P600/R685 Topical Seminar (Ed Psych as well as IST) "Interactive Tools for Learning and Collaboration" (3 Cr)
Fall 2002, Room 3115, Tuesdays 7:00-9:50 Section 6007 (P600); 6144 (R685)

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Course Description:
Robert Taylor advocated the use of computers as educational tutors, tools, and tutees nearly 2 decades ago. While these three metaphors continue to promote innovative ideas about technological bridges to human learning, today I prefer to discuss how technology can enhance, extend, and transform teaching and learning as well as how technology-rich curriculum innovations should be shared. If it can do these things, the specific technology does not matter. Yet, everyone in the new millennium seems focused on the Web. It is attracting attention like the tube was 30-40 years ago. As a result, in this seminar, we will discuss the Web and its impact on learning, while also considering the notion of the computer as an educational learning tool and collaborative device. Besides the Web, we will discuss a range of collaborative educational learning tools (e.g., conferencing tools, hypermedia, groupware, microworlds, electronic databases and knowledge building mechanisms, notecards and planning aids, idea processors, scientific computer probes, and animation and graphical aids). Just how do these technologies accomplish differing learning goals? In addition, we will explore how to design and analyze research in such environments.

This class is intended to provide a roadmap to some of the key human learning and development principles underlying each of these technologies. At the same time, students will have several hands-on experiences with interactive technologies and be engaged in projects with real world payoff. Clearly, this course will be applicable to students interested in teaching with technology, conducting research with computer tools, or developing new tools. While we wrestle with cognitive, instructional, and sociocultural theory issues, we shall ground this discussion with researchable questions, actual tool development dilemmas, and various implementation possibilities. After the course, students should be able to (1) appreciate the diverse application of learning technologies, (2) design plans to use technology as a learning tool, and (3) perceive innovative knowledge construction and peer collaboration possibilities.

Required Texts:
2. Course Book of Readings: See Mr. Copy.
Optional Texts:
7. (Many other books)

Tentative Tasks and Grading:

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<thead>
<tr>
<th>Tasks</th>
<th>Percentage</th>
<th>Points</th>
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<tbody>
<tr>
<td>A. Weekly Attendance and Participation (WAP)</td>
<td>15%</td>
<td>30 pts</td>
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<tr>
<td>B. Sitescape Forum or Mentoring Reflection (Report Due Dec. 10th)</td>
<td>15%</td>
<td>30 pts</td>
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<td>C. Library Day—Article Search and Summary (LD—…) (Oct 29th)</td>
<td>10%</td>
<td>20 pts</td>
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<td>D. Definitions and Taxonomy (DaT) (Due Nov 19th)</td>
<td>25%</td>
<td>50 pts</td>
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<tr>
<td>E. Pedagogical Business Plan Project &amp; Presentation (PBPPP) (Dec. 3rd)</td>
<td>35%</td>
<td>70 pts</td>
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200 Total Points

We will use a point system for each project, evenly dividing points among aspects of each assignment. Total points will determine your final grade. I will use the following grading scale:
A+ = high score  B- = 160-164 points
A  = 185-200 points  C+ = 153-159 points
A- = 180-184 points  C  = 145-152 points
B+ = 174-179 points  C- = 140-144 points
B  = 166-173 points  F/FN = no work rec'd or signif. inadequate/impaired

Projected Seminar Weekly Topics:

**Week 1. (Sept 3rd) Introduction to Interactive Technologies for Learning and Collaboration**
   a. Q: What is a tool?
   b. Do: Review syllabus and expectations.

**Week 2. (Sept. 10th) Learner Choice: Temporary Optional Text Selection (TOTS)**
   a. Q: Why is the psychology of learning important here?
   b. Read from one of 3 optional books.

**Week 3. (Sept. 17th) Linking Tools to Cognitive, Learner Centered, and Constructivist Principles**
   a. Q: What is learner-centered design?
   b. Q: What is constructivistic design?

