

New learning and teaching models emerging from 1-to-1 computing



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Outline

- **Educational theory**
- **1-to-1 computing with netbooks**
- **Educational scenarios with netbooks**
- **Bm:ukk project: Goals & methodology**
- **Framework for a taxonomy**

Proposition I (Inglehart 1997)

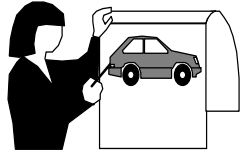
The predominant educational assumptions of a society are not invented freely but reflect the predominant cultural values of this society.

Proposition II (Baumgartner/Payr 1999)

Every piece of Educational Software, Authoring Tool or Learning Management System (LMS) implements a certain kind of learning theory.

Every function of the software has underlying (tacit) pedagogical assumptions.

Transfer



- factual knowledge, "know-that"
- Transfer of propositional knowledge
- to know, to remember
- Production of correct answers
- Verbal knowledge, Memorisation
- to teach, to explain

Tutor



- procedural knowledge, "know-how"
- Presentation of pre-determined problems
- to do, to practice
- Selection of correct method and its use
- Skill, Ability
- to observe, to help, to demonstrate

Coach



- social Practice, "knowing-in-action"
- Action in real (complex and social) situations
- to cope, to master
- Realisation of adequate action strategies
- Social Responsibility
- to cooperate, to support

Teaching I

Teaching II

Teaching III

Perceive & Do (Debug)

