Please leave your mobile phone on: A solution for encouraging interaction in large lecture theatres.

Presenters/facilitators:

Dr Geoff Mitchell
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Dr Gordon Howell
Manager, Learning Environments
Queensland University of Technology

Mr Richard Evans
Learning Designer eLearning Services
Queensland University of Technology

Workshop Duration

3hours

Maximum number of participants

This workshop can accommodate up to 40 people.

Intended audience

The workshop is aimed at academics, educational technologists, and learning designers engaged in, or responsible for either, the re/development of learning spaces or the re-evaluation of learning curriculum for large classes. Participants should have some familiarity with the difficulties of teaching large classes and/or the use of technology to support student interaction and collaboration.

Objectives

By the completion of the workshop participants will be able to:

- Utilise the interactive solution in support of a range of pedagogical activities.
- Identify the relative merits of the interactive application for improving interactivity in lecture theatres based on the results of the evaluations conducted.
- Reflect on possible use of the interactive application within different educational contexts.

About the facilitators

Dr Geoff Mitchell is the Director of Learning Environments and Technology Services at the Queensland University of Technology (QUT) where he is responsible for a range of information technology and audio visual support services, including the design and development of technology for QUT central learning spaces. As chair of the University's Physical Learning Environments Committee, Geoff has focused on initiatives that benefit the broader University community, seeking to maximise learning outcomes for all students. Geoff is also strongly interested in student lead design of new spaces. He is a current recipient of an Australian Learning and Teaching Council grant to look at retrofitting university learning spaces with a view to enabling and discovering new cost effective ways to facilitate student learning.

Dr Gordon Howell is the Manager of Learning Environments Support at Queensland University of Technology. In this role he is responsible for the support and enhancement of the technology in the university's 300 lecture theatres, lecture rooms, tutorial rooms, and video conference facilities and the deployment and operation of QUT's 3500 (Approx) public access computers. Dr Howell is also

Technology Advisor to Divine Word University (PNG), and has provided strategic advice on the introduction of PNG-ARNet.

Mr Richard Evans is a Learning Designer in eLearning Services at the Queensland University of Technology (QUT) where he is responsible for the development of a wide range of tools and resources to support student learning in the classroom and to support academic ambitions in the online space.

Overview of activities

This workshop is intended to be active and engaging and provide an opportunity for participants to interact with the open web lecture solutions developed at QUT. The main part of the workshop will be conducted through group work in a large lecture theatre style context.

The workshop will include the following activities:

- Presentation of the background to the development of the web lecture solution, including examples of evaluations conducted into its active use in classroom settings.
- An interactive session designed to allow participants to engage with the open web lecture interactive solution.
- An interactive session designed to allow participants to consider how the solution developed might be utilised in a wider context at their own institutions.
- An insight into the future development plans for the system.

The interactive components of the workshop will utilise the OWL solution developed as part of the project.

Detailed plan of workshop activities

Background

0.00 – 0.05	Welcome and Introductions	
0.05 – 0.20	Presentation:	Background and motivations behind the problem (inc video: OWL – social networking in the Barnyard)

Method

Experience the system in a number of different scenarios

0.20 – 0.30	Demonstration:	Owl from a student perspective
0.30 – 0.45	Interactive Activity:	Scenario 1. Simply Lecture Theatres Use Using the micro blogging and voting function
0.45 – 1.00	Demonstration:	Owl from the Academic Perspective
1.00 – 1.20	Interactive Activity:	Scenario 2. Advanced Lecture Theatre Use Using the quiz and rich media options
1.20 – 1.30	Questions and Answers:	Open question time.

Break

1.30 – 1.45	Coffee Break	

Results

1.45 – 2.00	Demonstration:	Owl under the Hood
2.00 – 2.15	Presentation:	Results from student and staff evaluations (inc video: Who Gives a Hoot)

Future Directions

2.15 – 2.35	Interactive Activity:	Applying the system at your institution
2.35 – 2.50	Presentation:	Current plans for future development
2.50 – 3.00	Questions and Answers:	Open question time.

Previous Presentations and References

Mitchell, G. & Howell, G. (2009). Why flexibility is the key design criteria for new learning environments, *EDUCAUSE Australasia Conference*, Perth, Australia, May 2009 http://www.caudit.edu.au/educauseaustralasia09/assets/papers/wednesday/Geoffrey-Mitchell.pdf

Mitchell, G., Matthews, G., Pospisil, R., & White, B. (2009). Space Matters - Particularly when you don't have a lot, *HERDSA Conference*, Darwin, Australia, July 2009

Mitchell, G. & Milne, A. (2009). Smarter, Cheaper, More Effective: New Models for Learning Space Design, *Campus Technology Conference*, Boston, Massachusetts, July 2009

Requirements for facilitators

The workshop works best in a small lecture theatre type arrangement although will work in any room type with rows of chairs. The room needs a projector and wireless access for presenters and participants. Participants should be encouraged to bring their web enabled mobile devices (including smart phones, iPads and/or laptops)