Blended Learning Situations, Solutions, and Several Stunning Surprises

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What I will discuss...
1. Definitions of blended learning
2. Advantages and disadvantages
3. Models of blended learning
4. Examples of blended learning
5. Implications for blended learning

Part 1. Handbook of Blended Learning (HOBLe)
- University of Phoenix, Capella University, JIU, National University
- Microsoft, IBM, Sun, Cisco, Macromedia, Oracle, WebCT
- The World Bank, the DOD in USA
- In Canada: York University and the University of Calgary
- Other universities in Japan, Korea, Malaysia, Singapore, China, NZ, South Africa, Israel, Mexico, Australia, Wales, England, USA

Blended Learning: Two Parts
1. Models and Frameworks
2. Problems and Solutions (i.e., examples)
(When do blends make sense?)

Who is demanding fully online and blended learning?

Campus Technology, February 2010, Expectations Rising

Expectations Rising
This is the importance students place on campus technology in and the increase, according to a recent study.

Who is demanding fully online and blended learning?
Blended Learning Defined and Explained

Myth #1: People will know what I am saying when I say “blended learning.”
Myth #2: Blended is the same as “hybrid.”
The Sloan Consortium

<table>
<thead>
<tr>
<th>Percentage of Online Content</th>
<th>Type of Course</th>
<th>Typical Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0%</td>
<td>Traditional</td>
<td>Course with no online technology or content is delivered entirely face-to-face.</td>
</tr>
<tr>
<td>1-25%</td>
<td>Web enhanced</td>
<td>Course with some online technology or content, typically an online discussion, but minimal online activity.</td>
</tr>
<tr>
<td>25-75%</td>
<td>Enriched/Blended</td>
<td>Course that is a blend of online and face-to-face content, typically an online discussion, but minimal online activity.</td>
</tr>
<tr>
<td>75-100%</td>
<td>Fully Online</td>
<td>A course with minimal face-to-face meeting.</td>
</tr>
</tbody>
</table>

Myth #3: Knowing “how much” to blend is vital.
Range of Blends in Pew Cases

Myths #4: Blended learning is easy to define.
Myth #5: Blended learning is hard to define.

Blending Online and F2F Instruction

- “Blended learning refers to events that combine aspects of online and face-to-face instruction” (Rooney, 2003, p. 26; Ward & LaBranche, 2003, p. 22)
Myth #6: Blended learning works everywhere. Where is Blended Beneficial?

- Large Classes (spanish, intro psych, algebra, elementary statistics, biology)
- Classes with working students
- Students spread over a distance
- Classes with certification
- Classes with need for standardization
- New requirements for a profession
- Writing intensive classes
- Theory classes

Examples of Blended Learning, Margaret Driscoll, e-Learning, March 2002

- Put assessments/reviews online
- Follow-up in community of practice
- Put reference materials on Web
- Deliver pre-work online
- Provide office hours online
- Use mentoring/coaching tool
- Access experts live online
- Use e-mail and instant messaging

Fully Online and Blended Learning Advantages

1. Increased Learning (better papers, higher scores)
2. More effective pedagogy and interaction
3. Course access at one's convenience and flexible completion (e.g., multiple ways to meet course objectives)
4. Reduction in physical class or space needs, commuting, parking
5. Increased opportunities for human interaction, communication, & contact among students
6. Introverts participate more

Student Satisfaction in Canada for Blended Learning
(Owston, Garrison, & Cook 2006)

![Bar chart showing student satisfaction](chart.png)

Myth #7: People learn more in face-to-face settings than blended or fully online ones. Fully Online and Blended Learning Advantages

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Myth #8: Faculty can have a logical discussion with administrators about blended learning.

Models of Blending
Blending occurs at the following four levels:

- Activity Level
- Course Level
- Program Level
- Institutional Level

Instructor stakeholders
Administrator stakeholders
1. Activity- and Course-Level Blends
   Blended learning systems: Definitions and directions (Osguthorpe & Graham, 2003)

2. Course-Level Blend: Using CMS to blend distance and F2F learners (Rogers, Graham, et al., 2003)

3. Program-level blending (blend same for all participants)
   Kelley Direct Online MBA (IU)

4. The Open U Malaysia
   (from Abtar Kaur)
   - Started August 2001: approx. 800 students
   - Total students (2005): approx. 33,000
   - Total students (2010): over 85,000
   - Total full-time academic staff: 60
   - Total part-time academic staff (tutors): approx. 3,000
   - 33 Learning Centres (7 Regional Centres)
   - Pedagogical approach: Blended Learning

Categories of Blends

A. Enabling Blends
   Enabling blends primarily focus on addressing issues of access and convenience; provide similar learning experiences.

