



# **e-learning in bioscience**

## **1: welcome**

- 1.1: engage with the centre
- 1.2: share your projects
- 1.3: publish through us
- 1.4: build community around our subjects
- 1.5: new workshop structure - did it work?

## **2: Alan cann: keynote & workshop**

### 2.1: learning zones

#### 2.1.1: Museum

##### 2.1.1.1: vle

##### 2.1.1.2: library

##### 2.1.1.3: course guides

#### 2.1.2: playground

##### 2.1.2.1: blogs

#### dynamic and productive

##### 2.1.2.2: wikis

##### 2.1.2.3: ple

#### 2.1.3: refuge

##### 2.1.3.1: mp3

##### 2.1.3.2: phone

##### 2.1.3.3: facebook

### 2.2: changing voice

### 2.3: workshop

#### 2.3.1: what's a PLE? Why want one?

2.3.1.1: slideshare component

2.3.2: using 3rd party

2.3.2.1: lose lock-in

2.3.2.2: multiple affordances

2.3.2.3: social networks

### **Attachments**

make learnig social <http://www.microbiologybytes.com/tutorials/ple/ple10.html>

2.3.2.3.1: del.icio.us

2.3.2.4: keep the vle in its place

2.3.2.5: freedom from tracking

2.3.3: other techniques

2.3.3.1: resistance from peers and students

2.3.3.2: rank web resources and explain why

2.3.4: how personal can we get?

## **3: Vivien Rolfe: Using wikipedia as an intro**

3.1: don't ban it, employ it

3.2: authenticity debatable but positive

3.2.1: wikifairies and wikignomes

3.2.2: wikitrolls

3.3: pick a suitable topic

3.4: give students free rein in term one

3.4.1: build critical evaluation after early experience

3.4.2: be creative - enhance it

3.5: questions

3.5.1: use the discussion page tab

3.5.2: heavy metal umlauts - flash presentation

3.6: turnitin - students submit own work

#### **4: tim barry: podcasting physiology**

4.1: engaging students

4.1.1: create independent learners

4.2: measure learning

4.3: time expensive

4.3.1: involve the students producing material

4.3.2: educate me

4.4: ownership of mp3 player

4.5: questions

4.5.1: nationally available resource

free to all - use accessible language

4.5.2: re-cycle over all the years to get it back

4.6: Paper in Bioscience Education

#### **5: jo badge: interactive lectures**

5.1: evidence based

the interactive engagement of students over 62 states  
Huge gain

early base in 40s

5.2: systems

5.2.1: rf

turning point  
works with powerpoint

5.2.2: infra-red

5.3: demonstration

5.4: sell early and assign

5.5: diverse courses - not all

5.6: you tube example

5.7: positive feedback

5.8: uses

5.8.1: breaks

5.8.2: preparation

5.8.3: mcqs

5.8.4: instant feedback

5.8.5: polling

5.8.6: q:practical data input

used in physiology practicals

## 6: moving forward

6.1: sharing experience online

### Attachments

Bioscience eL reference group

<http://www.bioscience.heacademy.ac.uk/network/elrefgrp.aspx>

6.2: identify shareables

### Attachments

Social bookmark <http://del.icio.us/>

6.2.1: tag it for us?

heabio

6.3: new services

6.3.1: jisc catch-up

6.3.2: openSocial API

<http://tudiabetes.com/>

#### 6.4: current DeL activities

##### **Attachments**

Themed work [http://www.bioscience.heacademy.ac.uk/events/web 2.0 case studies](http://www.bioscience.heacademy.ac.uk/events/web2.0/case-studies)  
<http://www.bioscience.heacademy.ac.uk/events/themes/elearn/web2cs.aspx>

#### 6.5: personal interest

##### 6.5.1: concept mapping

##### **Attachments**

cmap server <http://cmap.ihmc.us/>

##### 6.5.2: mobile assessment on student owned devices

##### 6.5.3: what are the role(s) skills for the modern academic?

##### 6.5.4: wiki mashup

##### **Attachments**

MIT lecture browser <http://web.sls.csail.mit.edu/lectures/>

#### 6.6: sharing experience through published papers

#### 6.7: SAVE TIME - LOSE TIME !

### **7: swapshop**

field biology  
large datasets with a transfer problem  
cybertracker application  
more talk time - more beach time

#### 7.1: practical preparation videos

saves precious time  
makes best use of demonstrator  
'Why', not 'how'?  
Revision advantages

#### 7.2: use of PDAs

#### 7.3: aquatic ecosystem simulator

complex model  
funded by bioscience

simulates difference environments over 1 year  
realistic and manipulable  
impossible to do this without complex simulation  
Open for release through HEA

#### 7.4: ENGAGE

RE-DEVELOP existing resources  
one-stop shop and resource