Keys to Effective Online Teaching and Learning
II: Collaboration and Interaction

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About the Workshop

This workshop is designed to provide participants with a set of strategies to maximise the practical components of online teaching and learning. During the workshop participants will be provided with the opportunity to discuss and reflect on best practice for online teaching and learning using the experiences of the presenters as a basis for the workshop structure.

To provide a context for the workshop activities, participants will be introduced to three key elements linked to generating effective online teaching and learning experiences:
- The practical frameworks that inform collaboration and interaction strategies for online teaching and learning;
- The pedagogical strategies which emerge from these frameworks; and
- Techniques to establish and maintain dynamic learning communities.

To inform the workshop activities, participants will be provided with key resources in each of these three areas. In addition, we plan to brainstorm with pre-conference enrolments those issues that are of particular concern to the participants to provide a focus for the workshop content and activities.

Length of Workshop

Half-Day (Afternoon)

Intended Audience and Expertise

The intended participants are academic and support staff who are either actively engaged in the delivery of online teaching and learning with higher education or are in the process of planning online teaching and learning environments.

Participants attending this workshop may link this workshop with the accompanying morning workshop – "*Keys to Effective Online Teaching and Learning – II: Design and Development*" – where specific focus will be placed on the contemporary design models and theories underpinning the design and development of online learning environments.

Workshop Objectives

At the end of this workshop, participants will have:

1. clarified and identified ten critical success factors for online teaching and learning delivery;
2. linked online teaching competencies with essential online interaction models;
3. resolved issues of online teaching and learning specific to their organisation;
4. identified the characteristics of healthy online communities; and
5. received a package of relevant resources and materials.

Workshop Format and Activities

As a workshop, participants will be engaged in discussion and demonstrations of current practice, best practice and strategies for success. The proposed workshop outline is as follows; however the workshop structure will be varied based on the input from registrants prior to the workshop.

1. Welcome and Introductions
2. Models of online teaching and learning
   a. This introductory session will identify the key models of online teaching and learning (e.g. collaborative; learner-centred; problem-based) and the shifts from content delivery to interaction, engagement and collaboration.
   b. Alignment of theory with current practice of participants.
   c. New developments in learning theory and mental models of learners.
3. Working Online
   a. Deb will demonstrate the environment at RMIT and the dynamics of working with academics and development teams, with details of factors impacting on successful implementation and outcomes.
   b. Rod will demonstrate and discuss learner-teacher interactions in a fully online course he has been teaching for the past year.
   c. Selected participants will present details of their environment and the key factors which impact on their online work.
4. In preparing this workshop we have identified ten key attributes for the online participant that we consider critical to creating effective online teaching and learning experiences. Each of these will be elaborated upon and modified and/or extended based on individual experiences of participants.
   a. Know your technology
   b. Know your organization
   c. Know your content
   d. Know your strategies
   e. Know your outcomes
   f. Know your learners
   g. Know your timeframe
   h. Know your limitations
   i. Know your support
   j. Know your creativity
5. Conclusions and Wrap-up

Presenter Qualifications

Rod Sims is Associate Professor and Academic Director for QANTM Education (Australia), where he is overseeing the introduction of undergraduate degree programs in new-media (animation and games programming). Dr Sims has over 20 years experience in teaching and learning with technology and has published widely in the field. His current activities include teaching online as well as developing courses for online delivery.

Deb Jones is Educational Design Team Leader in the Online Teaching and Learning Unit at RMIT Business Online. Her experiences have included developing programs and courseware for online and flexible delivery and her particular interests lie in the interactions between academic staff and the development team.