



May 2014

**Welcome to the QLD E-learning News!**

A monthly newsletter providing information about events, resources, funding opportunities, research findings and news, from the National VET E-learning Strategy (NVELS).

**QLD NVELS Webinars**

Details of this month's webinars are outlined below. For further details and to register go to -

<http://www.vetpd.qld.gov.au/program-and-calendar/index.html>

**May topics:**

**1: E-learning BluePrint: the business of e-learning – Glenn Searle and Sandra Lawrence \*SPECIAL OFFERING\***

**Wednesday 7<sup>th</sup> May 12.30 – 2:00 pm AEST**

This webinar provides an overview of essential business considerations for any RTO offering e-learning training opportunities. Focused on three areas of influence - Learning and assessment, Organisation and Technology (ie the LOT) - the BluePrint is designed to benefit two key groups:

(i) *The Starters* - organisations that are keen to change the way they deliver training but are a little uncertain where to start and are also keen to explore the best way to get started.

(ii) *The Travellers* - organisations that have implemented some blended learning already, but are seeking some further guidance, leadership or ideas to take them on their next step.

The E-learning BluePrint offers organisational leaders, decision makers and managers a total e-learning picture that recognises business requirements, to enable informed decision making. It's about the 'business of e-learning'. This webinar complements two half-day E-learning BluePrint workshops for managers that will be held in Brisbane.

**2. Keep calm and take over the world! – with Howard Errey**

**Friday 9<sup>th</sup> May at 12:30pm AEST**

MOOCs present an important signal for VET in Australia. They are already a reality in the online learning options of our students and have the potential to transform online business models. We need to know about them and this presentation will talk about their history, definitions and current contexts of which it will be helpful to be aware. This includes examples both as a participant and a designer of MOOCs which will inform better understanding and selection of MOOC choices by educators and providers.

**3. Hints and tips for developing for mobiles – with Natalie Denmeade**

**Wednesday 14 May at 12:30pm AEST**

The e-learning industry is moving toward the use of rapid e-learning tools for the quick development of interactive, engaging learning resources. These tools allow you to export learning objects that are developed in both flash and HTML5, which means they can be used across mobile devices. This session will explore the two dominant examples of rapid e-learning tools (Articulate Storyline and Adobe Captivate) and the implications for use in mobile learning.

**Recordings for April webinars can be accessed here –**

[Taking workplace training online - is it really any different?](#) – with Allison Miller, Vanguard Visions.

[e-Learning Content Deployment](#) – Shane Dowd with Natalie Denmeade, Thomas Marshall, Tracie Regan, Francis Kneebone and Melanie Worrall (**note:** the recording will be available after 23<sup>rd</sup> April).

**Journal of Online Learning and Teaching (JOLT)**

Although it has more of a Higher Education focus than VET, the Journal of Online Learning and Teaching is a great source of recent research into e-learning. All papers in JOLT are published under a Creative Commons Attribution-Non-Commercial-Share-Alike License and the current version can be accessed here <http://jolt.merlot.org/currentissue.html>

## What's on the Horizon? The Internet of Things

"The internet of things is a concept to understand the world of everyday devices; 'things' working in collaboration, using the Internet as a communication channel, to serve a specific goal or purpose for improving people's lives in the form of new services."

The following article provides a helpful list of relevant ideas related to the Internet of Things, including a description of its uses and the value it holds for businesses.

### 10 Things You Should Know About The Internet of Things

<http://www.techrepublic.com/blog/10-things/10-things-you-should-know-about-the-internet-of-things/3544/#>.

and for education:

### Brady, A. (2012) The Internet of Things and Education

<http://blogs.princeton.edu/etc/2012/02/24/the-internet-of-things/comment-page-1/>

## Cool tools: Diigo

One of the most useful and everyday tools I've used in the past 5 years is the social bookmarking tool, Diigo - (<http://www.diigo.com>)

If you save favourites to your browser but then use different computers or if you want to share your favourites with other people, then Diigo might be the tool for you.

The best way to use Diigo is to download a button to your toolbar that allows you to simply save a visited site directly into Diigo. You can create groups to save sites with others (great for professional networks or classes) and you can add annotations on saved sites that others in your group will also see.

It's a few years old now but my 'Getting started in Diigo' guide might be of use - <http://robynjay.wikispaces.com/Diigo> and you can view my Diigo site here as an example - <https://www.diigo.com/user/robynjay>

Robyn

## What's in a MOOC?

One of the most controversial strategies to make its appearance in VET in recent years is the Massive Open Online Course or MOOC. For many the key feature of MOOCs is their openness and connectivist potential, and the resulting variety of offerings has led to the notion of good MOOCs and bad MOOCs. Some of the earliest offerings by George Siemens and others are now referred to as cMOOCs since they are created in the Connectivist format, and are distinguished from some MOOC offerings which are designed within a behaviourist framework. The latter have been criticized for their lack of fostering "higher order skills of critical thinking, creative thinking, and original thinking using behaviourist pedagogy, the very skills that are needed in a knowledge-based society," (Tony Bates - "[What's Right and What's Wrong with Coursera-style MOOCs](#)", 2013.)

