

Thursday, December 3, 2009 - 16:30 - 17:30

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<b>Title</b>	<b>Gaming &amp; MUVES: A Discussion</b>	<b>Teaching the Right Mix</b>	<b>Implementing Change in Higher Education</b>	<b>Compliance Training – The Kiss of Death for Corporate E-Learning?</b>	<b>Creating and Managing Cooperative Content</b>
<b>Description</b>	Following the earlier session in which various aspects of the use of gaming and MUVES as learning tools were presented, this session provides an in-depth discussion between the authors and other experts in the field, as well as participants, on the challenges and benefits that these novel learning tools provide.	This session investigates the right mix for effective blended learning, presenting a future classroom where first and second life environments support learning strategies for both teachers and students. Other experiments, projects, learner survey outcomes and continued audience interaction will further contemplate the issue of how to get the mix right.	This session takes a look at the challenges and barriers of implementing learning technologies in higher education – engaging staff, working with providers and motivating learners – and how to overcome them.	Research has shown that most corporate organisations introduce e-learning to meet the regulatory skills needs of their business. Consistent, trackable, low cost learning makes a compelling argument. But poorly executed, it can kill future engagement with learning technologies. This panel discussion takes a look at the pros, cons and good practice in business.	This session highlights two experiences focused on sharing its cataloguing common criteria, to create a sustainable model of digital content for impelling the development of online curriculum digital content production. It will also show how teachers and experts can cooperatively create content in groups and how content authoring issues can be solved.
<b>Room</b>	<b>Tiergarten</b>	<b>Schinkel I/II</b>	<b>Köpenick I</b>	<b>Charlottenburg III</b>	<b>Schinkel III</b>
<b>Chairperson</b>	<b>Euan Mackenzie</b> , 3MRT Ltd, UK	<b>Carol Skyring</b> , LearnTel Pty Ltd, Australia	<b>Tom Wambeke</b> , ITC-ILO (United Nations), Italy	<b>Karyn Romeis</b> , Learning Anorak Ltd., UK	<b>Miguel Rodríguez Artacho</b> , UNED, Spain
<b>Content</b>	Discussion on this key issue includes speakers and participants from STR25, as well as those who have an interest in this topic and who would like to discuss it further.	<b>Ilkka Tapio Kukkonen</b> , University of Joensuu, Finland <i>“Teach Local – Teach Global”</i> : Integrating the Physical and Virtual Learning Environments <b>Marci Powell</b> , Polycom, USA & <b>Christianne Orto</b> , Manhattan School of Music, USA <i>Harnessing the Future of Learning Today</i>	<b>Lasse Bourelius</b> , Blekinge Institute of Technology, Learning Lab, Sweden <i>The Art of Implementing LMS in Higher Education</i> <b>Aaron Wasserman</b> , Blackboard Mobile, USA <i>Student Engagement: On-The-Go Communication Enhances the Experience</i>	<b>Swarna Srinivas</b> , KESDEE, USA <i>E-Learning: Moving Up the Corporate Value Chain</i> <b>Clive Shepherd</b> , Fastrak Consulting Ltd, UK <i>Compliance or Competence: You Choose</i> <b>Jérôme Beauquitte</b> , Momindum, France <i>Rich Media: Innovative Technology for Efficient Learning and Knowledge Sharing</i>	<b>Petri Lounaskorpi</b> , University of Tampere, Finland <i>Quality-Managed Peer Production in E-Learning by Teachers</i> <b>JaapJan Vroom</b> , Deltion College, The Netherlands <i>Fiducia: Student’s Lifejacket in Google-Overload</i>