B. Enhancing Blends
   Enhancing blends allow for incremental changes to the pedagogy; additional or supplementary online resources.

C. Transforming Blends
   Transforming blends are blends that allow for a radical transformation of the pedagogy and learner construction of knowledge.

Myth #9: There is one best model of blended.
AMA Special Report, Effectively Implementing a Blended Learning Approach (Steven Shaw & Nicholas Ignieri, 2006)
Institutional-level Blending
(Brian Lingquist, University of Phoenix)

- Completely online courses
- Residential F2F courses
- Blended Courses
  - Local Model - 5 week courses with first and last week F2F
  - Distance Model - 5 week courses with half first and half last week F2F (the last meeting of one course is coordinated to be back-to-back with the first meeting of the next 5 week course)

Framework for organizational development through training
Assess, Learn, and Apply
(Copyright Microsoft, Ziol & Mosher, 2006; Handbook of Blended Learning)

Myth #10: The Benefits of blended learning are easy to justify and document.

1. Improved Pedagogy
   - Interactive vs. Transmissive environments
   - Authenticity integration into work
2. Increased Access/Flexibility
   - Reduced seat time courses - UCF M courses
3. Increased Cost Effectiveness
   - Corporate ROI - IBM 47:1, Avaya, Microsoft
   - Higher Ed: PEW Grants
Part II: 13 Fully Online and Blended Learning Problems and 33 Solutions

Problem Situation #1: Brief FTF Experiences
- Face-to-face (FTF) experiences are brief, one-week journeys. Need to build self-confidence, create social supports, teams, camaraderie, etc.

Ok, Million Dollar Question: What can you do in 1 week?

Blended Solution #1+. Sample Activities for Brief Meetings
1. Assign web buddies, email pals, critical friends based on interests, confidence, location, etc.
2. Ice breakers—paired introductions, corners.
3. Solve case in team competitions with awards.
4. Test technology in a lab.
5. Assign teams and exchange info for small teams using text messaging.
6. Library (digital and physical) scavenger hunt.
7. Do a podcast documenting the meeting.
8. Have everyone create a blog on the experience.
9. Open an e-portfolio for each student
10. Brainstorm how might use technology in program.

Problem Situation #2: Student Absenteeism
- Students miss class to attend a conference or event or a personal problem arises. Or students asks to watch the class a second time.

Blended Solution #2. Post Courses in YouTube and iTunes (e.g., Berkeley)
Blended Solution #3.
Assign Online Shared Video
(SciVee, Research Channel, doFlick, UC)

Problem Situation #3:
Facilities and Time
• Limited facilities or rooms for teaching. Or students cannot make it to class every week or are working full time.

Blended Solution #4.
Alternating F2F and Online Classes
• Freshman English at BYU: Students are required to meet F2F once a week instead of three times a week. Same in a multimedia class at Beijing Normal University (BNU)

Blended Solution #5.
Streaming Class Video for Remote Students (e.g., Tegrity, Univ of Central Florida)
Within a single semester, more than 2,300 UCF students and 80 faculty members were using Tegrity Campus 2.0, making classes available to every student in the college, anytime.

Problem Situation #4:
Web Supplemental Activities
• Fail to finish class discussion or other activity in time. Or desire to integrate the Web more in your face-to-face instruction or outside of class. Want to provide course resources and activities for students to explore.

