

Designing for Learning: Patterns, Architectures, and Tools

Keynote Talk

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Abstract. Technology enhanced learning (TEL) has not always delivered on its promises. In spite of the widespread deployment of ICT resources in education, their pedagogical exploitation has not been effective, especially with respect to innovative pedagogies, such as those related to collaborative and inquiry learning. On the other hand, teachers have not received sufficient support in order to be able to orchestrate a physical or virtual technology enhanced classroom. This talk provides an overview of the design for learning (Learning Design) field with special focus on ways to overcome the barriers of an effective and efficient classroom orchestration of innovative pedagogies. Several design approaches and proposals are presented, which aim to support teachers, such as pedagogical design patterns (Collaborative Learning Flow Patterns), architectures (Glue!) or computing environments and tools (Integrated Learning Design Environment). Specific illustrating examples of the design issues and the corresponding solutions in real-world case studies are provided.

Keywords. Technology enhanced learning, collaborative learning, inquiry learning, virtual technology enhanced classroom, learning design, classroom orchestration, pedagogical design pattern