**Week 4. (Sept. 24th) Key Issues, History, Research, and Principles**
   a. Q: What are the key dilemmas facing this field?
   b. Visit assistive technology lab (Margaret Longerdan)?
   c. Guest Presenters: Steve Schatz, Deb Haney, Brian Beatty, Josh and Mark, Matt and Ginger)

   a. Q: What tools do you use to write or compose?
   b. Q: What is a knowledge tool? What are knowledge skills?

**Week 6. (Oct. 8th) Hypermedia & Multimedia Research: Know Composition & Construction**
   a. Q: What is the difference between hypermedia and multimedia?

**Week 7. (Oct. 15th) Math and Science Tools: Conducting Inquiry**
a. Q: What is the inquiry process? Why is info access so important?

Week 8. (Oct. 22nd) Learning Objects and Web Courseware Standards
a. Q: What is a learning object?
b. Q: How is developing such tools and standards and why?

Week 9. (Oct. 29th) Student Self-Selection Week—Library Day
a. Q: What is it you want to do with your life?

Week 10. (Nov 5th) Computer Conferencing: Sync/Asynchronous—Going Bonker’s Week
a. Q: Which is better: real time or delayed discussions? Why?
b. Q: What items on the CD are worthwhile?

Week 11. (Nov. 12th) Computer-Mediated Communication Frameworks and Analyses
a. Q: How can we analyze electronic discourse?
b. Visit software decision making lab (Vicky Pappas)?

Week 12. (Nov. 19th) Learning Communities: Adventures, Global Collab, Virtual Fieldtrips
a. Q: How can we scaffold or mentor online learning?
b. Q: Are notions of communities different today from 5-10 yrs ago?

Week 13. (Nov. 26th) Distance Ed: Web Pedagogy and Instruction
a. Q: What are the some sound strategies for Web-based instruction?

Week 14. (Dec 3rd) Web Models and Research Issues (Class Demos and Comparisons)
a. Q: What are the best Web courseware tools today? Why?

Week 15. (Dec. 10th) Future Technology Trends and Pedagogical Business Plan Presentations
a. Q: What’s next? What inventions are still needed?
b. Q: Ok, did we learn anything here? What specifically?

Week 16. (Dec 10th) Pedagogical Business Plan Presentations Continued

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Class Tasks:
A. Weekly Attendance and Participation. (15%--30 points = 15 pts for attendance; 15 pts for partic)
   Besides reading 3 of the 4 assigned articles each week, during the semester I want you to read 5-6 of the
tidbits in your packet as well as additional articles for your projects. As in years past, we may discuss some
of these online. In terms of class attendance, it is your responsibility to come to class and experience the
unique activities that will be incorporated into each class. A combination of readings, verbal and written
reactions to ideas, observing demonstration videos, and hands-on activities will be critical to your growth as a
class. Participation is encouraged at all times.

B. Online Discussions and Reflections (15%--30 points)
   We will have online discussions in either Sitescape Forum or Oncourse. You will either lead one of those
discussions and act as mediator or lead a class discussion. You will get 15 pts for leading discussion for 1
week and then mediating it (minimum of 3 posts for that week) and 1 pt for posting two times per week every
other week within Sitescape Forum as a participant (15 points). A 1-4 paragraph reflection paper is due
December 10th with your Sitescape postings attached. (There is an option to this assignment and that is to
mentor one or more people online and write a reflection paper on it (also due Dec 10th). See me if you plan to
do this option.)

   Online Leader Alternative: An alternative to leader an online forum is to start discussion in class or to do
   anything to start a class (e.g., bring discussion questions and lead discussion, show a videotape, contact living
   collaborative learning and educational technology heroes and present a summary of their work or an interview
   you had with them, hold a séance, evaluate a learning portal, demonstrate a technology, read and write poetry
   related to this class, do a book review, play a song related to this class.

