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

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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
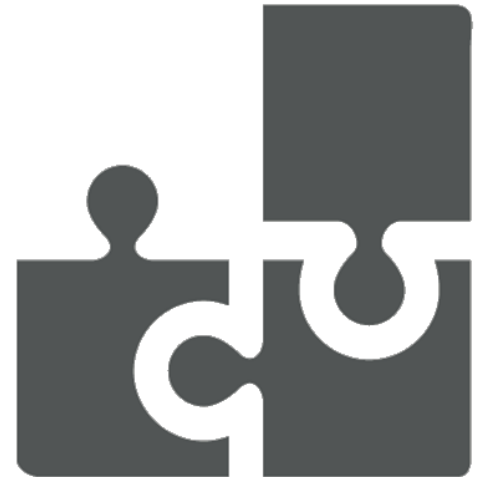
ROLE OF TEACHER AND LEARNER

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

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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