ADAPTIVE DESIGN

How to build an effective learning experience

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Objectives

To analyze the contemporary e-learning panorama in order to identify the best ways to design a virtual learning environment based on open educational resources and making use of adaptivity criteria.
1. LEAD3.0 ACADEMY
2. TRENDS IN E-LEARNING
3. APPROACH
4. FURTHER DEVELOPMENTS
5. CONCLUSIONS
1. LEAD3.0 ACADEMY
OBJECTIVES

To create a knowledge alliance between business and academic world, and provide facilitators with a community of practice and training programmes on strategic e-leadership skills
TARGET GROUPS

Teachers and trainers

Managers and students
THE ACADEMY

Training will be delivered using a learning virtual platform scheduled to be fully operative by 2018
2. TRENDS IN E-LEARNING
OERs

Teaching and learning materials that are freely available online for everyone to use, whether they are instructors, students or self-learners.
MOOCs

Distance-based approach to e-learning wherein many students are able to participate to a course in a highly collaborative and interactive fashion.
ROLE OF TEACHER AND LEARNER

Teachers are becoming supporters and facilitators, learners are becoming content-makers.
CUSTOMIZATION

Teachers and learners can personalize their learning journey to increase engagement
3. ELEMENTS
LEAN PRODUCTION

Systematic method of frequent releases in order to gather feedbacks from very early stages
ADAPTIVITY AND ADAPTABILITY

Methods of tailoring instruction based on the learners’ background, experiences, and prior knowledge
E-TIVITIES

Online-based tasks between at least two people, enabling active and participative online learning by individuals and groups
4. FURTHER DEVELOPMENTS
SOCIAL NETWORKING

Interpersonal connections between learners to support each other while learning
GAMIFICATION

Use of game-thinking and playful design in non-game contexts to support engagement
INTERACTIVITY

Manipulation and alteration of contents to shape them unto the learners’ needs (UGC)
5. CONCLUSIONS
Conclusions

How to build an effective learning experience based on OERs and adaptivity criteria?
E-tivities

Learning analytics

Social networking

Gamification

Interactivity
QUESTIONS?
THANKS FOR YOUR ATTENTION!

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