Technology in staff development (going mobile)

Session: 30th April, 2010

SDF Spring Conference (http://www.staffdevelopment.ac.uk/?q=content/sdf-spring-conference)

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Presentational Slides: http://www.slideshare.net/andyramsden/technology-staff-developmentsdfapril2010

Abstract

The aim of the session is to raise awareness of how mobile devices can offer an extra dimension to the staff developer in terms of delivering and managing courses and people. The intention is to cover a number of common activities we undertake and model how the use of mobile technologies may make them more efficient and effective through transforming the learning spaces we use.

The session will involve working through a number of staff development scenarios identified by the audience. It will also rely on the use of technologies which most people have in their pockets, so not requiring the staff development team to invest in providing new technologies.

Plan

The primary question is, how might we (staff developers) use mobile technologies within our staff development sessions?

To answer this question, I'll focus on two scenarios;

- 1. Using mobile technologies in low (no) technology teaching spaces (existing technologies / existing users)
- 2. Using mobile technologies to create a new learning opportunity through making the leaner mobile (new technologies / new users)

The key messages I'd like you to take from this session are there is significant potential for the use of mobile technology to technology enrich learning spaces (faciliator led use), as well as changing the pedagogical model and the learning space. It would be suggested exploring the former with a very relatively simply wins.

In terms of the wins, I'll enhance this workshop with some different uses.

Activities

Activity 1: Across to you

· Question: Who are you? What would you like from this session?

Activity 2: Where are with the technologies?

 Question: What technologies are people currently using in their staff development sessions? How effective are they? What are the strengths and weaknesses?

Activity 3: Vote (SMS)

- Question: Do you think Mobile technologies offer you a great opportunity to enhance the effectiveness of your staff development sessions? To the
 extent where you will champion their use if colleagues and senior management?
 - Yes (q1y)
 - No (q1n)
 - Undecided (q1u)

Activity 4: Design a ¿generic¿ staff development activity

• Question: In groups could you work up a typical staff development scenario (session) you run? Describe the room, the tasks you want people to do, the technologies you are likely to use and what you are trying to achieve with them

Activity 5: QR Code based learning activity

• Question: what is a qr code, how do you create one? how are they being used in teaching and learning? how can you get a reader? how do you think they might be used it teaching and learning?

Activity 6: Designing in mobile technologies.

 Question: revisit your previous staff development scenario (session) but design in effective use of mobile technologies. How have these scenarios changed? what opportunities do the technologies offer?

Activity 7: SMS based evaluation

- Question: Do you think Mobile technologies offer you a great opportunity to enhance the effectiveness of your staff development sessions? To the extent where you will champion their use if colleagues and senior management?
 - Yes (q2y)
 - No (q2n)
 - Undecided (q2u)
- Question: Would you recommend a colleague attending this session?
 - Yes (q3y)
 - No (q3n)

Session Outputs

To be created during and post the session.

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Where next?

- e-learning Team @ Uni of Bath web site: http://www.bath.ac.uk/learningandteaching/themes/e-learning/
 e-Learning Team @ Uni of Bath working papers (OPuS): http://opus.bath.ac.uk/view/divisions/elearning.type.html