Electronic Discussion Criteria (15%--30 Points):
1. Insightful/Relevancy: offering examples, relationships drawn, interlinkages, connecting weekly ideas.
2. Helpfulness/Responsive: prompt, encouraging, informative, numerous suggestions, advice, quick fdbk.
3. Completeness: thorough comments, detailed reflection, timely and consistent feedback.
4. Pushes Group: moves group to new heights, exploration is fostered, breadth & depth, fosters growth.
5. Diverse Feedback: many forms of learning assistance, response specific to activity and need.

C. Library Day (10%--20 pts) (Note: Please do not be scared!!!)
On “Library Day,” I want you to spend a day in the library finding articles that you want and need. Some of you may fulfill this assignment by reading articles online or found in digital libraries. You will do this activity during the week of October 29th (preferably that day!!!) and we will reflect on this activity later in the week. I want you to search for and find 20-30 or more articles on a topic (or topics) of your choice. I want you to copy at least the first page of each of these articles and bring them to class. Not only that, I want you to attempt to read them all (or at least skim them). You have no more than one day on this task. You are not to spend more than a day doing this nor less than a day (you determine what I mean by a day). This is like a scavenger hunt or like reading articles for a dissertation topic. Bring all work to class that week. Before that time, I will provide you with a form for you to jot down notes on a few of these articles. We will probably meet later in the week to discuss the articles you found (e.g., on Halloween—October 29th).

D. Definitions and Taxonomy of Cognitive and Collaborative Tools (25%--50 points)
How do these readings fit together? I want you to begin to indicate--through a visual representation (e.g., a taxonomy, timeline, concept map, model, figure, Venn diagram, matrix, comparison and contrast table, etc.)--just what you have internalized by depicting the cognitive and collaborative tools in your field of study. Maximum visual representation size is a folded 11 X 17 sheet of paper. First, lay out some important terms here (perhaps 20-30 words) and provide broad tool-related definitions. Second, link these terms into common categories that relate to particular weekly discussions or important concepts. Above these categories you might provide a listing a learner-centered psychological and design principles, while attempting to create an overarching taxonomy, model, or other visual of the tools in your field. Third, I want you to verbally describe what this visual representation of broad tool definitions, categories, and principles represents. Please summarize and interpret your visual display in a 2-3 page single-spaced paper. In effect, there are three key indicators of learning here: (1) definitional; (2) visual; and (3) verbal interpretation. This is due Nov. 19th.
(Examples will be available.)

E. Pedagogical Business Plan Project and Presentation (PBPPP) (35%--70 points)
This is a new task. I want you to find, develop, or propose a technology tool, courseware package, or system and develop a pedagogical business plan. My preference is to utilize an existing tool and link its use to pedagogical and psychological principles of human learning and development that we are studying this semester. I want you to include many of the following items in your plan: information on the company, key product and service information, technology research and development efforts, market analysis (e.g., types of customers), competitor analysis (especially those with better pedagogical tools), resources required, pedagogical advantages and disadvantages as well as links to sound learning theory, future features or recommendations for development, critical risks, financial projections, management and ownership, exhibits, etc. I am slightly vague here since I have not tried this assignment before.

When done, I want you to present the tool and the business plan to the class in a 15-20 minute presentation during the final two weeks of the course. You must find at least one partner for this project; the maximum group size is 4 people. You are also encouraged to contact the company that developed the product directly and receive additional product information (e.g., CDs, brochures, white papers, technical reports, product comparison sheets, videotapes, company annual report, customer testimonies, data sheets, Web site information, etc.).

