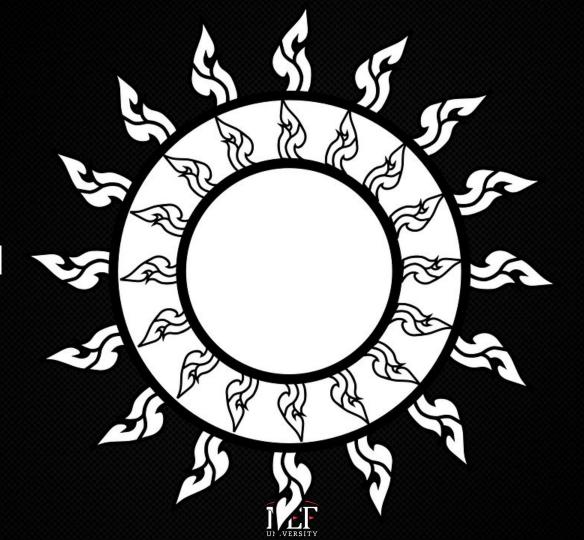
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LMS

+ Digital and Adaptive Platforms

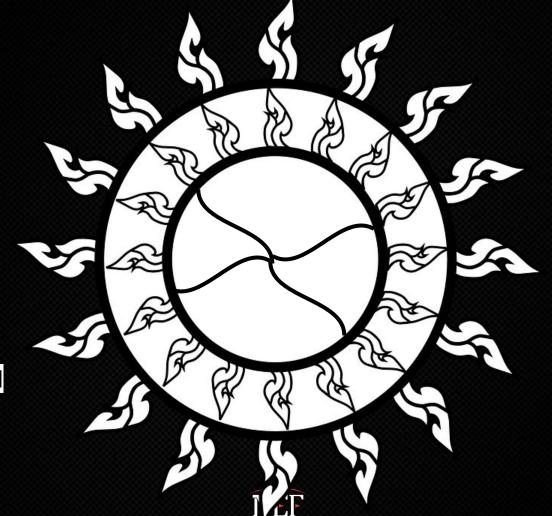




LMS

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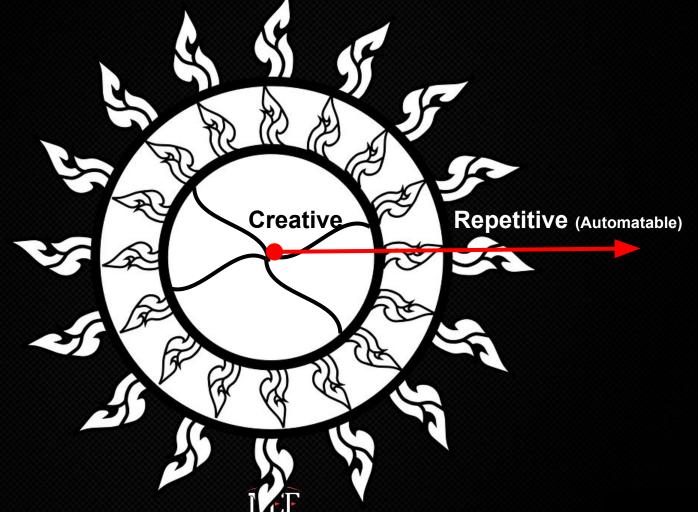






+ Digital and Adaptive Platforms

+ InstructionalDesign byProfessors





Creative

Repetitive (Automatable)



Advanced Content *Curation*Authentic Problems, Cases, Projects
Individual/Group Feedback,
Mentoring,
Integration of Advanced EdTech





Basic Content Creation
Quizzes
Exams
Tests
Grading
Basic Feedback