Knowing-in-action

Teaching & Facilitating

Interacting with Self & Society

Interacting with Object

Practice & Discuss

Reflecting-in-practice

Environment

Produce & Deposit

Reflecting-in-action

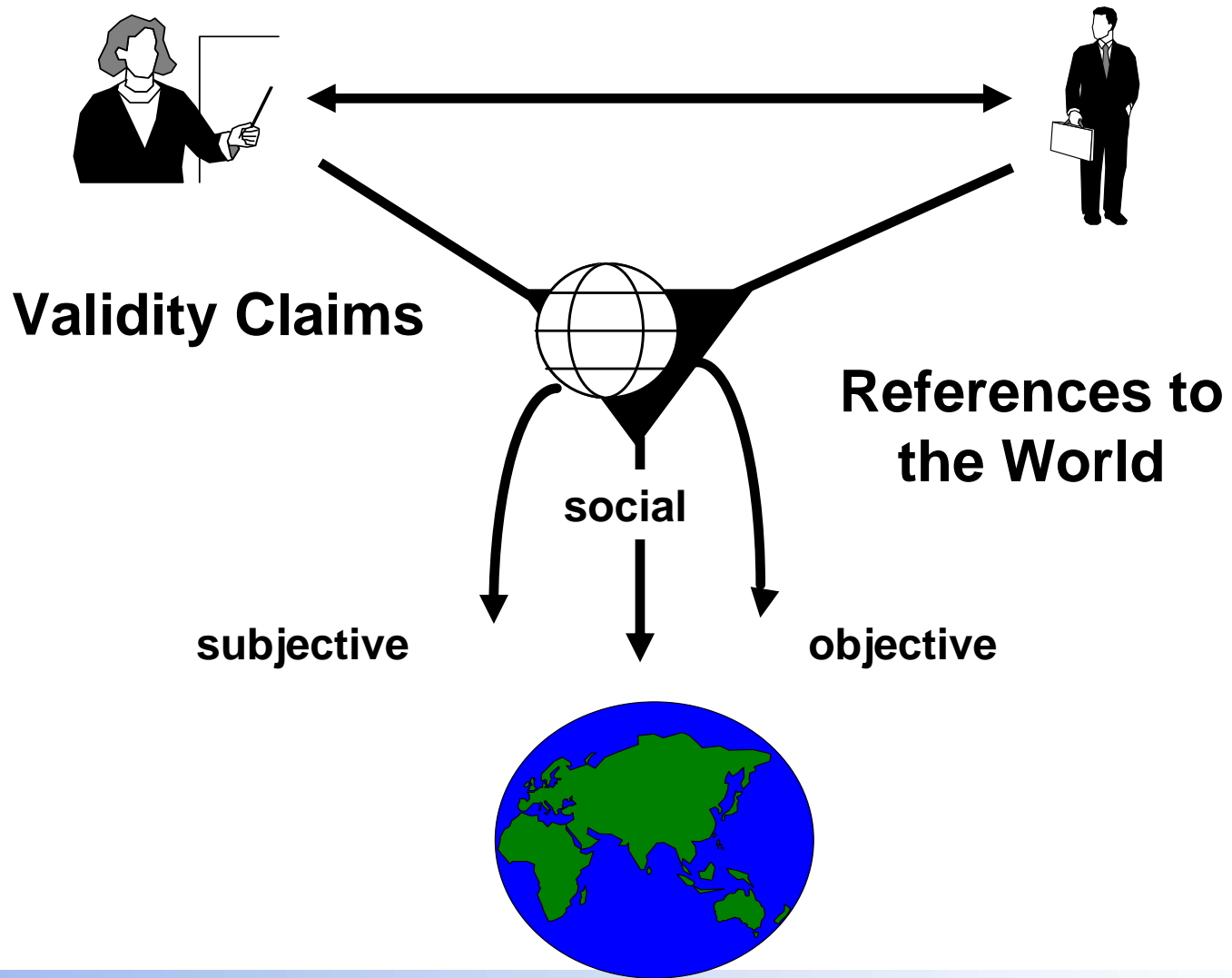
Artefact

Coaching & Orchestrating

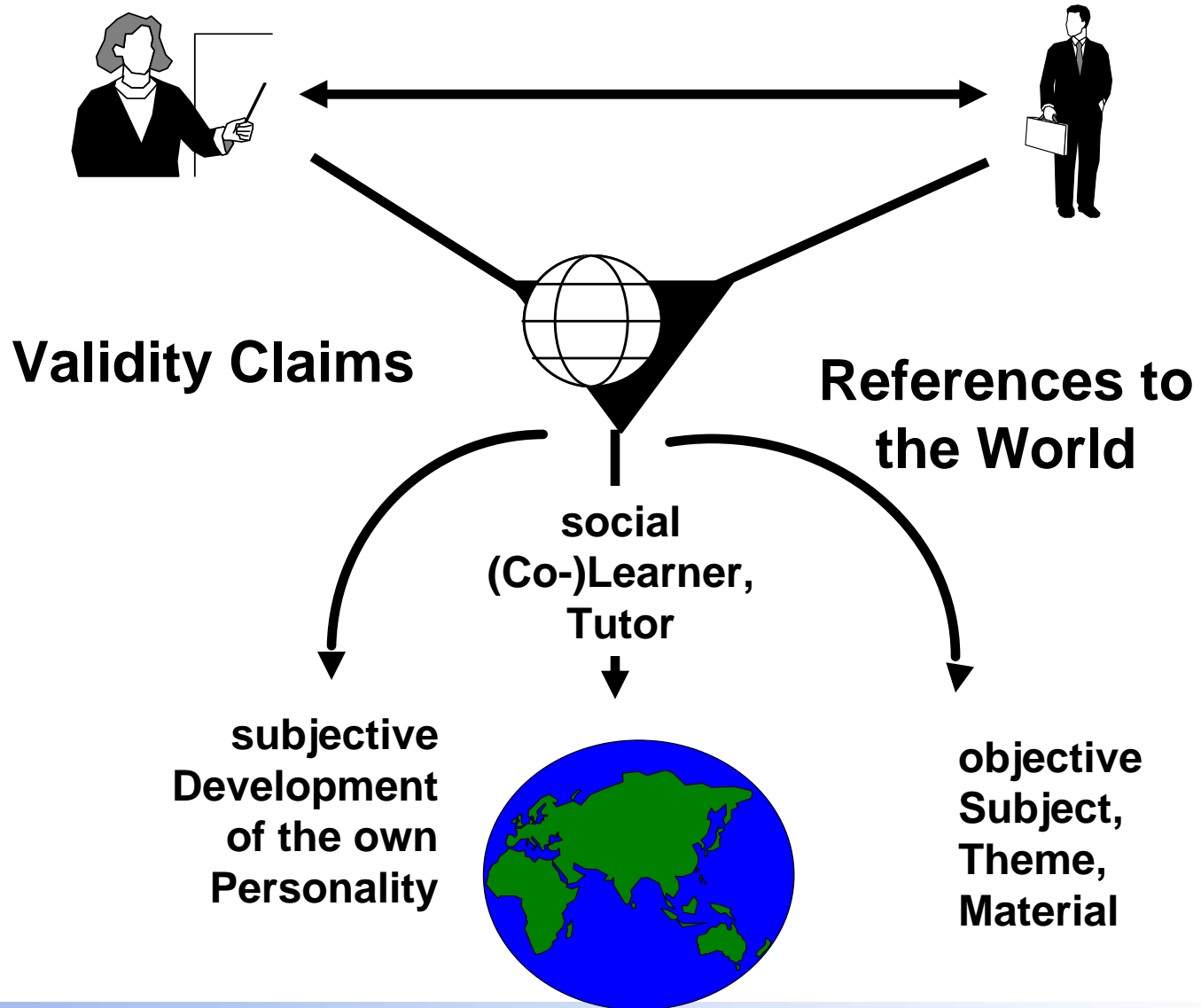
Tutoring & Managing

Interacting with Subject (Human)

Theory of Communicative Action



Educational Setting



Educational objectives with Netbooks

- 1. Supporting self responsible learning**
- 2. Encouraging cooperative learning and experiments**
- 3. Establishing key competences (information technology, ability to communicate and cooperate)**
- 4. Providing access to worldwide knowledge (Internet)**
- 5. Changing learning in schools due to individual devices for each student (1-to-1 computing)**

Netbooks: the 5P-Computers

- 1. Portability: small & lightweight**
- 2. Power: less dependent from plugs, thus supporting new scenarios (mobility)**
- 3. Performance: suitable for innovative projects & multimedia tools for creative learning approaches**
- 4. Price: relatively cheap**
- 5. Providing world wide access: continuous internet connection (UMTS – mobile internet)**

Proposition III

(bm:ukk netbook project, 2009)

Five advantages of netbooks over notebooks – each of them relatively small – results in a huge qualitative difference for education. Netbooks have the potential to realise **1-to-1 computing everytime & everywhere.**

Scenarios supported by digital media

1. Computer areas in classroom



Scenarios supported by digital media

1. Computer areas in classroom
2. Computer labs



Scenarios supported by digital media

1. **Computer areas in classroom**
2. **Computer labs**
3. **Trolley with laptops and peripherals**



Scenarios supported by digital media

1. **Computer areas in classroom**
2. **Computer labs**
3. **Trolley with laptops and peripherals**
4. **Notebook classes**



