

THE
MIND LAB
by Unitec®

Digital and Collaborative Learning for Tertiary Transformation

VOICES FROM TERTIARY EDUCATION

A CONVERSATION ABOUT PRODUCTIVITY AND INNOVATION IN TERTIARY EDUCATION



Dr David Parsons

Pedagogy in the Digital Age (1)

Though the fundamentals of learning theory have not yet been challenged by technology, we must **continually rethink the style and scope of pedagogy** in the digital age.

Beetham, H. & Sharpe., R. (Eds.). (2013). Rethinking Pedagogy for a Digital Age: Designing for 21st Century Learning (2nd Edition). Abingdon, UK: Routledge.



Pedagogy in the Digital Age (2)

Many important questions are raised when established learning theories are seen through technology. The natural attempt of theorists is to continue to revise and evolve theories as conditions change. At some point, however, the underlying conditions have altered so significantly, that further modification is no longer sensible. **An entirely new approach is needed.**

Siemens, G. (2004). Connectivism: A Learning Theory for the Digital Age.
<http://www.elearnspace.org/Articles/connectivism.htm>



Millennials

While simplistic notions of the Net generation of Digital Natives may be discredited, there is **significant demographic change in the Millennial student cohort**, including extensive technology use.

Jones, C., Ramanau, R., Cross. S. & Healing. G. (2010). Net generation or Digital Natives: Is there a distinct new generation entering university? *Computers & Education*, 54(3), 722–732.



Generation Z

AKA iGeneration, Gen Tech, Gen Wii, Net Gen, Digital Natives, Plurals

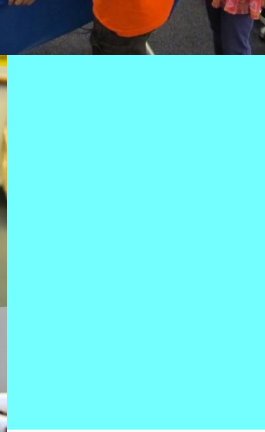
“This is the first generation to be born in a post-Internet world, truly device-in-hand”

- Christopher Wolf, Goldman Sachs Research

And then comes Generation C...



Innovative Learning Spaces in NZ



Two Worlds Collide

There is a potential cognitive dissonance between what is an increasingly digital learning experience in today's school students and what they are likely to encounter when they reach tertiary education



Will you have to speak GenZ?

HOW TO SPEAK GenZ

The alphabet according to **Generation Z** [Born 1995 - 2009]

Aa

is for

AY

Used at the end of a sentence to indicate it's a question.

Bb

is for

BROMANCE

Male friendship – old school speak for mateship.

Cc

is for

CRAY CRAY

When life is way way too crazy for one word.

Dd

is for

DEFS

Well it's easier than spelling definitely... definitely... definitely... see why we shorten?

Ee

is for

EMOTICON

How else do you say (@_@) 😊 or d(^_^)b 🙄 ?

Ff

is for

FAIL

Used with or without EPIC to describe anything not a win. (See W for more info)

Gg

is for

G e.g. "Whazzap G?" because gangstas can't spell and neither can people who talk to gangstas.

Nn

is for

NO

Generally said to people in authority.

Oo

is for

ONESIE

The old/new pyjamas that love to feature in 'night-at-home' **selfies** (See S).

Pp

is for

PROBS

What the older gens probs call **probably**.

Qq

is for

QT

A more economical way of spelling **cutie**.

Rr

is for

RANDOM

Can be randomly used as a random response to almost anything.

Ss

is for

SELFIES

A photo taken by you, of you, featuring you (see I for more info).

Tt

is for

TOTES

Used to show agreement quicker than a Gen Y can say **totally**.

Hh

is for

HARRO!!

The new **hello**, said with a touch of Swedish tourist.

Ii

is for

I

Because I am the centre of everything (and there is an I in everything).

Jj

is for

jks

With media multitasking who has the time to spell **jokes**?

Kk

is for

kgo

I mean why write **ok, go** when you can write **kgo**!?

Ll

is for

lms [👍 my status]

Another way of asking for some attention.

Mm

is for

MYBAD!

Used instead of saying **sorry** – but at least we're taking ownership.

Uu

is for

UNFOLLOW

What you do when someone posts too many food photos on Instagram.

Vv

is for

V

V means **very**, which is a v quick typing solution for our v busy lives.

Ww

is for

WIN!

Used to describe anything good (although being "a real winner" isn't good - make sense?).

Xx

is for

XOXOX

Used to end any text - Boomers, you would say **Yours Sincerely**.

Yy

is for

YOLO [you only live once]

The excuse for reckless living.

Zz

is for

ZED!

Hey, that's us – **the now generation**. (see I, L, S for more info)

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Engaging Gen Z

Generation Z:

- ★ Craves regular and technology-enhanced learning opportunities
- ★ Looks for educational opportunities that use visually enhanced methods of teaching
- ★ Thrives on opportunity. Guide them in how to achieve their goals. They want to participate in the journey!
- ★ Students want to shape their own journey with you as a guide

Cook, V. (2015). *Engaging Generation Z Students*. University of Illinois.



Undergraduate Teaching

Still didactic rather than negotiated, many-to-one rather than one-to-one and focusing more on control than offering resources.