Blended Solution #6.
Using Open Access Journals
(e.g., PLOS, JIOL, IRRODL)

The International Review of Research in Open and Distance Learning
Blended Solution #7.
Khan Academy (videos on math, bio, trig, chemistry, money and banking, economics, statistics, etc.; http://www.khanacademy.org/)

Blended Solution #8.
Online Portal Explorations

Blended Solution #9.
Virtual Worlds/Reality/MMOG (e.g., Second Life, There.com, Kanevo, etc. Harvard Law School, Charles & Rebecca Reeson)

Blended Solution #10. Space Portals (e.g., A New Vision of the Universe, With Free Admission for Colleges Large and Small, By Ben Terri, Chronicle of HE, Feb 7, 2013)

Blended Solution #11. Open Ed Resources & OpenCourseWare (e.g., MIT OpenCourseWare)

Problem Situation #5:
Student Learning Control

- Want to give students more control and ownership over their own learning. Want to foster student generative learning or being authors of their own knowledge.
Blended Solution #12. Student Developed Wikibooks (e.g., Web 2.0 and Emerging Learning Technologies (The WELT))

Problem Situation #6: Preparedness for the Profession
- Students are not prepared for their professions when they graduate. Or want to better apprentice students into their chosen profession. What to provide opportunities to work with practitioners, experts, mentors, and coaches in authentic learning environment.

Blended Solution #13. Online Professional Development (e.g., STARLINK, www.starlinktraining.org)


Problem Situation #7: Collaborative Skill Deficit
- Students need collaboration and teamwork skills. Want to build virtual teaming skills in class activities or work with learners in other locales or situations.
Blended Solution #16. Working In Virtual Teams
(e.g., Collanos, Groove, SharePoint, Google Docs)

Problem Situation #8: Student Reflections and Connections
- Students are not connecting content. They are just turning pages and going through the motions. Minimal student reflection is seen.

Blended Solution #17. Cross-Class Collab
(Indiana University and Open U of Malaysia; Univ of Illinois Tourism class)

Blended Solution #18. Expert Video Reflections and Scaffolds online (E-Reading First Ohio; reflect, share, and compare)

Problem Situation #9: Learning Community
- There is a preference for creating an online learning community in order to increase student learning and retention in the program. Such a community might be in a single class or across a series of classes.

Blended Solution #19. Watch or Listen to Online Conferences
Blended Solution #20: Create an Online Community in Ning, Google Groups, or Yahoo Groups.

Problem Situation #10: Need to Visualize Content
- Content is highly visual in nature and difficult to simply discuss in class. Or students have a preference for visual learning.

Blended Solution #21: Simulations and Virtual Worlds Online (e.g., OpenSimulator http://opensimulator.org/wiki/Main_Page)

Blended Solution #22: Shared Online Video Demonstrations (e.g., Monkey See)

Blended Solution #23: Virtual Tours and Timelines (i.e., HyperHistory http://simile.mit.edu/timeline/)

Problem Situation #11: Need for Hands-On Learning
- To learn the material requires that students try it out in a lab or real-world situation. Or students prefer hands-on learning activities.
Blended Solution #24. Video Production

Blended Solution #25. Explore Virtual Worlds and Online Representations
(UCLAs CVRLab, University of Virginia)

Blended Solution #26. Educational Simulations
(Medical Traumas from TD Magazine, August 2006)

Problem Situation #12: Preference for Auditory Learning

- The content is heavily verbal or words. Or students have a preference to listen to a lecture or hear an instructor deliver a lecture.

Blended Solution #27. Basic Acoustics of Musical Instruments
2005 MERLOT Classics Award

Blended Solution #28: Free Podcast Shows: Language Learning
(ChinesePod—learn Mandarin)
Blended Solution #29.
Self-Paced Language Programs:
JapanesePod, Arabic online, etc.

Blended Solution #30. Indexing
Sounds in Cities with Google Maps

Problem Situation #13:
Lack of Instructor Presence
- Students need to see or hear from the instructor. They need a sense that the instructor is supporting their learning. They prefer face-to-face but are willing to try online.

Blended Solution #31. Instructor Presentation in Synchronous Sessions
(Breeze/Adobe Connect Pro, Elluminate, WebEx, Dim Dim)

Blended Solution #32. Archive Synchronous Session

Blended Solution #33:
Teaching with Twitter
Adding Some TEC-VARIETY

The TEC-VARIETY Model for Online Motivation and Retention
1. Tone/Climate: Psych Safety, Comfort, Belonging
2. Encouragement, Feedback: Responsive, Supports
3. Curiosity: Fun, Fantasy, Control
4. Variety: Novelty, Intrigue, Unknowns
5. Autonomy: Choice: Flexibility, Opportunities
6. Relevance: Meaningful, Authentic, Interesting
7. Interactive: Collaborative, Team-Based, Community
8. Engagement: Effort, Involvement, Excitement
9. Tension: Challenge, Dissonance, Controversy
10. Yields Products: Goal Driven, Products, Success, Ownership

1. Tone/Climate: A. Video Course Intros from Instructors

2. Encouragement, Feedback, etc.: A. Online Self-Testing (e.g., self study in vocabulary, anatomy, chemistry, dissection, etc.)