Scenarios supported by digital media

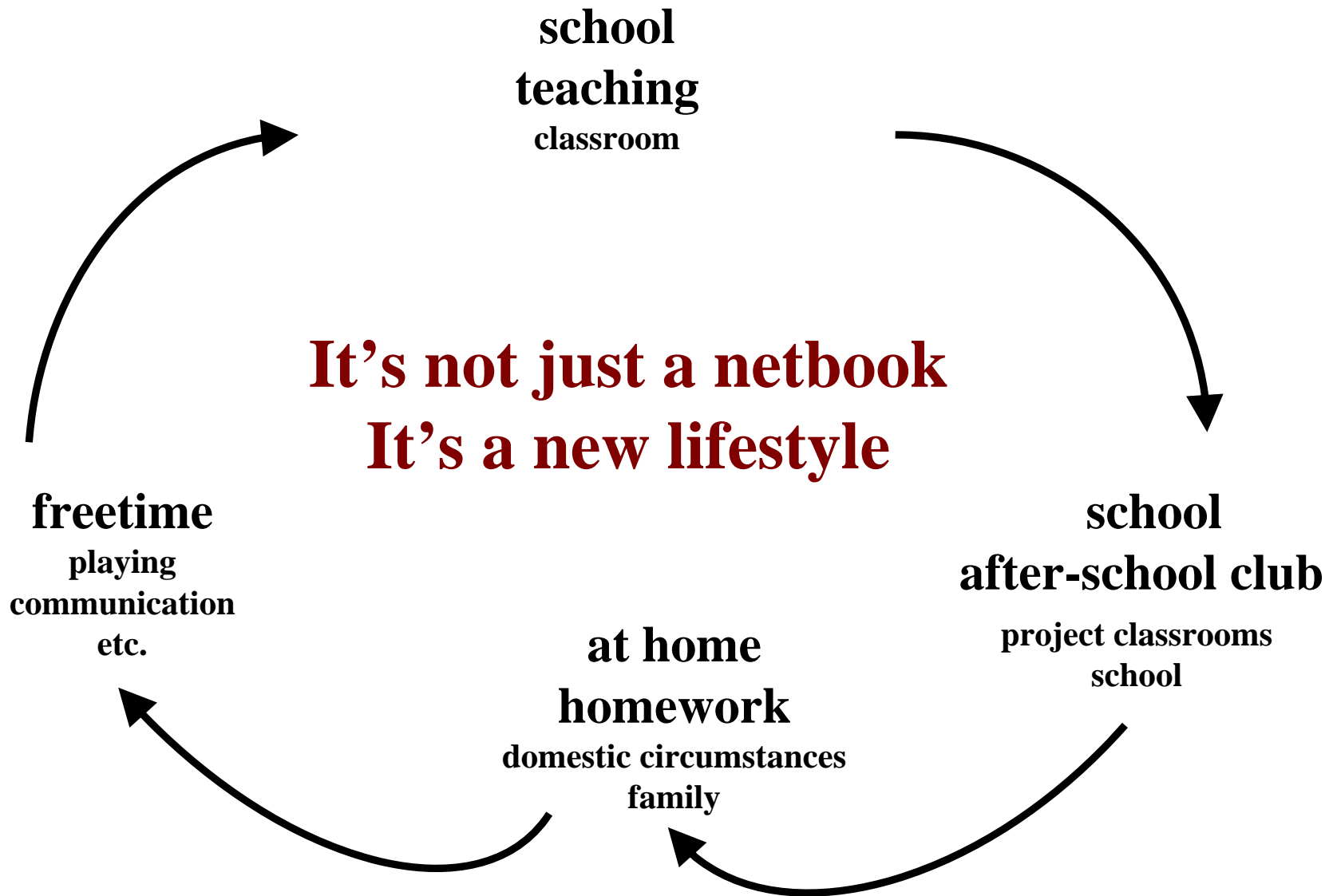
1. **Computer areas in classroom**
2. **Computer labs**
3. **Trolley with laptops and peripherals**
4. **Notebook classes**
5. **Netbook classes**



Scenarios supported by digital media

1. **Computer areas in classroom**
2. **Computer labs**
3. **Trolley with laptops and peripherals**
4. **Notebook classes**
5. **Netbook classes**
6. **(PDA/smartphone classes)**









Malouf, Dave. Case Study: Freescale Netbook Design at SCAD.
core77, design magazine & resource.
<http://snipurl.com/netbook-postures>

Ideas for educational scenarios in and around the classroom

With netbooks, students are much more mobile within the classroom, the school or the neighbourhood



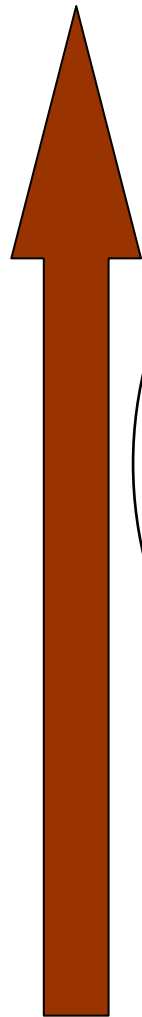
With a mobile internet connection, students can always participate in online learning scenarios no matter where they are



Mobility

Levels of Educational Design

Time



Macro Level

Meso Level

Micro Level

Educational Policy

Curricula

**Content Objectives
- Project
(several Hours)**

**Educational Scenarios
(Min. - Hours)**

**Edu. Interaction
(Sec. - Min.)**

What are Educational Scenarios?

