

EDUCAUSE Learning Initiative 2008 Online Spring Focus Session: Real-World and Technology-Rich: Learning by Doing, Learning in Context

Tuesday, March 18th, 11:00am – 4:00pm in MRC 3
Wednesday, March 19th, 11:00am – 4:00pm in Room 368

Students tell us they learn by doing—not by being told. They say real-world problems are motivating—that they want to make a contribution, not do busywork. And both employers and recent graduates say colleges and universities should help students better develop teamwork, critical thinking, and creativity. When students describe the education they would like, it involves learning through real problems (learning in context) and doing things that prepare them for future work (learning by doing). They want to learn with colleagues from multiple disciplines, supported—in physical and virtual environments—by information and communications technologies.

Such learning might be termed “authentic learning,” incorporating elements of student-centered approaches, active learning, problem-based learning, case-based learning, inquiry-based learning, and reflective learning. Integrating authentic activities with today’s technology-rich information, communication, and simulation environments, students can adopt the role of professionals to think critically, collaborate, and solve problems that have real-world relevance.

Join us March 18–19 for the 2008 ELI Online Spring Focus Session as we explore an approach to learning that puts the emphasis on students’ learning by doing and learning in context. This online event will bring together a variety of professionals to examine how today’s technologies can support authentic activities where students engage with the content, with each other, and with experts — in and out of the classroom— exposing them to the reality of professional practice.

We will focus on:

- What it means for students to “learn by doing” and “learn in context”

- The value of using authentic activities and information technologies to support student learning

- Projects that model best practices

- Assessment strategies tailored to these experiential learning environments

As a result of the focus session, you should expect to:

- Explore authentic activities across a variety of disciplines

- Identify the role IT can play in the delivery and evaluation of authentic activities

- Develop strategies to help faculty introduce and sustain authentic activities in their courses

- Engage in dialogue with a community of professionals focused on how to integrate and evaluate authentic learning across the curriculum

Program (Click the link for detailed information)

[Tuesday, March 18, 2008](#)

Session Time

Session Details

11:00 a.m. - 11:15 a.m. [Welcome and Introductions](#)

11:15 a.m. - 12:15 p.m. [Making Learning Real: Turning Sim City into "Sim Science"!](#)

12:15 p.m. – 12:30 p.m. [Break](#)
12:30 p.m. - 1:30 p.m. [Using Computer-Simulated Case-Based Scenarios to Improve Learning](#)
1:30 p.m. - 1:45 p.m. [Break](#)
1:45 p.m. - 2:45 p.m. [The New Virtual Field Trip: A Perspective from NC State's Entomology Bug World](#)
2:45 p.m. – 2:00 p.m. [Break](#)
3:00 p.m. – 4:00 p.m. [Using Wikipedia to Reenvision the Term Paper](#)
4:00 p.m. - 4:15 p.m. [Daily Overview and Closing](#)

[Wednesday, March 19, 2008](#)

Session Time	Session Details
11:00 a.m. – 11:05 a.m.	<u>Return Welcome and Getting Started</u>
11:05 a.m. – 12:00 p.m.	<u>Authentic Learning in History and Social Sciences: How "Real" Can We Make the Classroom Experience?</u>
12:00 p.m. - 12:15 p.m.	<u>Break</u>
12:15 p.m. - 1:15 p.m.	<u>Integrating Community History, Technology, and Service Learning: The Digital Durham Project</u>
1:15 p.m. - 1:30 p.m.	<u>Break</u>
1:30 p.m. - 2:30 p.m.	<u>Digital Documentaries Using Primary Access</u>
2:30 p.m. - 2:45 p.m.	<u>Break</u>
2:45 p.m. – 3:45 p.m.	<u>Authentic Critical Reflection: Critique It in Second Life</u>
3:45 p.m. - 4:00 p.m.	<u>Daily Overview and Closing</u>