

*"I never try to teach my students anything...
I only try to create an environment where they can learn"*
Albert Einstein

Uvod u onlajn učenje i Moodle LMS

Miloš Bajčetić, Moodle Mreža Srbije
Projekat RIMSO, Niš, maj 2016

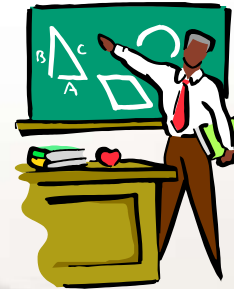
Ništa vas nećemo naučiti?!?

Book Report

was about a boy and
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summer

Prva komparativna studija

A.



B.



C.



Hall & Cushing, 1947

Terminologija

- CAL – Computer assisted learning
- CABT – Computer Based Training
- WBT – Web based training
- Distance education
- eLearning
- online education
- Webagogy
-

Šta je eUčenje?

The delivery of a learning, training or education program by electronic means. eLearning involves the use of a computers or electronic devices to provide training, educational or learning material

Šta NIJE eUčenje?

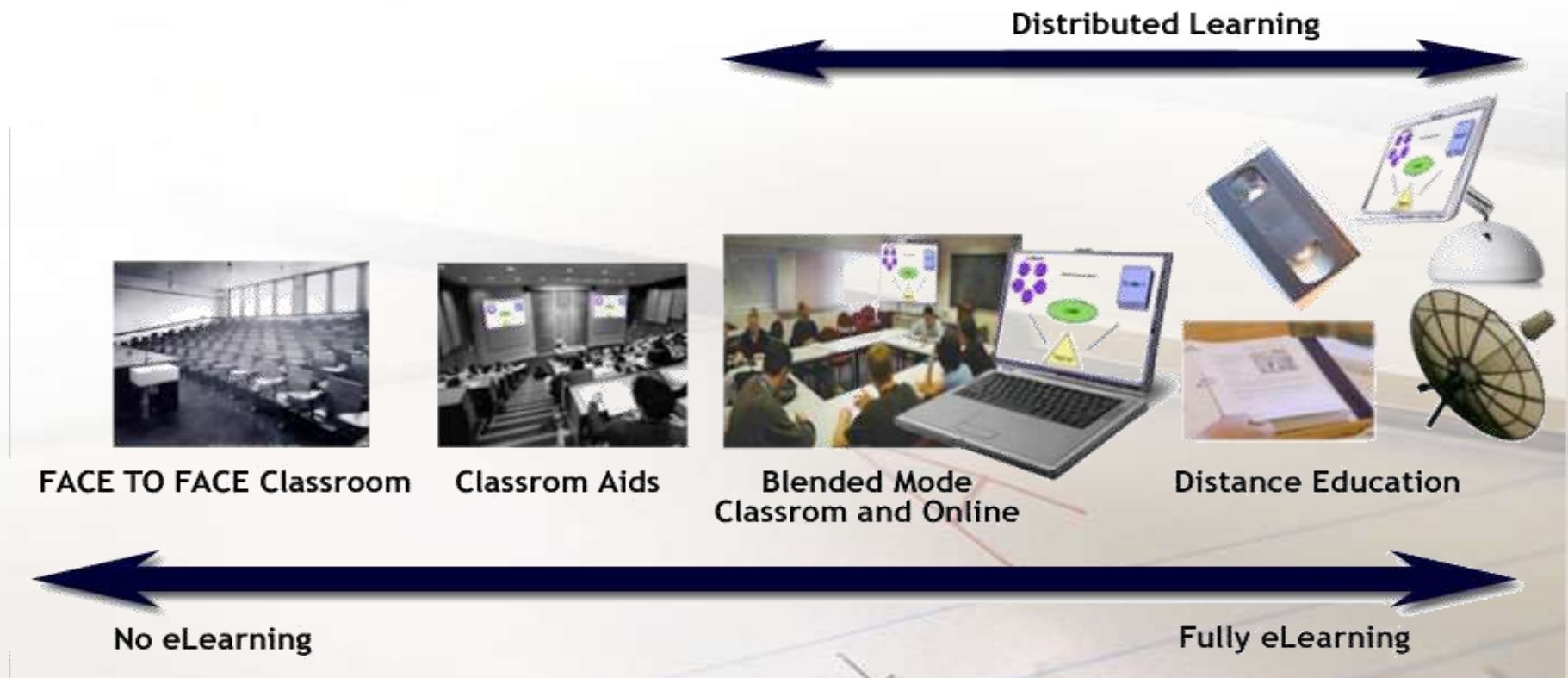
The vehicle that allows you to breathe life into online learning is **interactivity**.

Courses that lack this component are dry and leave learners searching for an escape route.

