How Moving Technology out of your College Classroom will Improve Student Learning

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**Key Ideas**

**Value** of Classroom Education = Faculty Interaction  
**Technology** is a tool, not a strategy  
Learning is about **change**

**New Digital Landscape:** Technology = three major changes:

1. **Relationship to knowledge:** Tech is great for content  
   Digital Content for First Exposure: Google, YouTube, Khan, OpenYale, MITOpen, iTunesU, Merlot, utubersity, Wikipedia  
   Podcasts: *Teach to the many, not to the middle.*

2. **Social Proximity**  
   Create more class time & Email as a teaching tool  
   Virtual Office Hours (Skype, Google+ Hangout, Spreecast, Join.me, ooVoo, Goober)  
   Facebook Basics: Profile (friend); Page (like); Group (join)  
   eCommunication Policy  
   • The best way to contact me is: ____________ (email, FB, Google+, LinkedIn)  
   • I will respond to e-mail (or FB chat, messages etc.) within ____ hours,  
     except on ___ or between _______ (9pm and 9am etc.)  
   • I am online (FB/Skype/Twitter) ____ on ___ days and also available for _____  
   • If you want an individual (physical/Skype/chat) appointment _____ me  
   • I accept/do not accept Skype/Facebook/LinkedIn friend requests (until graduation).

3. **Customization and gaming**  
   We need to make college more like a good video game.  
   Merlot.org, SmashFact, SeriousGames, EducationArcade, iTunes

**Online Exams before Every Class:**

• Improve student preparation  
• Use your LMS – Easier, Faster and **Better** Multiple Choice Questions  
• JiTT: Improve your preparation

- **Concrete and Personal** (matters to me, examples)
- **Knowledge is Necessary** (but not sufficient)
- **Retrieval and Self-Testing** (online exams, games)
- **Elaboration** (connections, analogies, writing)
- **Abstract** (extracting rules, larger context, mental models)
- **Failure** (add difficulty, attempts before solutions, feedback)
- **Interleaving** (varied practice, space out practice)

**Teaching Naked Design Process**

Socrative.com

**New Technology Means**

- **Thinking** is more important
- **Course design** is more important
- **Integration** is more important

Teach Naked. Change a Mind.