Learning Design Research Teams

Games, Simulations, and Virtual Worlds

April 20, 2010

Learning Design has initiated three major research teams for the 2010 – 2011 year. The three research teams are: Mobile Learning; Social Media; and Games, Simulations, and Virtual Worlds. Each research initiative is designed to explore new tools and technologies that may allow for new instructional strategies in our courses and a possible use of broader pedagogical approaches in our online courses. Further, each team is tasked with producing an applied research white paper that will be published on the Learning Design web site.

Team Charge:

The games, simulations, and virtual worlds team is charged with taking a broad look at how each of these concepts relate to learning, reviewing the literature to determine what is currently being discussed about the topics (both nationally and internationally), and to pilot, if appropriate, some of these approaches in a couple of World Campus courses. Games, simulations, and virtual worlds encompass the visualization of content in courses, but they also provide possibilities for interactive content and role-playing. The questions related to their use are: what are the strengths of each of these techniques, what are the pros and cons represented by each, and what are the obstacles for adult learners at a distance when they are incorporated into our course. Other questions related to these concepts revolve around the costs associated with each, in terms of production and use, and is one method advantageous over another in terms of helping students meet stated learning outcomes. Thus, what are the tools and applications we want to label as games, simulations, and virtual worlds; which ones may be beneficial in our courses; and what are the limitations to using them in terms of students' use and support? Research in these areas goes back several years and the team should review the literature from the 1980's on gaming in instructional design.

The research team will meet from April 2010 through December 2010 to discuss the literature and their findings, to explore how to possibly pilot gaming, simulations, and virtual worlds in a few courses, and to debrief on the pilots. Between January 2011 and February 2011 the team will write and develop their research report/white paper. The white paper will be ready for publication on the Learning Design web site by March 2011.

Team Members:

Kent – Team Lead
Penny
Jen
Ravi

Suggested Timeline:

April 2010	– Set up meeting schedule
May – June	– Conduct literature review

July – August	– Experiment with technologies and possible solutions. Pick one or two courses to pilot applications in for the Fall
Sept to December	- Continue experimentation and collect data on pilot
January to Feb	- Draft and write research report/white paper
March 2011	- Publish paper on LD web site

Learning Design Research Teams

Social Media

April 20, 2010

Learning Design has initiated three major research teams for the 2010 – 2011 year. The three research teams are: Mobile Learning; Social Media; and Games, Simulations, and Virtual Worlds. Each research initiative is designed to explore new tools and technologies that may allow for new instructional strategies in our courses and a possible use of broader pedagogical approaches in our online courses. Further, each team is tasked with producing an applied research white paper that will be published on the Learning Design web site.

Team Charge:

The social media team is charged with taking a broad look at what we mean by social media in relation to learning, reviewing the literature to determine what is currently being discussed about the topic (both nationally and internationally), and to pilot, if appropriate, social media approaches in some of our courses. Social media should be viewed in a narrower frame than Web 2.0 applications and tools. The question is how can social media applications or tools be used to provide instructional options for adult learners at a distance. By their nature, social media tools and applications may be strictly focused on social aspects of courses to help provide a sense of social presence, and they may not be directly related to helping students meet the stated learning outcomes. However, as knowledge is socially constructed how do these tools help in forming learning communities within and across courses? Thus, what are the tools and applications we want to label strictly as social media, which ones may be beneficial in our courses, what are the pros and cons, and what are the limitations to using them in terms of students use and support? As a starting point the team may want to review the community of inquiry model.

The research team will meet from April 2010 through December 2010 to discuss the literature and their findings, to explore how to possibly pilot social media tools and applications in a few courses, and to debrief on the pilots. Between January 2011 and February 2011 the team will write and develop their research report/white paper. The white paper will be ready for publication on the Learning Design web site by March 2011.

Team Members:

Wenyi – Team Lead
Juan
Julie
Amanda

Suggested Timeline:

April 2010	– Set up meeting schedule
May – June	– Conduct literature review
July – August	– Experiment with technologies and possible solutions. Pick one or two courses to pilot applications in for the Fall
Sept to December	- Continue experimentation and collect data on pilot

January to Feb   - Draft and write research report/white paper
March 2011   - Publish paper on LD web site

Learning Design Research Teams

Mobile Learning

April 20, 2010

Learning Design has initiated three major research teams for the 2010 – 2011 year. The three research teams are: Mobile Learning; Social Media; and Games, Simulations, and Virtual Worlds. Each research initiative is designed to explore new tools and technologies that may allow for new instructional strategies in our courses and a possible use of broader pedagogical approaches in our online courses. Further, each team is tasked with producing an applied research white paper that will be published on the Learning Design web site.

Team Charge:

The mobile learning team is charged with taking a broad look at what we mean by mobile learning, reviewing the literature to determine what is currently being discussed about the topic (both nationally and internationally), and to pilot mobile approaches in some of our courses. Mobile learning on a broad scale can include laptop computers to smartphones to the new iPads. The question is how can each of these be utilized to provide instructional options for adult learners at a distance. What works well on each device, what are the pros and cons, and what are the limitations to using them in terms of students connecting to courses or learning objects.

The research team will meet from April 2010 through December 2010 to discuss the literature and their findings, to explore how to pilot mobile learning technologies and applications in a few courses, and to debrief on the pilots. Between January 2011 and February 2011 the team will write and develop their research report/white paper. The white paper will be ready for publication on the Learning Design web site by March 2011.

Team Members:

Linas - Team Lead
Heather
Alicia
Stephanie

Suggested Timeline:

April 2010	– set up meeting schedule
May – June	– Conduct literature review
July – August	– Experiment with technologies and possible solutions. Pick one or two courses to pilot mobile applications in for the Fall
Sept to December	- Continue experimentation and collect data on pilot
January to Feb	- Draft and write research report/white paper
March 2011	- Publish paper on LD web site