Your paper will be no longer than 11 single spaced pages (excluding references, appendices, tables of contents, key personnel resumes, pictures of your grandmother, etc.). Early in the semester, I will send everyone an electronic document of what typically is included in a business plan. This project is to be completed by either December 3rd or 10th.
Sample Grading of PBPPP (70 Total Points or 10 pts each dimension):
1. Review of the Product and Company (clarity, market, competitors, facts, data, features, options)
2. Pedagogical/Psychological Linkages (clear, related to class and theory, current, extends field)
3. Relevant Resources and Digging (citations/refs, linkages to class concepts, data, completeness)
4. Soundness of Plan (clear, complete, doable/practical, detailed, important, implications, future)
5. Creativity and Richness of Ideas (richness of information, elaboration, originality, unique)

Presentation Points: (20 Points or 5 pts for each dimension)
1. Organization: good pace, flow, and transitions
2. Creative/Interesting: audience engaged, presenters showcase their creative ideas
3. Completeness: thorough presentation without going beyond time limits

Weekly Reading (we will read 3-4 articles per week; T = Tidbit)
Week 1. (Sept 3rd) Introduction to Interactive Technologies for Learning and Collaboration

Week 2. (Sept. 10th) Learner Choice: Temporary Optional Text Selection (TOTS)
1. Read 3-4 chapters from Lajoie, the Jossey-Bass Technology Reader, or something else that is recommended or approved by the friendly instructor.

Week 3. (Sept. 17th) Linking Tools to Cognitive, Learner-Centered, and Constructivist Principles
1. EC (1998): Preface, intro, chapters 1-5 (Chapter 2 is required)

Week 4. (Sept. 24th) Key Issues, History, Research, and Principles

mapping tools. (see CD)


**Week 6. (Oct. 8th) Hypermedia and Multimedia Research: Knowledge Composition and Construction**

(Note: Class will meet online to discuss these articles)

1. EC: Chapter 11.


**Week 7. (Oct. 15th) Science and Math Tools: Conducting Inquiry**


Week 8. (Oct. 22nd) Learning Objects and Web Courseware Standards


5. Fletcher and Dodds, All about ADL, [http://www.learningcircuits.com/may2000/fletcher.html](http://www.learningcircuits.com/may2000/fletcher.html)


See also the Academic Colab at the Univ of Wisconsin: [http://www.adlnet.org/index.cfm?fuseaction=colabac&cfd=251065&ctoken=40331379](http://www.adlnet.org/index.cfm?fuseaction=colabac&cfd=251065&ctoken=40331379)

Week 9. (Oct. 29th) Student Self-Selection Week—Library Day
1. Find 20-30 articles on a theme or topic and review them briefly.

Week 10. (Nov. 5th) Computer Conferencing: Synchronous & Asynchronous—Going Bonker’s Week
1. EC (1998): Chapters 7, 12, 13
2. Bonk on CD (pick any)

Week 11. (Nov. 12th) Computer Mediated Communication Frameworks and Analyses
1. EC (1998): Chapter 8, 9, or 10 (pick 1 perhaps)

Week 12. (Nov. 19th) Learning Communities: Adventures, Global Collab, Virtual Fieldtrips
1. EC (1998): Chapter 6, Sugar & Bonk; Chapter 14, Siegel & Kirkley

Week 13. (Nov. 26th) Final Review—Revisiting and Applying What We’ve Learned
1. Review the week’s readings and discuss their implications for your own teaching and learning.
Week 13. (Nov. 26th) Distance Education: Web Pedagogy and Instruction


Week 14. (Dec. 3rd) Web Models and Research Issues (also Class Demos and Comparisons)


**Week 15. (Dec. 10th) Future Technology Trends and Recap and Pedagogical Business Plan Project Presentations**


Syllabus Appendix: Eight Options to PBPPP

There are eight options to the pedagogical business plan. If you select one of these options, you have a chance to experiment with or observe the uses of technology tools in schools, corporations, and nontraditional learning environments, propose a totally unique software tool, or educate your classmates. These options include the following: (1) Naturalistic Study; (2) Research Intervention; (3) Research/Grant Proposal; (4) Tool Design Proposal; (5) Curriculum Integration Proposal; (6) Research Presentation; (7) Educational Tool Demonstration; (8) Usable Class Product. These can be completed with a peer. CAUTION: For option #1 or #2, you may need human subject’s approval before proceeding. Like the Business Plan, these are to be 11 single spaced pages max, exclusive of references and appendices.

