

## FIG workshop

### 1 what is e-learning?

#### *1.1 blended*

##### 1.1.1 F2F and DE

#### *1.2 Instructivism: E-teaching*

Focus on delivery of information and training material

Self-instructional, computer-based training

**Optional: Teacher-student interaction. Focus on questions and giving correct answers.**

*video conference*

*email*

*Dissemination of core knowledge*

*Main way of communication: from the teacher to the students*

## **1.3 socio-constructivism**

### **1.3.1 E-learning**

**Focus on cognitive processes in the learner. Co-construction of knowledge. Building student and learning centred online learning environments**

**Collaborative learning**

**Main communication paths: Interaction peers + tutor(s)**

**LMS**

**Asynchronous + synchronous communication. Synchronous communication supports the asynchronous.**

**Various learning resources**

**Structured study guides**

**Standardised course descriptions**

**Internationalisation**

**Modularisation**

## **2 worthwhile economically?**

***2.1 Problem: no economical incentives for course developers***

***2.2 Important to reuse learning material***

***2.3 It is fairly cheap to develop a socio-cultural course, but trained tutors are needed to run it.***

***2.4 articles sharing***

***2.5 joint study programmes***

***2.5.1 systems for mutual recognition of competence necessary***

***2.6 standardised course development***

***2.6.1 Bologna /ECTS***

***2.6.2 Technical standards***

## ***2.7 internationalisation***

***2.7.1 more economical with synergies***

## ***2.8 is e-learning honored?***

***2.8.1 punished for developing new things because you don't have the time to do research and publish***

## ***2.9 Depends on the number of students***

## **3 Role of tutor?**

***3.1 tutor gives feedback***

***3.2 facilitates discussions***

***3.3 Marking and grading***

***3.4 Motivate and activate the participants***

***3.5 Keep netiquette***

***3.6 guidance***

***3.7 virtual campus?***

***3.8 language issue***

***3.9 moderate and develop community of practice***

***3.9.1 Projects***

***3.9.2 PBL***

## **4 Implementing e-learning in land surveying**

***4.1 Self-instructional GIS courses etc***

***4.2 Online Collaborative learning for deeper understanding, peer interaction and feedback and training social skills***

***4.3 F2F collaborative work***

***4.4 Field work with online supervisor***

***4.5 Field work with F2F supervisor***

**4.6 Many young people like technical tools and gadgets. This favours e-learning**

**4.7 Choose right approach to learning according to learning objectives**

**4.7.1 Challenges**

**What is academically acceptable?**

**Sufficient understanding and insight?**

**Concrete learning outcomes?**

**Reliable assessment?**

**5 E-learning - for the student or the teacher?**

**5.1 Life long learning**

**5.2 Flexibility**

**5.3 Education= knowledge, skills, attitudes, wisdom etc (pure computer based training risk losing out on important educational aspects)**

**5.4 Quality assurance**

**5.5 Individual flexibility**

**5.6 Beware of industrialised education**

**5.7 Keep the human dimension**

**5.8 Peers and tutors give intense feedback.**

**5.8.1 Individual feedback is crucial for all studies**

**5.9 Residency at campus is less important**

**5.10 E-education more flexible and facilitates interfaculty and cross-subject studies**

**6 Sustainability**

**6.1 Incentives?**

***6.2 Faculties and universities must give time and money for those going into e-learning***