- **Definition:**
 - **Script which describes the necessary environment, facilities and course of action of a scene**
- **Holistic situation – situated learning:**
 - **Space, Time, Social interaction**
 - **With spatial, temporal and social aspects focussed by subject (content)**



doing research
in the library

Staying in
touch via VoIP



carrying out
street interviews



taking photos
where the action happens



compiling information
in the classroom



Reflecting on ideas: Open Learning

Students work with materials

- alone or in small groups
- according to their own speed and preferences

interactive
tasks on
netbooks



Reflecting on one's learning: Log



Students write about their learning continually

- to document their work
- to learn from their experience

Netbooks may support note-taking individually or collaboratively



Producing content: Patchwork text



Students collect a series of shorter texts produced in the course of a semester instead of a formal essay

(<http://www.guardian.co.uk/education/2003/jun/10/highereducation.uk>)

Netbooks may help
keeping and compiling
a multimedia portfolio

Producing content: Mobile Podcasting



Using Netbooks to ...

- record statements and interviews right at the place of action
- Arrange and mix recorded material to create a radio feature



Netbooks as a mobile production tool for creative tasks

Creating content: Multimedia Quiz



Students process information actively and in a creative way by developing questions and answers for their own quiz programme



Netbooks can be used as a research tool and a presentation tool at the same time

Trying out real life information management



LERNFELD 3 : Eine maschinelle Fertigung auftragsbezogen planen und durchführen
(Auftrag : 6 Dreieck-Tischbänke für die "Kanustation Mirow")



Netbooks support real life activities in authentic situations

Reflecting on ideas: Participating in school twinning projects



- Students collaborate with students from other schools, even across borders



Using built-in
microphone,
webcam and
internet
connection

Pilot Project 'Netbooks in Education'

Austria, 2009-2010 (bm:ukk)

Phase 1

Pilot Project

Sep 2009 – Feb 2010

- 6 pilot schools, with Notebook experience
- secondary education

Focus:

introduction & new developing methodological approach

Phase 2

Extended Project

March 2010 – June 2010

- + 3 schools
- primary & secondary

Focus:

