

IDT Roundtable

Online vs. Face-to-Face Instruction



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Research Threads

- Instructional strategies for eLearning/ DL/ DE/ online learning
- Academic quality and evaluation for quality
- Virtual teaming, online creativity and synergies
- Online community building
- Theoretical underpinnings
- Online assessments
- Instructional design

Research Threads (cont.)



- Asynchronicity and synchronicity
- Gaming and simulations, artificial intelligence
- Educational technologies
- Communications strategies: Humanizing, telepresence, and socializing
- Academic dishonesty
- Digital copyright and intellectual property

Research Threads (cont.)



- Online ethics
- Accessibility and accommodating for learning disabilities
- Administration in distance learning, policy analysis, budgeting, standards setting, and oversight
- Cultural angles
- Learning objects and reusability

Research Threads (cont.)

- Support for OL learning through e-moderators, facilitators, e-librarians, advisors, and technologies
- Regionalisms: subject-, culture-, group- and individual- based online teaching and learning
- Online learning for K-12, *and others*

Main Research Methodologies

- **Quantitative** (surveys, student behavioral data, datamining, sampling, etc.)
- **Qualitative** (immersion, observations, case studies, online lurking, firsthand experiences, interviews, fieldwork, meta-analyses, etc.)
- **Mixed methods** (combinations)



Main Research Methodologies

(cont.)

- Theoretical / Conceptual Underpinnings
- Instrumentation
- Coding of Data
- Collection of Info
- Data Analysis
- Conclusions and Applications

Main Debates

- The “No Significant Difference” findings in terms of learning outcomes between f-2-f and online
- The Digital Divide and the haves and have-nots
- “Screen Effect” and applicability
- Reusability re: learning objects standards
- Technology’s effect/non-effect on learning

Cross-Fertilization of Ideas

- Online teaching and learning borrow learning theories and practices from f-2-f research (learning styles, best practices, Bloom's taxonomy, Gagne's "9 events", Knowles' andragogy, and constructivism).
- F-2-f teaching and learning borrow from online.



Online Resources

- Penn State University's DEOS Listserv
<http://lists.psu.edu/cgi-bin/wa?SUBED1=deos-I&A=1>
- National Education Association
<http://www2.nea.org/he/abouthe/techip.html>
- Online Teaching and Distance Learning
<http://www.page-designs.com/office/teaching.html>

(Some) Print Resources

- Waterhouse's *Power of eLearning*
- Clark & Mayer's *eLearning and the Science of Instruction*
- Conrad & Donaldson's *Engaging the Online Learner*
- Palloff & Pratt
- Smith & Ragan *Instructional Design*

(Some) Print Resources (cont.)

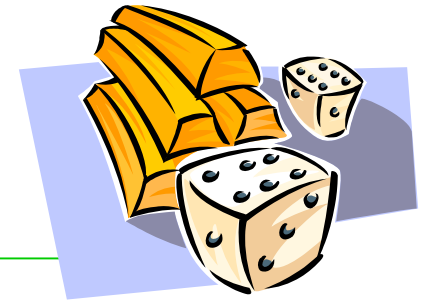
- Nemiro's *Creativity in Virtual Teams*
- Smaldino, et al.'s *Teaching and Learning at a Distance: Foundations of Distance Education*
- Jossey-Bass New Directions for Teaching and Learning Series
- *Educational Technology & Society* (ejournal)
- *Educational Technology* (print journal)

Conclusion



- Which research threads are most relevant to you?
- What sort of research do you find most convincing?
- What can you contribute to this field of eLearning in terms of unique insights?

The Game



1. TECHNOLOGY
2. TRANSITIONING FROM F2F TO OL
3. ONLINE TEACHING STRATEGIES
4. COMMUNITY BUILDING ONLINE
5. HYBRID COURSES
6. ONLINE STUDENTS
7. ONLINE COMMUNICATIONS
8. ONLINE CULTURE

Way to Play

- Meet and greet each other. Select a note-taker. Select a speaker.
- Choose two questions each from your tables.
- From the two questions, choose one that you'd like to answer in your small group. (Swap questions secretly.)

Way to Play (cont.)

- Share your insights with the group.
- The note taker should record the group's shared insights.
- You'll have 15- 20 minutes to discuss.

Community Among Us

- Presentations will occur, and individuals who wouldn't mind being academic resources for the online teaching community will be recorded here, and their contact information will be sent out to all participants who've signed in with email addresses today.

Presentations

1. TECHNOLOGY
2. TRANSITIONING FROM F-2-F TO OL
3. ONLINE TEACHING STRATEGIES
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