





ICT in Education for Sustainability: Contributions and Challenges

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Outline & goals of talk

- Sustainability
- Education for Sustainability (EFS) aims, approaches, challenges
- Empowering education
- ICTs and Education for Sustainability

Main questions:

• How can ICTs support the purposes of EFS? What challenges could they pose for EFS? How should they be incorporated/used?





Sustainability

- Several definitions
- All the definitions have to do with:
 - Living within natural limits
 - Interconnections (economy, society, and environment)
 - Equitable distribution of resources and opportunities

Integration and **balance** between environment, economy and society / culture; **connections**; **limits**

- → Social change: structures, culture, behaviors
 - → Paradigm shift needed
- → Education for new worldviews and ways of being





Education for Sustainability (EFS)

- Started in 1970s as Environmental Education
- Education for Sustainability (EFS) or Education for Sustainable Development
 - Interdisciplinary & Integrative
 - Goal: change in attitudes and behaviors





EFS: Approaches

Emphasis on pedagogy – significance for purpose

Approaches:

- Reaction to traditional pedagogy
 - Active learning
- Propose an alternative pedagogy
 - Empowerment
 - Action research
 - Citizen science





EFS: Characteristics

Characteristics of EFS practice:

- Combines knowledge, sentiment and emotional involvement, and a purpose (education on in for the environment)
- Critical thinking;
- Analysis & synthesis of different bodies of knowledge
- Social responsibility
- Skills for cooperation connection etc.
- Active citizens empowerment- skills for social action





EFS: Achievements

Social Achievements

- Awareness about environmental issues
- Basic knowledge on environmental issues



Achievements in education:

- Active learning experiential learning, problem solving
- Connection with local reality and problems
- Increased awareness of connections between local and global problems





EFS: Present challenges

- Better connection between individual behavior & social problems
- Empowerment for change
 - Mobilizing alternative worldviews and behaviors
 - Translation of awareness into new lifestyles
 - Development of socio-political skills

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Creating sustainable societies





Empowering education

- Critical pedagogy (Paulo Freire)
- Redefinition of the <u>roles</u> in the learning environment: all creators of knowledge and instructor as facilitator.
- <u>Democratic dialogue</u>: collaborative construction of the learning process; students & instructor as researchers.
- <u>Students' experiences</u> as basis for classroom learning: implicit valuing of students' experiences.





EFS as Empowering education

EFS pedagogy – to empower students to change worldviews and behaviors:

- Firmly situated in students' & community experiences; students posing questions of interest to them
- Teaching research methodology
- Interactive, promoting cooperation between instructor and students, students and students
- Characterized by democratic dialogue
- Class as a "think tank" and instructor as a scholar who contextualizes and produces knowledge
- Based on the concept of "network"
- Promoting individual issues as social problems





Critical components for success in EFS

Sustainable societies Vision / goal

Technological innovation

Teaching and learning process & quality

Resources: infrastructure, money, training

Educational structures for sustainability (commitment, strategy, administration)

Education and community – close connection





ICTs for Sustainable communities

• ICTs

• Data bases, synchronous & asynchronous connecting technologies, social media, data mining, GIS, decision support tools, cloud computing, mobile networks, sensor networks, etc.

• Benefits

- Enhanced access to shared resources in learning repositories
- Increased connectivity between students and instructor and amongst students
- Increased ability for integration of knowledge
- Enhanced ability to make connections between local problems and global dimensions





ICTs for Sustainable communities: Concerns

• "The disadvantage comes from the power that ICT products and services have in taking commerce, service provision, and governance away from communities that have been unable to bridge the digital divide."

(Stewart Marshal, Wanjira Kinuthia and Wal Taylor, Bridging the knowledge divide: Educational technology for development. EBSCO publishing, 2009)

• Social inequalities should be addressed before technical means – innovations can assure equal access and benefits for all



Design considerations for EFS



For individual change >
Critical learners

For empowerment

→ empowered (and critical) learners

For integration

→ critical & engaged citizens

For social transformation

→ empowered citizens (& critical citizens)



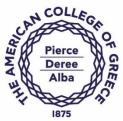
Design guidelines for EFS



| Teaching / Learning purpose | Characteristics / skills targeted | Learning context - Aims | Instructional tools / ICTs | Issues to consider |
|-----------------------------|-----------------------------------|--------------------------------|----------------------------|--------------------|
| For | Critical | Case study analysis | Case studies | \rightarrow |
| individu | thinking | Bringing different | Audio visual | Critical |
| al | Creativity & | views together | materials | learners |
| change | innovation | Dialogic classes | Internet search | |
| | Knowledge | Problem analysis | Online tools for | |
| | creation | | exchanges | |
| For | Real problem | Real life problem | Internet searches | \rightarrow |
| empower | solving | solving | - use of | empower |
| ment | Desire to act | Investigating | knowledge data | ed (and |
| | on knowledge | connection 'personal | bases | critical) |
| | Sense: you can | is political' | Online tools for | learners |
| | effect change | Service learning (offer | exchanges | |
| | Political | your services & learn) | GIS | |
| | literacy | Experiential learning | Decision support | |
| | Systems | (learning by doing) | tools | |
| | thinking | Class as a "think tank" | E-games | |



Design guidelines for EFS (cont'd)



| & GREE | Teaching / Learning purpose | Characteristics / skills targeted | Learning context - Aims | Instructional tools / ICTs | Issues to consider |
|--------|-----------------------------|--|--|--|---|
| (E.F.) | For integration | Inter- or trans- disciplinarity Integration of experience & knowledge Systemic logic Local & global connections | Holistic thinking Connection & relations Communication Class as a "research group" Integrative projects Mobilize sentiment | Social media / web based tools Internet —based synchronous & asynchronous tools E-hub for networking | → critical & engaged citizens (and critical & empowered learners) |
| | For social transfor mation | Understanding socio-political, economic and cultural context Social responsbility & community engagement | 'Personal is political' Socio-political savvy Action research | ICTs for connectivity, exchanges, mobilization of resources, collective decision making E-hub for networking | empowered citizens (& critical citizens, critical & empowered learners) |





ICTs for EFS

- "Innovation with a purpose" not as a tool for individual or market benefits
- ICTs as means to the sustainability vision / goal
- ICTs appropriate for teaching / learning context process





Further research

- Investigate uses of ICTs in EFS and relation with purposes of EFS programs
- Investigate effective uses of ICTs in EFS: that have brought about changes in behaviors / social practices







THANK YOU FOR YOUR ATTENTION

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