data collection for research on 360° learning lifestyle

Phase 3

Dissemination

Sep 2010 – June 2011

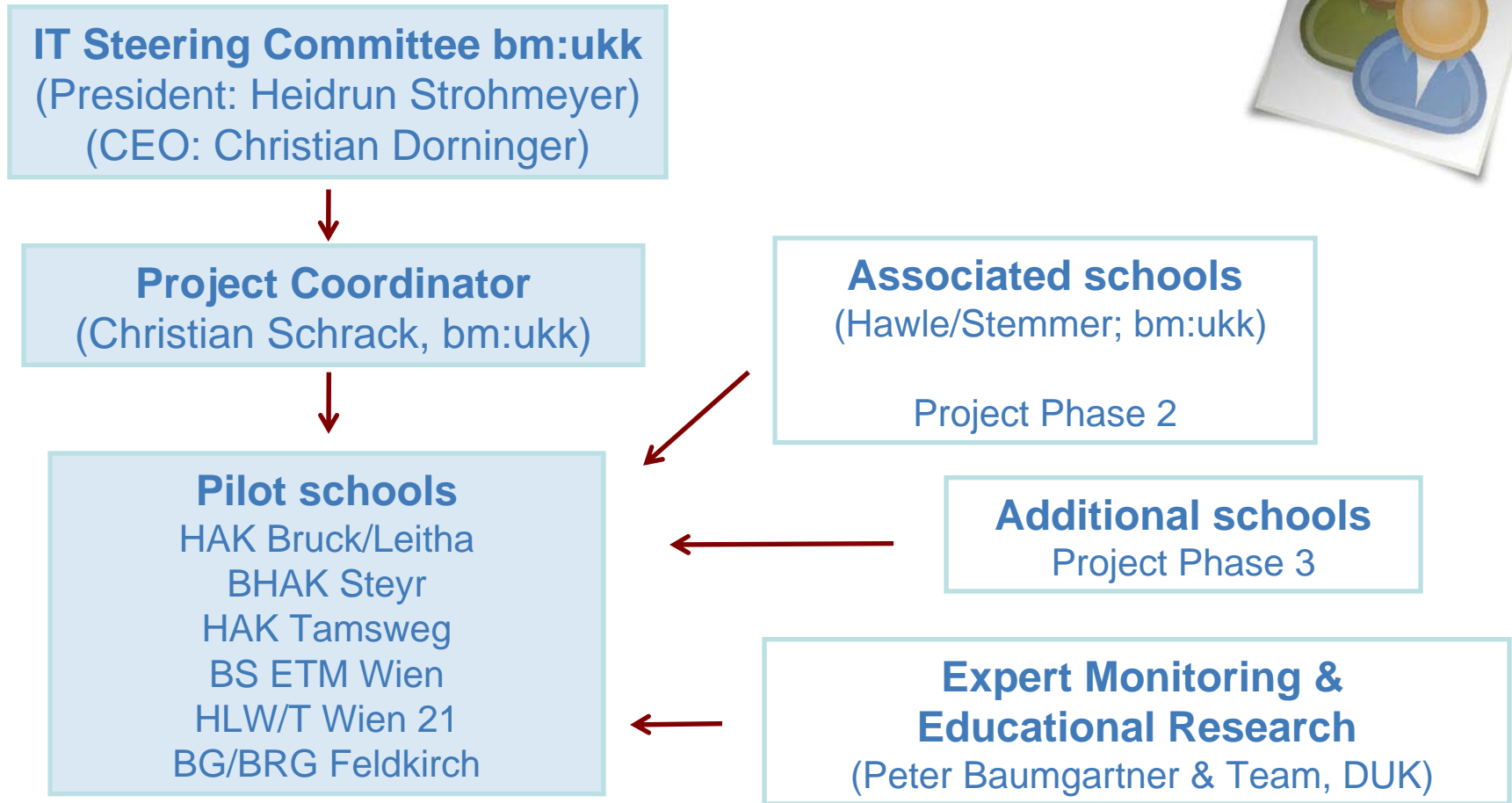
- 20 additional schools
- advancement of frameworks in favour of 1:1 computing

Focus:

educational governance educational scenarios

Pilot Project 'Netbooks in Education'

Austria, 2009-2010 (bm:ukk)