2. Encouragement, Feedback, etc.: B. Tutorials with Screen Capture (e.g., Jing, Screencr)
3. Curiosity, Fun:
A. Online News
   (Giant jellyfish, Tiny T. rex, and Ardi)

4. Variety, Novelty:
A. Expert Chats

5. Autonomy, Choice:
A. Famous Person Web Explorations,
   Searches, Twitter Tracking, and Interviews
   (e.g., Thomas Friedman, NY Times reporter)

5. Autonomy, Choice:
B. Explore Online Museums, Zoos,
   Library Exhibits

6. Relevance, Meaningfulness:
A. Online Simulations and Demonstrations
   (e.g., self study in anatomy or chemistry, virtual autopsy,
    dissection, etc.)

6. Relevance, Meaningfulness:
B. 60 Second Recap, Jenny Sawyer
   http://www.60secondrecap.com/
   Actress to students: Lend me your earbuds!
   English major, 3A, rambunctiously recaps the classics in 60-
   second Web videos; By Greg Topper; USA TODAY, September 2009
7. Interactive, Collaborative: A. Online Language Learning (Skype with Mixxer, Livemocha, Friends Abroad)

8. Engagement, Effort: A. Synchronous Learning

8. Engagement, Effort: B. Synchronous and Asynchronous Events (e.g., Breeze + Video + Online Forum + Online Papers)

9. Tension, Challenge, etc.: A. Ethical Medical Debates

10. Yields Products, Goals: A. Video Blogs

Addressing Diverse Learners with R2D2
1. Auditory or Verbal Learners
   • Auditory and verbal learners prefer words, spoken or written explanations.

2. Reflective and Observational Learners
   • Reflective and observational learners prefer to reflect, observe, view, and watch learning; they make careful judgments and view things from different perspectives.

Read 1a. Podcasting Medical Lectures (School of Dentistry, Univ of Michigan)

Read 1b. Wiki Steps on How to do Something: Wikihow
   http://www.wikihow.com/
Reflect 2a. Watch, Listen to, and Reflect on Online Conferences

Reflect 2b. Expert and Domain Specific Blogs (Health Blogs)

3. Visual Learners
- Visual learners prefer diagrams, flowcharts, timelines, pictures, films, and demonstrations.

Display 3a. Shared Online Videos for Anchoring or Ending Instruction
(find anchoring event in YouTube, CNN, BBC, TeacherTube, CurrentTV)

Display 3b. Videos of the Periodic Table

Display 3c. Concept Mapping and Timeline Tools (VUE, Bubble.us, Cmap, Freemind, Gtify, Mindmeister, or Mindomo)
4. Tactile/Kinesthetic Learners

- Tactile/kinesthetic senses can be engaged in the learning process through role play, dramatization, cooperative games, simulations, creative movement and dance, multi-sensory activities, manipulatives and hands-on projects.

Do 4a. Syllabus, Glossary, etc. in wiki:
Students sign up for tasks
(Ron Owston, York University)

Do 4b. Podcasts for students of pronunciation class
(e.g., Tzu-Su Chen, Taiwan)

Trends, Implications, and Challenges for Blended Learning

1. Faculty and students are more mobile.
2. Students have more choices.
3. Student expectations rise.
6. Courses increasingly modular.
7. Less predefined schedules.
8. When teaching less clear; when learning less clear.

Again, this talk covered...

1. Definitions of blended learning
2. Advantages and disadvantages
3. Models of blended learning
4. Examples of blended learning
5. Predictions for blended learning
6. Challenges for blended learning

Questions and Comments

Note: Bonk papers and talks at:
http://www.publicationshare.com/
http://www.trainingshare.com/