

teachingnaked

How Moving Technology out of your College Classroom will Improve Student Learning

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Key Ideas

Value of Classroom Education = Faculty Interaction

Technology is a tool, not a strategy

Learning is about **change**

New Digital Landscape: Technology = three major changes:

1. Relationship to knowledge: Tech is great for content

Digital Content for First Exposure: Google, YouTube, Khan, OpenYale, MITOpen, iTunesU, Merlot, utubersity, Wikipedia

Podcasts: *Teach to the many, not to the middle.*

2. Social Proximity

Create more class time

Email as a teaching tool

Virtual Office Hours (Skype, Google+Hangout, Spreecast, Join.me, ooVoo, Goober)

Facebook Basics: Profile (friend); Page (like); Group (join)

eCommunication Policy

- The best way to contact me is: _____ (email, FB, Google+, LinkedIn)
- I will respond to e-mail (or FB chat, messages etc.) within _____ hours, except on ___ or between _____ (9pm and 9am etc.)
- I am online (FB/Skype/Twitter) _____ on ___ days and also available for _____
- If you want an individual (physical/Skype/chat) appointment _____ me
- I accept/do not accept Skype/Facebook/LinkedIn friend requests (until graduation).

3. Customization and gaming

We need to make college more like a good video game.

Merlot.org, SmashFact, SeriousGames, EducationArcade, iTunes

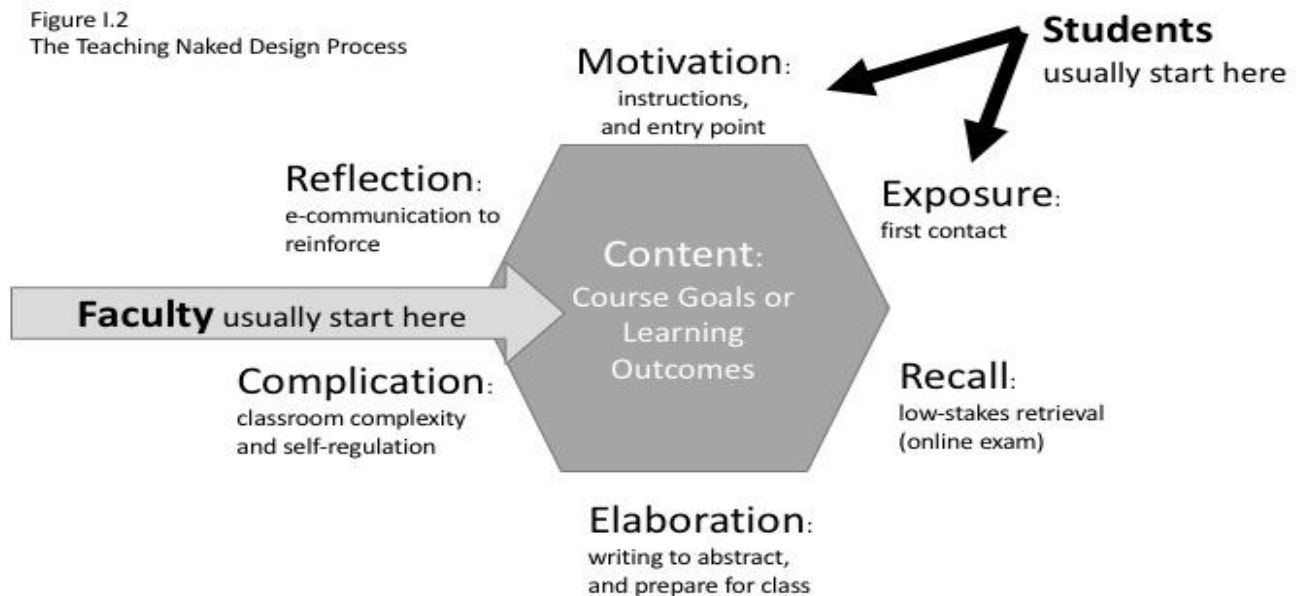
Online Exams before Every Class:

- Improve student preparation
- Create more class time
- Use your LMS – Easier, Faster and **Better** Multiple Choice Questions
- JiTT: Improve your preparation

Make It Stick: The Science of Successful Learning. (Brown, P. C., Roediger, H. L. & McDaniel, M. A (2014) Belknap Press: Exposure, rereading, highlighting and massed practice = false fluency NOT learning)

- **Concrete and Personal** (matters to me, examples)
- **Knowledge is Necessary** (but not sufficient)
- **Retrieval and Self-Testing** (online exams, games)
- **Elaboration** (connections, analogies, writing)
- **Abstract** (extracting rules, larger context, mental models)
- **Failure** (add difficulty, attempts before solutions, feedback)
- **Interleaving** (varied practice, space out practice)

Teaching Naked Design Process



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New Technology Means

- Thinking** is more important
- Course design** is more important
- Integration** is more important

Teach Naked. Change a Mind.