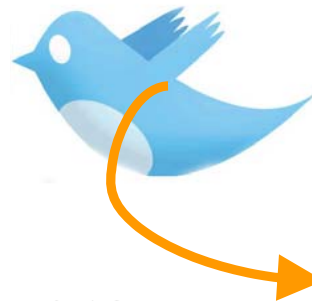


Research method ANT

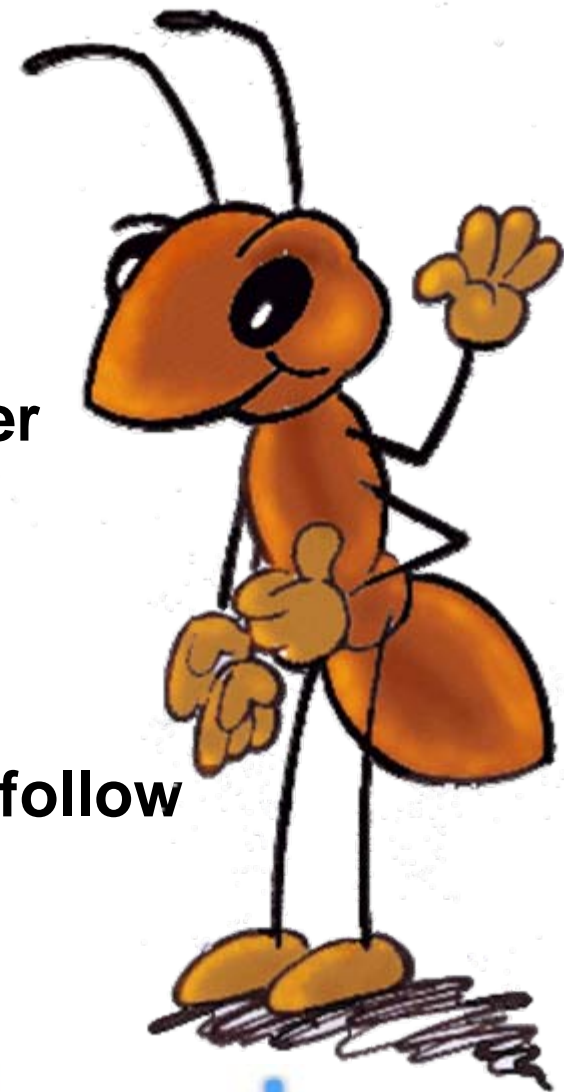
1. Actor-Network Theory (ANT)
2. Observing actors like an ethnographer (Bruno Latour)
3. „Following the actors“
4. Enabling actors to produce traces to follow

Microblogging

**closed system
installed on university servers**



floopo!



How does it work? (I)

- **Actors document usage of netbooks in microblog:**
 - **easy to do**
 - **quick**
 - **Live**

The logo for 'floopo!' is written in a bold, blue, lowercase sans-serif font. The letters are slightly rounded and have a subtle gradient or shadow effect, giving it a modern, digital feel.

www.floopo.com

- **In the classroom and outside of the classroom**
- **Messages are archived and data-mined**
- **Sampling > Analysis > Trends > Interviews**

How does it work? (II)

floopo!

 Updates ▾ Search

Welcome - [My Account](#) | [Public Timeline](#) | [Logout](#)

stephanwaba's timeline



Welcome to my profile. You can bookmark this page to keep updated on what I am up to.

Device?

When?

Who?

Where?

Following Updates | Following Images | Favorites Updates | Favorite Images

34 minutes ago | [stephanwaba](#) | [favorites](#) - [Delete](#)

Sitting on sofa using netbook. Visiting various book review pages to finish German homework.

What?

What are you doing?

Update

[Add Images](#)

International Netbook Projects

Where they are ...

Pilot Project 'Netbooks in Education'

Austria, 2009-2010

netbooks.bildungstechnologie.org

Netbook Project Hamburg

Germany, 2009-2010

www.uni-hamburg.de

Acer-EUN Educational Netbook Project

Europe, 2010-2011

<http://www.netbooks.eun.org>

Netbook Project (The Magellan Initiative)

Portugal, 2009-2010

Netbook Trial 'In Their Hands'

Australia, 2009-2010

www.education.vic.gov.au



International Netbook Projects

What they look at ...

Pilot Project 'Netbooks in Education'

360 degree learning
& lifestyle



Netbook Project Hamburg

Individualisation of learning
processes

Acer-EUN Educational Netbook Project

Collaborative learning
across borders

Netbook Project (The Magellan Initiative)

National government initiative
for technological innovation

Netbook Trial 'In Their Hands'

Collaborative learning
across schools


International Netbook Projects

We looked at these projects ...

and started to develop a

Proposal for a Framework Taxonomy for Netbook Projects

Organisational Framework
Technical Framework
Pedagogical Framework
Scope of Project
Ownership & Finance Model
Pilot Evaluation Focus



Donau Universität Krems
University of Applied Sciences

Netbooks in Education – Benchmark of International Projects

Version: February 5, 2010 (V 1.0)
Status: in progress!

