

# Learning Technologies and the current and future role in engineering education

Rob Pearce and Jane Pritchard

The Engineering Subject Centre, UK

This session will enable participants to share their own experiences of working with learning technologies (for example virtual learning environments, electronic voting systems, social networking sites and second life) and explore how these technologies are currently utilised and their potential further uses in supporting students' learning. Questions that will be asked include,

- what are our current experiences of learning technologies in our own institutional context?
- what would we like to know about these teaching approaches?
- what other forms of support does the community hope the subject centre can offer?

Additionally there will be an opportunity for attendees to sample some of these technologies first-hand and use this as a vehicle to launch discussion about the potential for learning technologies within engineering education.

The outcomes of this workshop will be captured and shared with all using smart board technology and shared on the conference blog for all the conference delegates to share and contribute to.

## Outline of Workshop

(How will each session be structured and facilitated? )

- |            |   |
|------------|---|
| 0- 15 mins | <b>Introductions and Jargon busting in learning technologies</b><br>What do all these acronyms and words mean? This session will allow participants to engage with the many terms used in this growing area of teaching and learning  |
| 15-30 mins | <b>How are we using learning technologies in our current teaching practice? A summary of results from an Engineering Subject Centre survey.</b><br>What are we doing right now, what are our colleagues doing?<br>Presentation of a summary of the key findings of the recent survey .<br>How do these findings resonate with our own practice? |
| 30-75 mins | <b>Speed-dating with technologies:<br/>3 islands of technology.</b>   |

Participants will be divided into groups and will be given the opportunity to explore all 3 islands and to experience first hand each of these technologies.

Island 1: **Virtual Learning Environments (VLE)**

What can I do in addition to putting my power point sides up?

Island 2:        ***Electronic voting systems (EVS)/Personal response systems (PRS)***  
Are they easy to use? Is there more to them than a TV quiz show?  
How can I use them to inform me about my teaching and give instant feedback to my students?

Island 3:        ***Second Life***  
What is it? Try it out for yourself and see examples in use in a range of educational contexts. Discussion of the further possibilities in engineering?

75 – 90 mins **Summary and Feedback, Close**

After each island there will be an opportunity for participants to consider what kind of learning and teaching would suit the demonstrated technologies. What are the enablers and what are the challenges to using these technologies in practice? This will be captured on the conference blog for all to share and add to during the conference.