For example, the practice of placing 100 text-based Power Point slides in a course followed by a few quizzes is not e-learning, it is **e-boring**

Kathleen M. Iverson "E-Learning Games", 2005

eLearning Continuum



(A.W. Bates, UBC Canada)

10 nivoa integracije Weba u nastavu

1. Web se koristi za marketing ili objavu nastavnog plana i programa: najniži nivo integracije je onaj na kojoj se web koristi kao sredstvo reklamiranja kurseva i programa.
2. Istraživanje izvora na webu od strane studenata: na ovom nivou studenti koriste izvore na webu u sklopu nastave, ali i kad uče kod kuće.
3. Resursi koje su izradili studenti objavljeni su na webu: nastavnici na webu objavljuju primere dobrih studentskih radova.
4. Resursi za kurseve nalaze se na webu: web se koristi da bi se na njemu objavljivali resursi kojima studenti moraju pristupiti u sklopu određenog programa (npr. PowerPoint prezentacije, beleške nastavnika).
5. Višestruko iskoristivi resursi na webu: korišćenje materijala koji su dostupni online (npr. digitalne višestruko iskoristive obrazovne jedinice, studije slučaja).

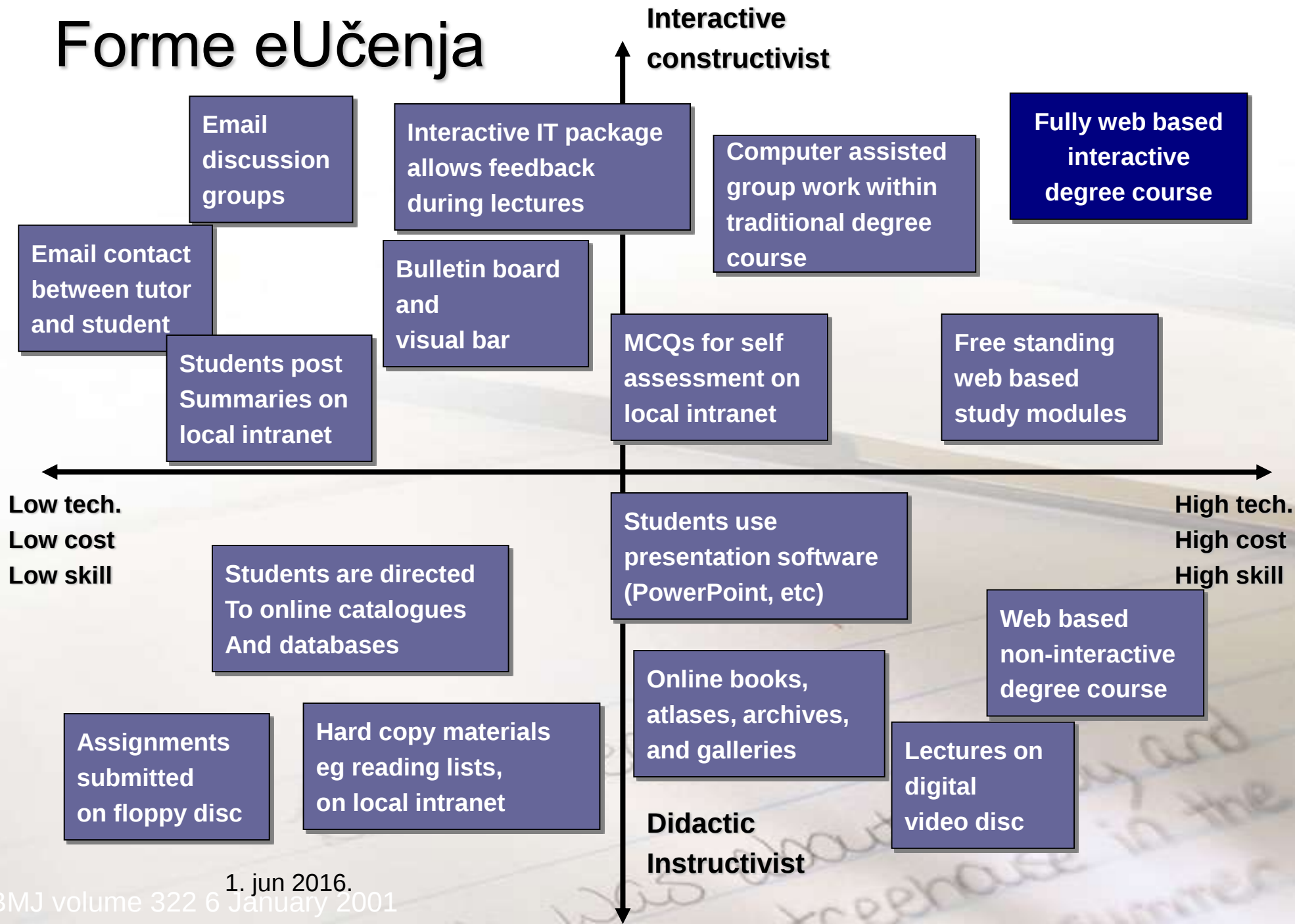
(Bonk et al,1999)

