

# Pedagogical aspects of E-learning and its fulfillment approach for improving the teaching quality

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# Pedagogy : what kind of teaching do we need in our subjects!

# Learners Learn Best When ...

- • They engage in active intentional learning
- • Represent knowledge in multiple ways
- • Participate in real-world authentic activities
- • Receive frequent feedback
- • Collaborate with others in solving problems.
- • Have access to tools for meaningful learning

# Rethinking Education Challenges

- **Engagement**
- **Interaction**
- **Authenticity**
- **Needs**
- **Knowledge Information**
- **21st Century Skills**

# Challenges

- •Computer literacy.
- •Infrastructure: computers, mobiles, internet...
- •Language.
- •Priorities.
- •Family restrictions.
- •Culture changes/ motivation.



## Key Trends Accelerating Technology Adoption in Higher Education

Long-Term Trends: Driving Ed Tech adoption in higher education for five or more years

- > **Advancing Cultures of Change and Innovation**
- > **Increasing Cross-Institution Collaboration**

Mid-Term Trends: Driving Ed Tech adoption in higher education for three to five years

- > **Growing Focus on Measuring Learning**
- > **Proliferation of Open Educational Resources**

Short-Term Trends: Driving Ed Tech adoption in higher education for the next one to two years

- > **Increasing Use of Blended Learning**
- > **Redesigning Learning Spaces**



Horizon Report > 2015 Higher Education Edition

## Significant Challenges Impeding Technology Adoption in Higher Education

Solvable Challenges: Those that we understand and know how to solve

- > **Blending Formal and Informal Learning**
- > **Improving Digital Literacy**

Difficult Challenges: Those we understand but for which solutions are elusive

- > **Personalizing Learning**
- > **Teaching Complex Thinking**

Wicked Challenges: Those that are complex to even define, much less address

- > **Competing Models of Education**
- > **Rewarding Teaching**

What does it mean for the kinds of skills we need to help our students develop?



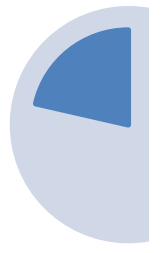
# Life Skills



**Collaboration**



**Communication**



**Reflection**



**Problem Solving**



**Global Citizenship**



**Critical Thinking**



**Creativity**

# New Media Literacies (Jenkins)

- **Performance**
- **Play**
- **Simulation**
- **Appropriation**
- **Multitasking**
- **Distributed**
- **Cognition**
- **Collective**
- **Intelligence**
- **Judgment**
- **Networking**
- **Transmedia Navigation**
- **Negotiation**

<http://www.newmedialiteracies.org/>

# Methods of Teaching

- **Play** : The ability and capacity to experiment and explore various solutions to problems.
- **Performance**: The capacity to embrace new identities and to explore and discover new worlds.
- **Multitasking**: The ability to engage in multiple scans simultaneously.
- **Judgment**: The ability to access, evaluate and decide on the use of various sources of information.



**Judgment:** The ability to access, evaluate and decide on the use of various sources of information.

**RELEVANCY**

Is the information relevant to the question at hand? Am I on the right track?

**APPROPRIATENESS**

Is the information suitable to my age and core values?

**DETAIL**

How much information do I need? Is the depth of coverage adequate?

**CURRENCY**

When was the information published or last updated?

**AUTHORITY**

Who is the author of the information? What are his or her qualifications?

**BIAS**

Why was this information written? Was it written to inform me, persuade me, entertain me, or sell me something?

# Quality Assurance



## Management:

- Institutional policies, aims, strategy, resources

## Processes:

- Teaching & learning, student & teacher support

## Products:

- Curricula, courses, learning activities

# Quality Assurance:

Constantly evaluate and revise:

- In addition to regular project evaluations,
- Collect data from all stakeholders to ensure all voices are heard and
- reflected in future revisions.