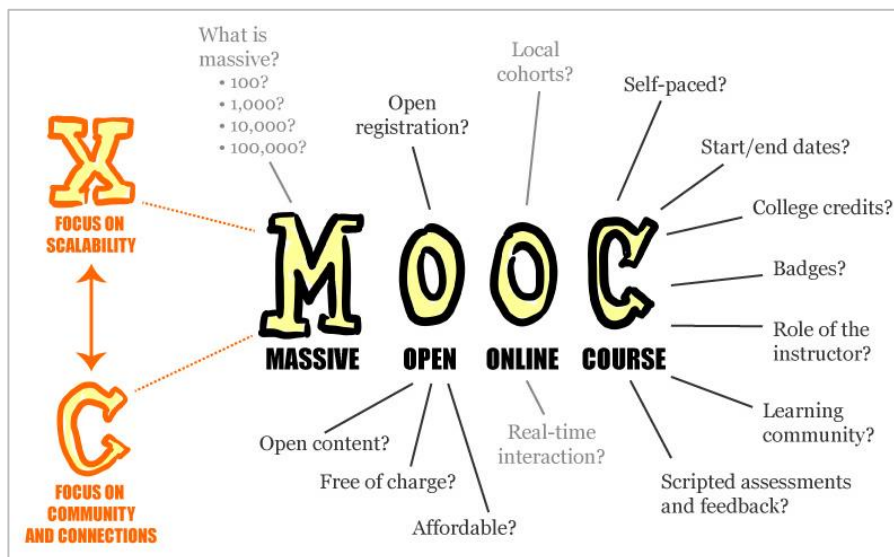


Image: [en.wikipedia.org/wiki/Massive open online course](http://en.wikipedia.org/wiki/Massive_open_online_course)

Following the popularity of his session at the 2013 Converge conference in Melbourne, we are lucky to have Howard Errey along this month to run a MOOC-related webinar at 12:30pm on 9 May. You can register for his session 'Keep calm and take over the world!' here: <http://www.vetpd.qld.gov.au/program-and-calendar/index.html>

To whet your appetite here's a recent Linked In discussion on the topic:

<http://www.linkedin.com/groups/MOOCs-VET-training-are-we-4543260.S.181432879>

and a couple of other good posts:

<http://ryan2point0.wordpress.com/2013/08/26/is-the-pedagogy-of-moocs-flawed/>

<http://techcrunch.com/2014/03/03/study-massive-online-courses-enroll-an-average-of-43000-students-10-completion/>

## Content corner:

This month we look at a variety of techniques and technologies used for deploying e-learning content -

- “Responsive” learning environments (eg the [QVDC eVET Moodle](#)) that allow students to view the website on a PC, laptop, tablet or phone.
- Developing content in Adobe Captivate that is fully scalable for multi-sized screens and highly interactive content that works with 'touch' and 'mouse'.
- Screen capture technologies that can be used in video presentations.
- Using iPad apps for assisted learning.
- Converting PPT to PDF to make mobile friendly PDFs.
- Some of the principles of Mobile First design.
- The use of Articulate Storyline.
- “Bootstrapping” and other tools.

Join the discussion at the “e-Learning Content Deployment” webinar on Wednesday, the 23<sup>rd</sup> April at 12:00 midday AEST. Register at - <http://www.vetpd.qld.gov.au/program-and-calendar/index.html>.

## Twitter: a never ending cocktail party?

Twitter can feel like a chaotic and worthless place if you don't know your way around. YES, there is a lot of mindless chatter and YES, you will be 'followed' by thousands of people simply wanting to promote their wares, however you can manage all this.

You can of course limit the people you follow to just a few you find have something worthwhile to say, and you can block those you don't want following you.

There are lots of education leaders using Twitter. Look for their Twitter logo on their blogs or websites. There are also filtered lists of potential contacts – go to their Twitter feed and check it out to see if there is value for you before you follow them.

Here's a couple of lists to get you started:

<http://www.edudemic.com/education-innovators-twitter/>

<http://thenextweb.com/twitter/2013/09/26/10-enlightening-and-educational-twitter-accounts-you-should-follow/>

<http://www.teachthought.com/social-media/50-educator-twitter-accounts-worth-following/>

Groups of Twitter users make use of topics or hashtags to keep specific activity separate and searchable from the general flow of tweets. You can set up a hashtag for a one off event or for ongoing communication but be warned – conference hashtags don't last forever!

Here's some information on hashtags and also some you may wish to join/follow: <http://www.teachthought.com/twitter-hashtags-for-teacher/>

There are also lots of good guides for using Twitter in education:

<http://www.edudemic.com/100-ways-to-use-twitter-in-education-by-degree-of-difficulty/>

<http://www.teachhub.com/50-ways-use-twitter-classroom>

<http://www.makeuseof.com/tag/10-ways-to-use-twitter-in-education/>

## Your questions answered

Thanks to Bron and Natalie for the interesting session on *Gamification in Education* in March.

Following the session I had an interesting discussion with a participant of the session about the difference between *GAMES* in education and *GAMIFICATION*, and then came across this interesting post that tackles the exact question - <http://blog.unicorntaining.com/2014/03/27/reflections-on-learning-solutions-conference-2014-part-3/>

Wikipedia describes Gamification as 'the use of game thinking and game mechanics in non-game contexts to engage users in solving problems', and in the post, the author suggests that 'it helps to think of gamification as structural, adding gaming elements around the learning activities, specifically points, badges, leaderboards, awards and benchmarking' and that 'gamification principles can also be applied to the content itself without moving to full blown gaming'.



CC image by Jonathon Colman - <https://www.flickr.com/photos/jcolman/4198766423/>

## Contact us

As Robyn is on the road during May/June please send all emails to us both to ensure a timely response!

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