10 nivoa integracije Weba u nastavu

6. Značajnije korišćenje weba koje se ocenjuje: u programima u kojima korišćenje weba ima veliki uticaj na iskustva koja će polaznici steći, takve se aktivnosti ocenjuju (npr. online diskusije, online testovi).
7. Aktivnosti programa odvijaju se i izvan same nastave: web se koristi kao podrška interakciji i komunikaciji koja uključuje kolege, nastavnike i druge i iz drugih programa i zemalja.
8. Web kao alternativni način izvođenja nastave za studente koji su u mogućnosti doći na univerzitet: studenti dolaze ili žive na univerzitetu, ali im je potrebna veća fleksibilnost i više mogućnosti pristupa nastavi.
9. Program se u potpunosti odvija putem weba, a sudeluju studenti koji se nalaze bilo gde u svetu: korišćenje weba kako bi se program odvijao u potpunosti online, omogućavajući na taj način i polaznicima koji ne mogu doći na univerzitet da pohađaju nastavu.
10. Kursevi ili program je deo šire inicijative upotrebe weba u nastavi: Korišćenje weba kao deo šireg programa ili institucionalne inicijative.

(Bonk et al,1999)

Forme eUčenja



1. jun 2016.

Tipovi interakcija

- student – tehnologija (sofver npr. LMS)
- student – sadržaj kursa
- student – moderator
- student – student
- ostale interakcije (moderator – moderator, tehnologija
- tehnologija



Web Evolucija

- **Web 1.0** (1989-2003)
 - Static, “read-only” websites
 - One-way delivery of information
- **Web 2.0** (2004-present)
 - Dynamic website
- In 2004, the term began its rise in popularity when O'Reilly Media and MediaLive hosted the first Web 2.0 conference.

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Web Evolucija

- **Web 1.0** (1991-2003)
 - Static, “read-only” websites
- **Web 2.0** (2004-present)
 - Dynamic, interactive websites/applications/services
- In 2004, the term began its rise in popularity when O'Reilly Media and MediaLive hosted the first Web 2.0 conference.

Web 2.0

The term "Web 2.0" was coined in 1999 by Darcy DiNucci, a consultant on electronic information design. In her article, "Fragmented Future", DiNucci writes: *"The Web we know now, which loads into a browser window in essentially static screenfulls, is only an embryo of the Web to come"*

Web 2.0

“The first glimmerings of Web 2.0 are beginning to appear, and we are just starting to see how that embryo might develop. The Web will be understood not as screenfulls of text and graphics but as a transport mechanism, the ether through which interactivity happens. It will [...] appear on your computer screen, [...] on your TV set [...] your car dashboard [...] your cell phone [...] hand-held game machines [...] maybe even your microwave oven”

Web 2.0 Alatke/Servisi

- Communication tools (mIRC, ICQ, Skype, MSN & Yahoo Messenger, GTalk...)
- Collaborative tools and environments (online discussion boards, Wiki, blogs, Google Waves)
- Social networking tools (Facebook, MySpace, Ning, Linkedin, Grou.ps ...)
- Media sharing tools (Youtube, Edutube, Flickr, Podcast...)
- Learning Management Systems (Moodle, Sakai, Blackboard, Dokeos...)

Popularni Web 2.0 alati

- A **wiki** (from the Hawaiian *wiki*, to hurry, swift) is a collaborative Web site whose content can be edited by anyone who has access to it.
- A **blog** (Web log) is a Web site that contains dated entries in reverse chronological order (most recent first) about a particular topic. Functioning as an online journal, blogs can be written by one person or a group of contributors.
- A **podcast** refers to a content (audio or video) created for an audience that wants to listen when they want, where they want, and how they want.

Boulos, M., Maramba, I. & Wheeler, S. (2006).

Trendovi

- Fleksibilnost
 - Dostupnost
 - Interaktivnost
 - Mobilnost
 - Sadržaj kreiran od strane korisnika
-

- Dinamičko okruženje
- Kolaborativno učenje
- Konstruktivistički pristup učenju

LMS – Learning Management Systems

- **Komerเชียล**

- Blackboard (WebCT)
- Saba
- Sum Total LMS
- Learn2Learn ...

