How Moving Technology out of your College Classroom will Improve Student Learning

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Key Ideas

Value of Classroom Education = Faculty Interaction
Technology is a tool, not a strategy
Learning is about change

A new 3Rs: Relationships, Resilience and Reflection

Smart is the ability to change your mind
Thinking, Design and Integration are now more important

New Digital Landscape: Technology = three major changes:

1. **Relationship to Knowledge**: More abundant but less reliable
   Digital Content for First Exposure: Google, YouTube, Khan, OpenYale, Podcasts: *Teach to the many, not to the middle.*

2. **Social Proximity**: assumptions about access and support
   GenZ is DIFFERENT
   Laptops vs. Phones
   Create more class time & Email as a teaching tool
   Virtual Office Hours (Skype, Google+Hangout, Spreecast, Join.me, ooVoo)
   Facebook Basics: Profile (friend); Page (like); Group (join)

**eCommunication Policy**

- The best way to contact me is: ___________ (email, FB, Google+, LinkedIn)
- I will respond to e-mail (or FB chat, messages etc.) within _____ hours,
  except on ___ or between ________ (9pm and 9am etc.)
- I am online (FB/Skype/Twitter) _____ on ___ days and also available for _______
- If you want an individual (physical/Skype/chat) appointment _____ me
- I accept/do not accept Skype/Facebook/LinkedIn friend requests (until graduation).

3. **Customization and Gaming**: Learning as “pleasantly frustrating”
   Urgency, Focus, Curiosity, Optimism
2. Learning is S. W. E. E. T.  Sleep, Water, Exercise, Eating and Time

The one who does the work, gets the benefit.
Teachers are really “cognitive coaches”
Teaching is a DESIGN problem: to motivate, inspire and guide

Make It Stick: The Science of Successful Learning. (Brown, Roediger & McDaniel 2014)

- Concrete and Personal (matters to me, examples)
- Knowledge is Necessary (but not sufficient)
- Retrieval and Self-Testing (online exams, games)
- Elaboration (connections, analogies, writing)
- Abstract (extracting rules, larger context, mental models)
- Failure (add difficulty, attempts before solutions, feedback)
- Interleaving (varied practice, space out practice)

Teaching Naked Design Process

Socrative.com
New Technology Means
Thinking is more important
Course design is more important
Integration is more important

Teach Naked. Change a Mind.

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