A blended learning approach to encourage active and collaborative learning.
Agenda

Share our experience in

Blended Learning
Collaboration Onsite
Collaboration Online
Are you teaching a blended learning course?
What is blended learning

**Blended learning** is a formal education program in which a student learns at least in part through delivery of content and instruction via digital and online media with some element of student control over time, place, path, or pace.

Mixing and matching **face-to-face** and **online learning** techniques and materials in the course.

(Reay, 2001; Rooney, 2003; Sands, 2002; Ward & Labranche, 2003; Young, 2002)
## Different models

<table>
<thead>
<tr>
<th>Onsite only students</th>
<th>Hybrid students</th>
<th>Online only students</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Advantage</strong></td>
<td><strong>Advantage</strong></td>
<td><strong>Advantage</strong></td>
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<tr>
<td>Face-to-face time with the instructors</td>
<td>Familiar with different methods in teaching and learning</td>
<td>Course is structured</td>
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<td><strong>Challenge</strong></td>
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<tr>
<td>Content overload</td>
<td>Online - Onsite inconsistency</td>
<td>Isolation</td>
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<td></td>
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<td>Lack of sense of community</td>
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Why blended learning?

- Synchronous interaction
- Student engagement
- Best of both worlds
How can we do it?

- **Onsite only students**
  - Flipped classroom
  - Collaborative projects
  - Project based learning
  - Personalized learning

- **Online only students**
  - (Asynchronous) lessons
  - Collaborative projects
  - Project based learning
  - Real time onsite lesson and event broadcasting
Onsite Collaborative

GAM 498 COLLABORATIVE PROJECT: VIRTUAL REALITY

GAM 498 COLLABORATIVE PROJECT: MIGHT & BLADE

GAM 498 COLLABORATIVE PROJECT: RADIANT RUNEFIST

WNM 498 (within WNM) COLLABORATIVE PROJECT: GENERATIVE ART & CODE

WNM 498 (with IND) COLLABORATIVE PROJECT: AUTOMOTIVE UI

WNM 498 (with ILL) COLLABORATIVE PROJECT: INTERACTIVE DIGITAL MAGAZINE
Online Collaborative

GAM 310
PROTOTYPE GAME PRODUCTION STUDIO

GAM 651
PROTOTYPE GAME DEVELOPMENT

Plan for the 498s
GDS model

Issues:
Planning workflow to be inclusive vs exclusive
Communication, Personalities, Skills
Collaborative Assignments (examples GAM)
Blended learning ecosystem: Starting point

- Recording OS for OL
- Ask Question Live
- Live Workshops
- Video content OL for OS
- Asynchronous + Synchronous
- Lecture OR Flipped classroom
- Cross list OS OL
- Live Broadcasting
- Course content OL for OS
Collaborative Assignments (examples WNM)

WNM249 first or second semester course

We Are Group 3 :D

Members
1. Maggie Leung
   - Nation: China
   - Major: Graphic Design
2. Jun Su Song
   - Nation: South Korea
   - Major: Graphic Design
3. Jung Bae
   - Nation: South Korea
   - Major: Graphic Design

Brief Introduction about Us

Hello! We are in group 3. We are all international students. We have some common things, we are from Asia, we are in graphic design at one. Also, we all like oil paintings and we enjoy cooking in a free time. Jume is taking online class, but Jun and Maggie are doing online. So, we met for the first time today, but we promised share each other's food later.

SUYOUNG YOON
Collaborative Assignments. (examples)

Mark Concepcion
12:23pm

It is not hard to work in a group, challenges will come if no one will try to lead a group, and that in our part got wrong. I think everyone is busy and because of the different time zones, nobody initiated to lead. But I am pretty lucky to be in a group where everyone is being cooperative even though we don’t have a leader. We were very respectful to each other ideas.

It was pretty hard to contact with person who lives in opposite side. However, other members showed up on time so we can discuss about our project. I am not sure about how much they can code the page. It was little one-sided conversation. Me and other on-site member Boeyoon asked things and they just answered by E-mail. However they made a deadline and I appreciated it.

I think if we have more discussion about project, it would be better. I learned opinions and feedbacks from teammates are really important in group works.

We got off to a slow start, with not being able to get in touch with our two online members. Who never got back to us. I think it is hard to try and work with group members who aren’t on the same page as you. It is all about communication, and I think we could of had some better communication. In the end we had a great we fully functional website. Michelle was a great partner!
Restaurant Project Guide

Goal:
1. Create a website that contains at least 4 pages, one restaurant each page.
2. Uniform website style (same color scheme, same navigation, etc.)
3. A multi-page site will be better.

Additional:
1. Navigation tells you which page you are on.
2. Navigation needs better.
3. One click back to Home.

Tasks:
Phase 1:
1. Collect photos and information of your favorite restaurant (every one)
Phase 2:
2. Design the main page layout, using wireframe or any type of graphics (1 person) - Vincent
3. Design the sub-page (restaurant) layout, using wireframe or...Huaying (1 person)
4. Design the color and style for all pages - Sylvia
5. Design the look of other elements (navigation, footer, etc.) (1 person) - Vincent
Phase 3:
6. CSS code for main page, name it "MainPageStyle.css" - Sylvia
7. CSS code for sub page, name it "SubPageStyle.css" (1 person) - Huaying
8. CSS code for other element, name it "OtherStyle.css" (1 person) - Tony
9. HTML code for every page, using information and collections (1 person) - Tony

*Phase 2 need to be finished before phase 3.

Restaurant Content:
Photos:
1. Pictures of outside look
2. Pictures of inside look
3. Pictures of dishes

Information:
1. Price
2. Location
3. Open hours
4. Brief

Schedule (in process):
Phase 1: Jul 19 Tue - Jul 19 Sat
Phase 2: Jul 19 Tue - Jul 22 Fri
Phase 3: Jul 22 Fri - Jul 29 Tue

Discussion:
1. Do you agree with how tasks are arranged? If not, what's your suggestion?
2. Do you have any suggestion on restaurant content? Is there anything more you want to add or remove?
3. List any suggestion and ideas about our website design.
How might we facilitate collaborative assignments?

- Students identify tasks for project milestones
- Student break up those tasks
- Students are held accountable for those tasks

Instructor to help manage project scope and realistic workloads

Manage students engagement.
Tools
Tools

Video/Audio recording tools

Collaboration Tools
Examples

Screen capture

Video recording

Live broadcasting

Playback (Youtube)
Discussion:

How might we facilitate collaborative assignments and courses?

Group Brainstorm

- Work with departments and OL Ed.  
  (Accreditors need proof of work in LMS)
- What’s best for the student experience (share your thoughts with us)
- How to build OS & OL courses around the collaborative project  
  (OL courses should follow GDS model as collaboratives are never the same and need to be dynamic)
- Share your experience in incorporate software that helps the collaborative process, Trello, Perforce, Asana, Slack
Resources
7 Best Practices for Deploying Lecture Capture Campuswide

Horizon Report Touts Collaborative, Project-Based Learning
Tools (URL)

Adobe Connect  
https://live4.academyart.edu

Asana  
https://asana.com/

Audacity  
http://www.audacityteam.org/

Camtasia  
https://www.techsmith.com/camtasia.html

GitHub  
https://github.com/

Google Hangout  
https://hangouts.google.com/

HipChat  
https://www.hipchat.com/

Jing  
https://www.techsmith.com/jing.html

ScreenFlow  
http://www.telestream.net/screenflow/

Slack  
https://slack.com/

Skype  
https://www.skype.com/en/

Trello  
https://trello.com/

Perforce  
https://www.perforce.com/
Thank you