- **Open source**

- Ilias
- ATutor
- Claroline
- Site@School
- Olat
- Dokeos
- Sakai
- **MOODLE**

MOODLE

- **M**odular
- **O**bject
- **O**riented
- **D**ynamic
- **L**earning
- **E**nvironment

Aktivnosti

- Asinhrono
 - forumi – diskusione liste
 - lekcije (vežbe)
 - rečnici
 - testovi
 - zadaci
 - radionice
 - Wiki, bloogovi, RSS (social networking)
 - upitnici (Survey, Feedback, Questionnaire)
- Sinhrono
 - online konsultacije (*chat*)
 - privatne poruke (*instant messaging*)

Prednosti

- Pedagoški koncept
- Interaktivnost
- Lakoća administriranja i kreiranja edukativnog materijala
- Lakoća korišćenja
- Usmerenost na studenta
- Modularnost (proširivost); jezička lokalizacija
- Cena
- Reference (Open University UK, Athabasca Univeristy CA, UCLA...)

Mane?

The "e" in e-learning stands for Education

e?

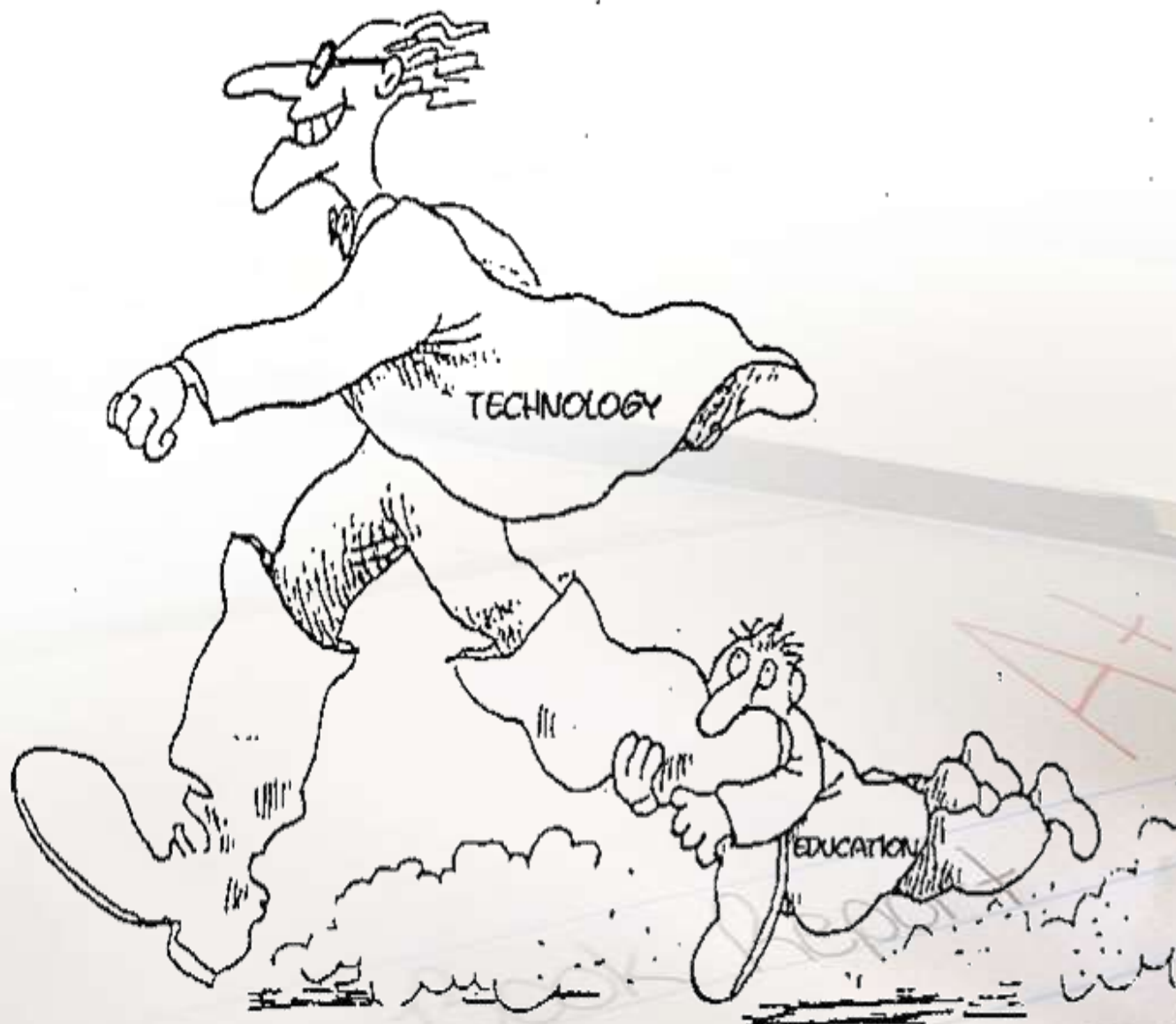
Ken Gainer, East-West University
701 e-Learning tips

i...

Interaktivpost
i?

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A+

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