Summary of Eight Major Project Options:
1. Naturalistic Study: You might perform a case study or pilot observation of workers/students using collaborative tools or collaborative tool interaction in a school, workplace, or informal learning setting. For instance, you might decide to complete a case study of a young person or adult using a collaboration tool or interactive learning tool for the first time (including the Web). In your study, you should include at least five careful observations and commentary of the person and tutor/teacher. The commentary should reflect your learning and provide insights as to how to make this tool more educationally meaningful. If you are looking at student-teacher-tool interaction patterns, teacher guidance, or simply tool use, you will need to design coding schemes and observation log sheets to help interpret tool functionality in this environment (see below for details).

2. Research Intervention: In Option #2, you might want to try to use and analyze a specific task, tool, or theory. Based on your interests and existing theory, you should form specific research questions before your intervention. Though your study can take many forms, the research report you submit should detail the purpose and framework of the intervention (i.e., why was this particular project chosen), include a literature review, method section, a description of what occurred (were you successful?), explanation of the results, and possibilities for extending this study (see details below).

3. Research/Grant Proposal: Option #3 can be either a grant or research proposal. In this option, students must write a paper on a possible study of the use of new collaboration or learning technologies which: (1) extends/modifies the research, or (2) suggests a totally unique but reasonable research project/study. It may be either a quantitative intervention or qualitative study. It should include an: introduction, brief review of the important literature, methods section (e.g., hypotheses, subjects, materials/resources, variables, procedure, instruments, and anticipated analyses), and discussion of expected results (including the meaning and relationship to the field). Your proposal can be within any aspect of technology tools for impacting learning and thinking. You may target any age group or population level.

4. Tool Design Proposal: Choose Option #4 if you would you like to design a unique collaborative educational learning tool or at least propose the design of a unique educational tool, instructional design model, or unique curriculum application of an existing tool. Instructional design does not need to include any programming. However, it must clearly indicate: (a) the purpose (e.g., the skills addressed); (b) how it might be implemented; (c) the advantages of using this tool, theory, or application to accomplish your educational goals; (d) possible grant sources for programming or design; (e) a mock-up sample of design documents; and (f) description of applicable learner centered design principles.

5. Curriculum Integration Proposal: Here you might contemplate the curriculum impact of one or more learning tools. How are you going to use it? What would change? What training would there be needed for successful use? How might faculty, students, administrators, and parents react to all this? Include a description of tool, how it could or should be used in traditional or nontraditional learning, and what you believe to be its strengths and weaknesses.

6. Research Presentation: Again, in the spirit of an interactive seminar, the purpose of this option is to
allow for student input and also provide practice in presenting information in the style required for conferences. Here, you are to orally present a research proposal or synthesize aspects of the research or readings for the class wherein you point out a new direction that researchers or teachers might want to head. Presenters should meet with me prior to the presentation in order to discuss the topic and proposed organization of the presentation. Given time constraints, the presentation length will be no longer than 20 minutes (see below for details).

7. **Educational Tool Demonstration:** You might want to demonstrate a learning or collaboration software tool that is promoted for an educational setting such as a library, corporate training center, computer lab, museum, zoo, classroom, or learning center. See the instructor about the possibilities of demonstrating a particularly interesting tool you have found.

8. **Usable Class Product:** Students choosing Option #8 will create or perform a meaningful activity for the class. For example, you might summarize the learning principles embedded in all the articles we read this semester, locate the 10-20 most popular collaborative educational learning tools for public schools, uniquely categorize the tools studied, summarize the weekly articles read, conduct a survey on faculty Web usage, create a software evaluation form and matrix, set up our class for an online conference, create a class Web site, or create a database summarize major themes and trends in a technology or psychology journal for a 3-5 year period. Your final report, however, will be your own design as there is no preconceived format.

