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# Emerging Learning Technologies: Integrating Web 2.0, Tablet PC's and Social Learning into Pedagogy

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## WORKSHOP PROPOSAL FOR AMCIS 2009

<b>Workshop title:</b>	Emerging Learning Technologies : Integrating Web2.0, Tablet PCs and Social Learning into Pedagogy
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<b>Duration</b>	( ) Full day ( X ) Half day
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### Abstract

The goal of this workshop is to provide hands-on experience developing skills using a combination of tabletpc features and web 2.0 applications to enhance the teaching and learning process. This interactive presentation will focus on demonstrating applications and techniques such as whiteboarding, social learning tools, multimedia creation, ink-based document creation, and real-time multimedia collaboration. This workshop will introduce various Web2.0 applications and social learning concepts such as virtual worlds, wiki, serious game environments and social referencing / bookmarking tools; along with the potential benefits and challenges of each application. The workshop will only introduce innovative collaboration techniques and Web2.0 applications that can be easily and cost effectively integrated into the curriculum.

### Workshop leader information

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## **Speakers' background, description of workshop, and envisioned activities during the workshop**

### **Speaker Background:**

Dr. Phillip Olla has over 15 years experience in the Information Technology (IT) Industry. In addition to university level teaching as a Professor, Dr Olla has worked as an independent IT consultant, Chief Technical Architect and Company Director. His experience is primarily in the Internet and Telecommunication industry. Dr Olla has recently completed a 2 year project sponsored by Microsoft Research to investigate the integration of TabletPCs into education. Dr Olla is the Associate Editor for the Journal of Information Technology Research. Dr Olla is also a member of the Editorial Advisory & Review Board for the Journal of Knowledge Management Practice, and a member of IEEE the w3 consortium.

Dr. Jyoti Choudrie is a Reader of Information Systems in the Business School, University of Hertfordshire. Her current research encompasses the social aspects of e-government and e-governance, diffusion and adoption of Information and Communications Technology (ICTs), namely, broadband technology, the usability of e-government web sites, the social aspects of information systems, and electronic commerce. She has written for peer reviewed journals such as, European Journal of Information Systems (EJIS), Information Systems Frontiers and Journal of Information Technology (JIT). She has recently completed a Microsoft, AIS, Citizens Online and University of Hertfordshire research investigating the impacts of ICTs upon silver surfers. She has also commented in UK based trade press magazines and newspapers on several Broadband and e-government related issues.

### **Description of Workshop**

In light of the current economic downturn universities are experiencing tough economic conditions; therefore they must choose technologies wisely due to the tightening budgets. There are an overwhelming number of asynchronous and Synchronous learning tools to select

from. The new generations of learners are demanding instructional formats that are more suited to their needs. Unfortunately, most typical online courses, blended programs, and internet based learning resources are deficient in the appropriate level of interactivity and collaboration required to successfully engage the new millennium learners.

As a result, there is a fundamental need for dialogue on how best to integrate exciting and engaging synchronous online materials. In response, this workshop will present some of the key pedagogical opportunities for teaching Information Systems (IS) and Information Technology (IT) courses using emerging technologies.

The workshop will highlight innovative learning and teaching components that facilitate active and collaborative learning, to convert the traditional classroom into an interactive learning environment. The presentation will employ a software neutrality concept and participants will be given a variety of options of either Web2.0 applications or downloadable software for performing specific tasks. One of the most important points that will be conveyed is the availability of excellent free open source applications and web2.0 online applications that could provide features similar and even better than the propriety software. The participants armed with a tablet PC will cover important concepts such as white boarding, multimedia creation and recording, ink-based document creation, real-time collaboration applications. In addition to the classroom tools, emerging learning models will be presented such as serious games, virtual worlds and social bookmarking, and social reference tools. This workshop will provide examples of these tools currently being used in higher education setting and discuss various options for integration into the curriculum.

**Benefits to attendees:**

This interactive presentation will provide hands on experience on how to use various TabletPC

features and teaching techniques to improve learning effectiveness and outcomes. The audience will become familiarized to some of the interesting TabletPC enabled software to encourage active learning. The attendees will learn how in the hands of a trained educator, this innovative technology has the potential to dramatically alter the educational process. The ability to write, sketch, draw, or annotate using electronic ink and drawing tools is an important achievement that enhances the educational content delivered. The capability to share results instantaneously or to collaborate in real time adds a completely new dimension to classroom interactions. The workshop will present emerging web2.0 applications and open source software that provide significant value to pedagogy. Finally, an important point will be conveyed that the software budget constraints should not be the inhibitor for incorporating the interactive technologies into the classroom due to the abundance of open source and Web2.0 applications.

**Activities:**

The tentative Workshop Outline is displayed below

**1. Introduction to Tablet Pcs and set-up**

**2. Part 1: Introduce online collaboration applications for writing:**

*These types of applications allow users to rapidly create text based content. They restrict editors to those invited, via e-mail. These are similar to wikis but offer several fundamental differences.*

**3. Part 2: Introduce online applications for teaching design concepts**

*This section will focus on open source and web based applications that improve the system design process, drawing or concept mapping.*

**4. Part 3: Social Collaboration to facilitate social learning**

*This section will discuss concepts and techniques such as whiteboarding, social*

*bookmarking, virtual worlds and games.*

**5. Open Discussion, Examples, Best practises**

**6. Conclusion**

**Special requirements**

Note: Regular equipment includes a computer, projector and screen.

( \* ) Computers

( \* ) Internet access

( ) Others. Please specify

Participants are welcome to bring their laptops/ Tablets PCs but this is not mandatory. We will have offline demos for all the application in case of slow connections.

**Audience**

The attendees will leave this workshop with the skills to create various interactive multimedia projects, use web2.0 applications, whiteboarding capabilities, ink-based document creation, and techniques to improve real-time collaboration.

The likely participants will include : Instructional designers, faculty, researchers, students, IT Staff, and technical support staff.

Maximum number of participants: Approx 20 – 30 dependent on room size