- **Does teacher disposition and style of teaching play a role in the success of ICT initiatives?**



# How e learning help to improve learning

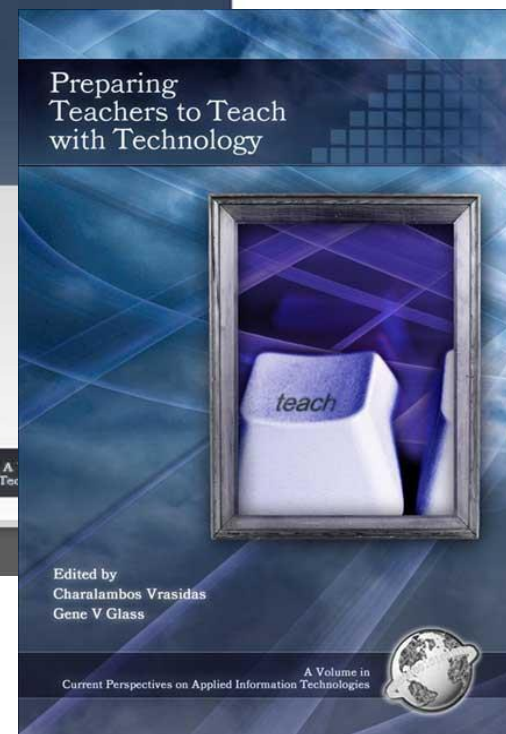
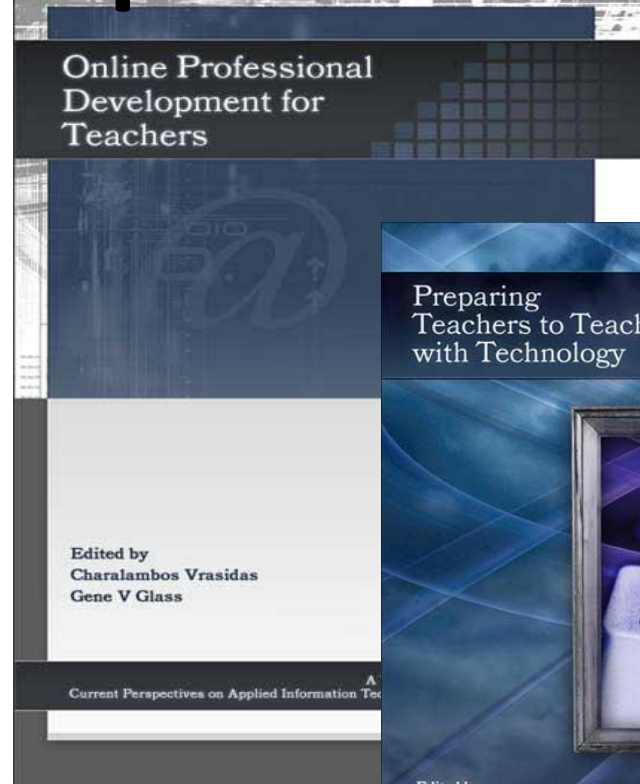
- Student centered learning
- Changing role of teacher and student
- Discipline – specific