Laurillard, D. (2013). Rethinking University Teaching: A Conversational Framework for the Effective Use of Learning Technologies (2nd Edition). Abingdon, UK: Routledge.

How do we provide opportunities to transform teaching and learning in ways that do not simply add to workload and stress?



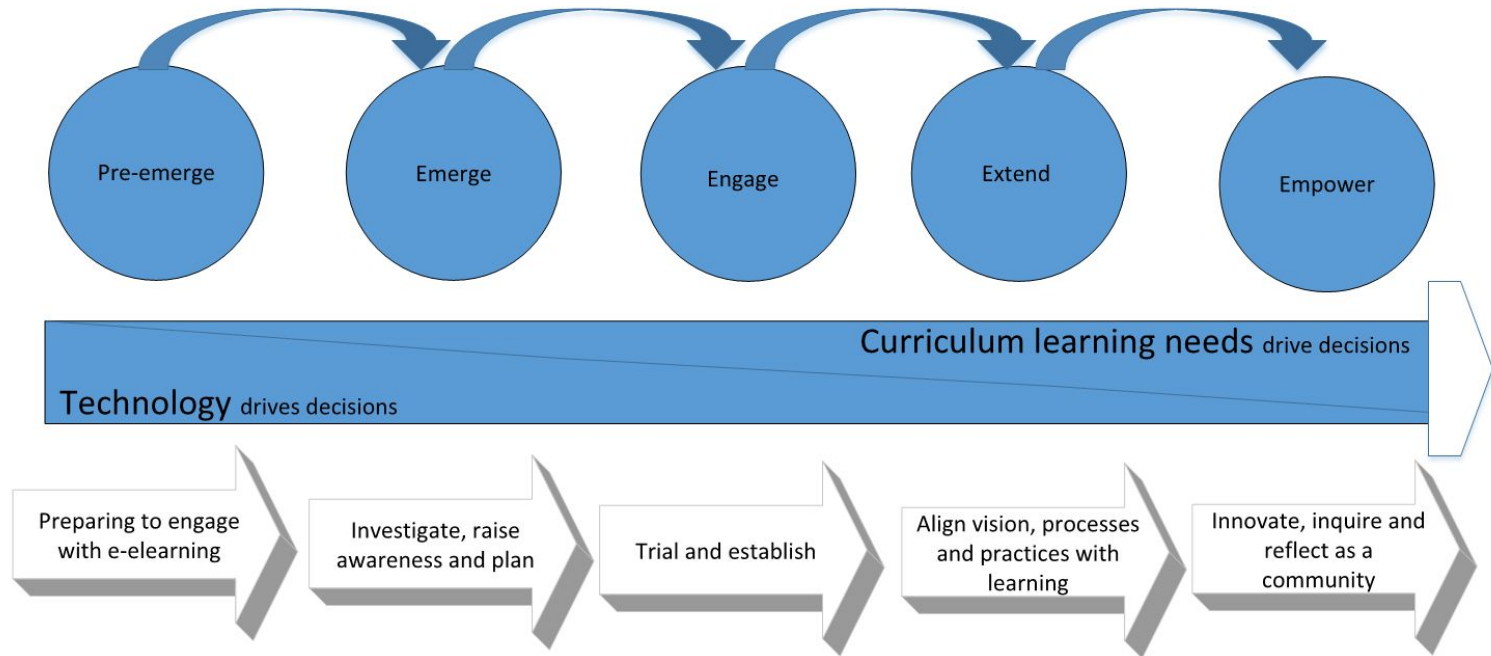
The Mind Lab Programme

Provides the skills, confidence and experience to transform education

- Complementary themes: digital tools, collaboration, leadership, research informed reflective practice
- Digital tools integrated into broader pedagogical change
- The enabler for collaborative learning



It's not about the technology



Te Toi Tupu Consortium. (2014). *e-Learning Planning Framework*.



Back to the 1980s

With the exception of Powerpoint my practice was embedded in my training in the 1980s



Changing my Tertiary Practice

A change of environment forced me to reconsider my

- Approach to teaching and learning
- Approach to assessment
- Use of digital tools in the classroom



How I changed my teaching

- ★ I let the students choose their assignment medium
- ★ I let the students pick an assignment focus within a broad topic
- ★ I gave them a voice to present their work however they wanted
- ★ I bought a large bottle of ping pong balls



Student Feedback

"Just want to say you've been an amazing teacher throughout the semester. I myself enjoyed your lectures specially the poker card game and the ball game, both are now a lifetime experience."

"I am truly think that the way you teaching was different from other lecturers and I really enjoyed it."



Student Feedback

“The paper was the most interesting paper I had in New Zealand. It was not like other papers which students just need to pass every assignment and pass the final test, they may do not even bother come to the class. It was not only because this paper was interesting and really useful for software development, it was also because the way your teaching is really interesting for us.

We learnt the knowledge of agile software development. we played LEGO robots with our own program. We learnt the new way to do a presentation by using different medias. We played poker and ping-pong ball in your lecture. We learnt not only the theories, but also the way how a theory works in real world. The time being in your lecture was the most fun time I never had in my life in any university. “

