As places are limited, please register for the workshop sending an email to Mr Thomas Kretschmer

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Date:

Monday, 23rd November 2009

GMW

GMW (Association for Media in Science)



ILI (Institute for Innovation in Learning) Expertenseminar



EFQUEL (European Foundation for Quality in E-Learning)



QMPP (Quality Management of Peer Production of e-Learning)

Venue:

Central University Administration (ZUV) (number 1 on the map below)

Schlossplatz 4, Senatssaal (1st floor)



GMW

Web 2.0 E-Learning 2.0 Quality 2.0

Seminar and Workshop Download a lecture from the seminar web page as a pod cast in the morning, take part in an online session of an international studying group for the purpose of preparing for an exam in the afternoon and log into the virtual world of Second Life to take part in a tutorial relating to the morning's lecture - the daily routine of studying looks like this or similar more and more often. In companies, online trainings are no longer visions of a distant future, but reality for more and more employees. Teaching and learning is changing as well. The term "e-learning" comprises the use of online tools such as blogs, wikis or pod casts for learning and teaching. Learners can create their own contents and exchange information in networks like the video platform YouTube (http://www.youtube.com).

In many cases, reality looks different still and e-learning means merely putting seminar texts online on a learning platform. Stephen Downes, who coined the term "e-learning 2.0", describes it with words such as "learner centered", "immersive learning", "connected learning", "game-based learning", "workflow (informal) learning", "mobile learning". But what is really meant by that? What constitutes the new, innovative element that is described by Web 2.0 (Tim O'Reily 2004/5) and e-learning 2.0? And above all: Will this development have consequences for quality assurance, management and development in e-learning? And if so: Do we need new methods and concepts to improve and assure the quality of e-learning 2.0. These questions are the theme for the interactive expert workshop.

Agenda

Start: 10:00	
10.00-10.30	Welcome and introduction to the topic
10:30-11:00	Input presentation 1 Web 2.0 – E-Learning 2.0 – Results from the IPTS study on Good practices for Learning 2.0 Simon Heid, ILI
11:00-11:30	Input presentation 2 E-Learning 2.0 – Quality 2.0 Ulf-Daniel Ehlers, EFQUEL/ GMW
11:30-12:00	The Case of Manolo – Virtu- al characters as support for learner groups David Riley, IAVANTE (to be confirmed)
12:00-13:00	Discussion about dimensions of quality and change for e-learning 2.0
13:00-14:00	Lunch Break
14:00-14:30	The QMPP Handbook – Tools for e-learning 2.0 Thomas Kretschmer, ILI
14:30-16:00	Group work
16:00-16.30	Coffee break
16:30-17:15	Presentationof results, feedback and conclusions