Learning Resources for an Enriching Tomorrow

by Prof. Dr. Zoraini Wati Abas
To meet Learning Outcomes suitable for the K-based society, we need to change:

**Providing Instruction**

**Producing Significant Learning**

Today

Change in Higher Education Today

Tomorrow
OUM’s Mission

To be the leading contributor in democratising education

To develop quality education through multimode learning technologies

To develop and enhance learning experiences towards the development of a knowledge-based society
An OUM Print Module...

*is the core learning material that drives all other learning activities (variety of mode/media that are blended well from the beginning).*
A Paradigm Shift

Print Module ⟷ Interactive Learning Package

Generation I ⟷ Generation II
Creating an interactive learning package (activities + materials) through an integrated course design

Fink's (2003) Integrated Course Design Module
Generation II Learning
via the OUM Learning Package:

Designed at the Course Level
Examples

iRadio1
iRadio2
iTutorial
iTutorial2
iWeblet
iSeminar
Planning and Design of Learning Activities for a Learning Centred Environment

FINK’S MODEL FOR PASSIVE AND ACTIVE LEARNING

PASSIVE LEARNING
- REceiving information and ideas
- Primary/Secondary
- Accessing them in-class, out-of-class, online
- (print modules, f2f tutorials, multimedia materials)

ACTIVE LEARNING
- Experiences
- Doing, observing
- Actual, simulated
- "Rich learning experiences"
- (onsite, multimedia materials)

REFLECTION
- On what one is learning and how one is learning
- (term papers, self-reflection, journals, learning portfolio)
- Alone, with others
- (online discussions)

Effective Learning through Interactivity via Various Learning Activities
Interactive Learning Package

- should help the student easily understand the subject-matter (through print and non-print learning materials)
- should provide an enjoyable learning experience
- produce significant learning

- produce quality students
- faculty to be primarily designers of learning methods and environments
- provide the differentiating factor for OUM in view of increasing competition from other distance learning providers
TEACHING & LEARNING COLLOQUIUM
The Legend Hotel ● 25 – 27 August 2006

START

FACULTY

FACULTY + CIDT
(LEARNING DESIGN UNIT)
Learning Architects

CIDT
(LEARNING MATERIAL DEVELOPMENT UNIT)
"Builders and Contractors"

PROGRAM DESIGN

INTEGRATED COURSE DESIGN
(Translating TOC and objectives of each course into an Interactive Learning Package)

LEARNING DESIGN AND MATERIAL DEVELOPMENT (PRINT & NON-PRINT)

EFFECTIVE IMPLEMENTATION OF LEARNING PACKAGE

SIGNIFICANT LEARNING

END

STEPS IN PRODUCING SIGNIFICANT LEARNING
Towards Generation II Learning

VISION

MISSION

SIGNIFICANT LEARNING

SIGNIFICANT EXPERIENCE

QUALITY PRODUCT & SERVICES

LEARNING DESIGN UNIT

LEARNING MATERIAL DEVELOPMENT UNIT

INSTITUTIONAL SERVICES

QUALITY ASSURANCE
The Way Forward for an Enriching Tomorrow

Design the learning for all courses using an integrated course approach

- Develop a course design matrix to plan for an effective learning environment
- Print is CORE
- Identify suitable modes/media and create the learning environment to produce learning
- Ensure effective implementation to produce significant learning
- Re-training and re-acculturation
- Underlying all this, overcoming current shortcomings in modules through changes in processes and approaches.
Interview with
Dr Fred LOCKWOOD
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Questions?
Comments?
Other ideas?
THANK YOU