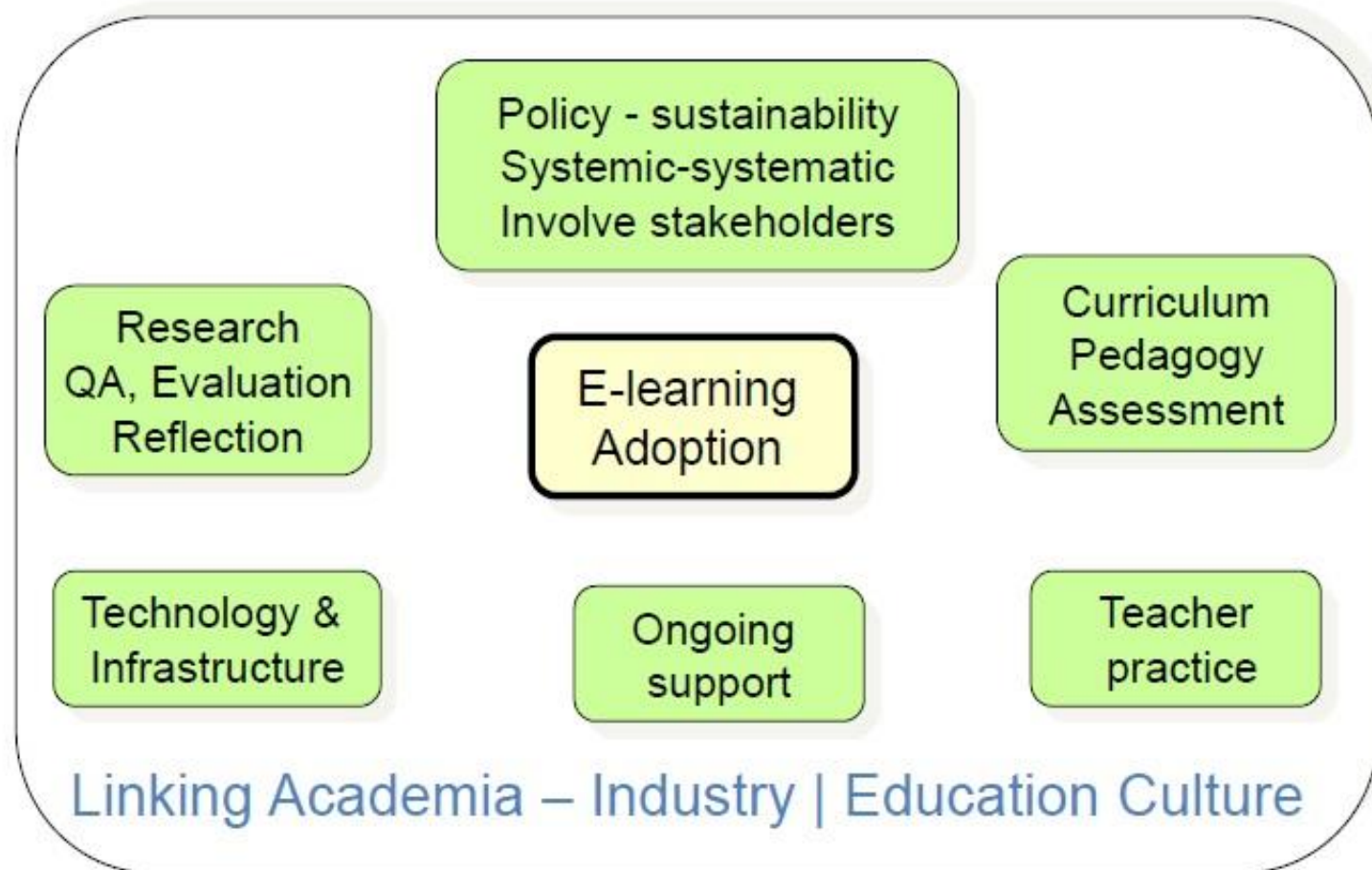


# Professional Development Issues

- Holistic approach
- Authentic and situated
- Active and engaged
- Collaborative
- Continuous and long term
- Incentives
- Application and reflection
- Feedback
- Technology



# Adoption of e-Learning



## Technology Integration Framework

# 2017's most in-demand skills, according to LinkedIn

- 1. Cloud and Distributed Computing
- 2. Statistical Analysis and Data Mining
- 3. Web Architecture and Development Framework
- 4. Middleware and Integration Software
- 5. User Interface Design
- 6. Network and Information Security
- 7. Mobile Development
- 8. Data Presentation
- 9. SEO/SEM Marketing
- 10. Storage Systems and Management

# New generation

# -----New way of communication

# Thank you

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