	Organisational Framework	Pilot Evaluation Focus
Netbook Trial 'In Their Hands' Australia, 2009-2010	An Australian Government Project http://www.education.vic.gov.au/netbooks Actors: coordinating partner (government), schools (Head, teacher, pupils), various local ICT retailers, parents The project involves mainly non-experienced netbook classes.	Collaborative learning / peer group learning strong focus on collaboration between students in different schools, teachers, and countries (overcoming barriers of locations by the use of netbooks)
Netbook Project Hamburg Germany, 2009-2010	A lender programme started by the City of Hamburg. Individual schools or communities were invited to develop individual and independent netbook projects within this programme. The project mainly involves experienced netbook classes.	Individualisation of learning processes (advancement of learners) netbooks as a means of supporting learner centred education (how can netbooks support individual learning styles & types of learners)
Project 'Netbooks in Education' Austria, 2009-2010	An Austrian Ministry Netbook Project http://netbooks.blk.org/technology.org Actors: coordinating partner (bmukk), company partners (Microsoft, A1, local retailer), schools (Head, teacher, pupils), external evaluator (university), parents The project mainly involves experienced netbook classes.	360 degree learning (It's not a netbook – it's a lifestyle) netbooks as a learning aid beyond the classroom (extending learning to new locations and times) new didactical approaches and added value through netbooks
Netbook Project (The Magellan Initiative) Portugal 2009-2010	A national digital learning initiative (supported by the 'K6 Tecnológico' project) and part of the national Technology Innovation Plan of Portugal Actors: coordinating partner, company partners (INTEL), schools, parents The project's objectives are to equip every learner in Portugal with a netbook.	Increased flexibility and digital resources in teaching Netbooks to boost digital literacy amongst school teachers (90%) and pupils (50%) specific research focus not addressed
Aceer-EUN Educational Netbook Project European Schoolnet, 2010-2011	A European Schoolnet Project in cooperation with six countries http://www.netbooks.eun.org Actors: coordinating partner (EUN), company partner (Aceer), schools (Head, Teacher, ICT, pupils), country coordinators (pedagogic / technical), parents, local ICT retailers	Improving efficiency and quality of learning inside and outside of schools How are netbooks used in educational contexts , with a specific focus on <ul style="list-style-type: none"> • in-school vs. out of school use • individual vs. collaborative use • educational vs. leisure use

Department für Interaktive Medien und Bildungstechnologien
Donau Universität Krems, 15. Februar 2010

Seite 1

<http://www.blended-education.net/netbooks/taxonomy>

International Netbook Projects

International Community

Research

Projects

Community

www.education.vic.gov.au

www.uni-hamburg.de

www.schoolinfo.ca

wsgfl.westsussex.gov.uk

netbooks.bildungstechnologie.org

www.bmukk.gv.at

netbooktrial.wikispaces.com

www.connectingeducation.com

delicious.com/vuorikari

connectededucation.blogspot.com

www.eun.org

edtechie.wordpress.com

www.hpl.hp.com

portal.acm.org

www.guardian.co.uk

www.blended-education.net/netbooks

The screenshot shows the homepage of the 'netbooks in education' website. The header features the logo 'netbooks in education' with the tagline 'It's not a netbook - it's a lifestyle!' and an image of a laptop. Below the header is a navigation menu with links for Home, Research, Projects & Reviews, Community, Events, and Links. The main content area is divided into several sections: a 'log in' section with fields for 'Login Name' and 'Password'; a 'Welcome to netbooks in education!' section with a brief description of the site's purpose; a 'search' section with a search box and a 'search' button; a calendar for January 2010; and an 'upcoming events' section listing a meeting on January 19, 2010. The footer includes a 'Send this' and 'Print this' option.

Danube University Krems
Department of Interactive Media and Educational Technology

Thank you for your attention!
www.blended-education.net/netbooks

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<http://www.donau-uni.ac.at/imb>

<http://www.peter.baumgartner.name>

Mag. Stephan Waba M.A.

MMag. Erich Herber