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Sample Grading of Project Options (70 Total Points or 10 pts each dimension):
1. Review of the Problem/Lit/Purpose (interesting, relevant, current, organized, thorough, grounded)
2. Hypothesis/Research Q’s/Intentions (clear, related to class and theory, current, extend field)
3. Method/Procedures (subjects/age groups approp, materials relevant, timeline sufficient, controls)
4. Research Activity/Design/Topic/Tool (clear, doable/practical, detailed, impt, implications, future)
5. Overall Richness of Ideas (richness of information, elaboration, originality, unique)
6. Overall Coherence (unity, organization, logical sequence, synthesis, style, accurate)
7. Overall Completeness (adequate info presented, explicit, relevant, precise, valid pts)
Some Sample Final Project Formats

Sample Format Option #1 or 2. Naturalistic/Research Activities: (11 pages, single spaced)
I. Title Page (Name, affiliation, topic title, acknowledgements)
II. Topic Literature and Method (7-14 pages)
   1. Res topic & materials;
   2. Brief stmt of problem and why impt (1-2 pages)
   3. Brief review of the relevant literature (3-4 pages)
   4. Methods: (2-6 pages)
      a. Subjects & design (i.e., who/how selected);
      b. Materials/setting (i.e., hard/software, text)
      c. Procedure (i.e., how data was obtained)
      d. Coding Schemes & Dep. meas/instr (i.e., how segment/code data);
      e. Analyses or comparisons
III. Results and Discussion 1. Preliminary Results; 2. Discussion of results (4-8 pages)
IV. References (APA style: see syllabus for example)
V. Appendices (e.g., pictures, charts, figures, models, tests, scoring criteria, coding procedures)

Sample Format for Options #3 -4. Inquiry or Tool Design Grant Proposal: (11 pages max)
I. Title Page (Name, affiliation, topic title, acknowledgements)
II. Review of the Literature (6-12 pages)
   1. Intro to Tool or Problem (purpose, history, importance) (1 page)
   2. Review of Relevant Lit (contrast related tools & relevant literature on topic) (6-9 pages)
   3. Stmt of Design Questions or Hypoth (what do you expect to occur) (1 page)
III. Method Section (3-7 pages)
   1. Tool Design (i.e., common features) or Subjects (i.e., sample, who/how assigned to grps)
   2. Tool Config (i.e., requirements) or Setting (i.e., hardware, software, text, models, figures)
   3. Tool Options (e.g., windows, linkage features) or Dependent measures/instruments/tests
   4. Tool Development Process (i.e., timeline) or Procedure (i.e., training);
   5. Other (e.g., related tools) or Other (e.g., coding, other materials);
   6. Pilot Tests, Anticipated Analyses or Comparisons
IV. Results and Discussion (OPTIONAL) 1. Antic/dummied results; 2. Disc. of results
V. References (APA style: see syllabus for example)
VI. Appendices (e.g., pictures, charts, figures, models, tests, scoring criteria, coding procedures)

Sample Format for Option #6. Research Presentation (15-20 minutes)
I. Title of Topic
II. Purpose or Rationale for Study or Product
   1. Current dilemma in field, confusion, or need
III. Review of Existing Literature
   1. Intro to Topic/Problem (purpose, history, importance)
   2. Review of Lit (contrast relevant literature on the topic)
   3. Stmt of Hypoth/Res Q's (what do you expect to occur)
IV. Method Section
   1. Subjects and design (i.e., sample, who and how assigned to groups)
   2. Materials/setting (i.e., hardware, software, text, models, figures)
   3. Dependent measures/instruments (i.e., tests)
   4. Procedure (i.e., training);
   5. Other (i.e., coding, other materials);
   6. Exp analyses or comparisons
IV. Results and Discussion (OPTIONAL) 1. Antic/dummied results; 2. Disc. of results
V. Visuals (e.g., pictures, charts, figures, models, tests, scoring criteria, coding procedures).