From Enthusiasm to Strategy: 4 Critical Factors to Sustain the Development of Technology Enhanced Learning in Educational Organizations

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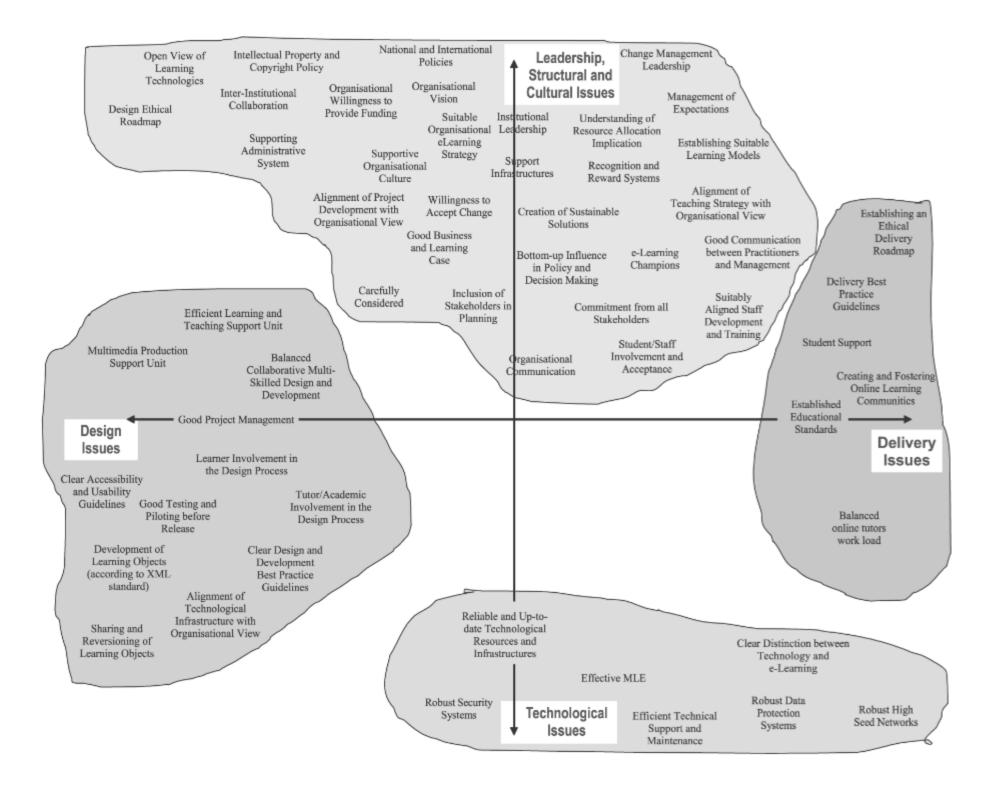




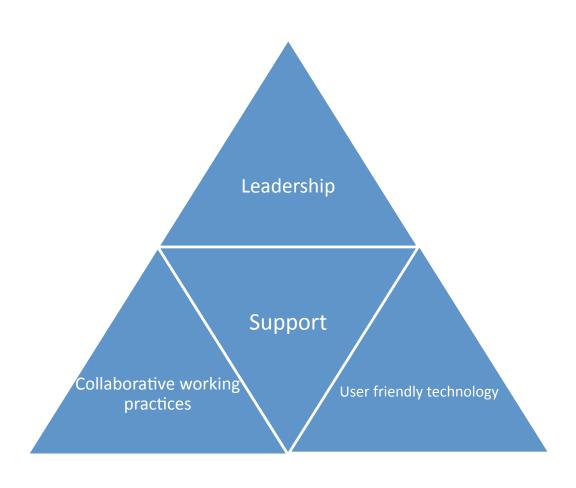


Overview

- Conclusion: 4 critical factors
- Outcomes: Paris Descartes & LSE
- How? RBVF (Analytical framework 1)
- BTW what is E-learning?
- Why? ANT (Analytical framework 2)



Conclusion: 4 Critical Factors



- Working practices must be collaborative as tech. design & implementation is complex and time consuming, as team work is a real challenge for teachers and academics,
- Organization's leadership must take responsibility: defining the strategy, staff and resource provision, incl. staff consultation to support vision & mission

- Technology must be user-friendly, piloted and tested by teaching staff, supported by E-Learning specialists, "learning technologists",
- Support is at the core of successful delivery... reciprocal, across the institutions' organizational / functional boundaries between the different services: Library, IT services, registry, learning tech. and... faculties,

Paris Descartes University (France)

- VLE (Moodle)
- La Médiathèque: Online repository
- Les Carnets2: Portfolio / Social network
- Staff training and annual conference: Les Journées Numériques

London School of Economics (UK)

- VLE (Moodle)
- Student mentoring inner city schools pupils (Wimba voice boards)
- Art exhibition on Second Life "Déjà Vu" with Michel Herreria
- Digital Storytelling at degree level & in schools thanks to Columbia University colleagues

Resource-Based View of the Firm (RBVF)

...focuses on the firm's resources and capabilities to understand business strategy and provide direction to strategy formulation.

Organizational context divided in 3 different levels: resources, capabilities and core capabilities.

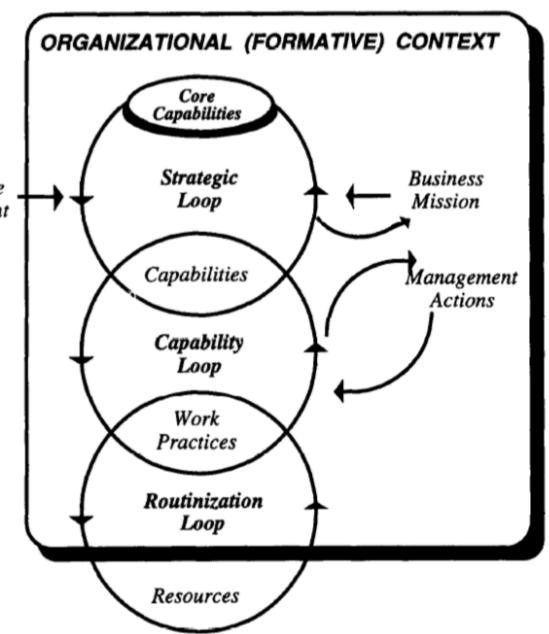
Amit & Shoemaker (1993)

"Capabilities refer to a firm's capacity to deploy Resources, usually in combination, using organizational processes, to effect a desired end [...] Unlike Resources, Capabilities are based on developing, carrying and exchanging information through the firm's human capital".

Andreu & Ciborra (1996)

Competitive Environment

Basic learning processes in the core capabilities formation process



- 3 essential loops transform and translate Resources (ie World leading professors, IT software...) into Core Capabilities (ie MOOCs).
- Loop 1: the Routinization Loop is enacted by Working Practices.
- Loop 2: the Capability Loop is controlled by Management Actions.
- Loop 3: the Strategic Loop ensures that Core Capabilities are in line with the Organization's values and mission.

TEL, E-Learning is...

...not just about technology and pedagogy. Also about schools, contexts, governments, curriculum, control, power, values, aims & objectives...

...complexity, interaction, agency and power...

 One theory, Actor Network Theory defines the "social" as everything!

Actor Network Theory

- Science & Tech Studies (STS): Latour, Woolgar, Callon & Law…
- "people, machines, animals, texts, money, architectures..." = social
- Humans define themselves by the social situations they are in, by the social interactions they generate
- "People are who they are because they are nothing more than patterned networks of heterogeneous materials"

VLE, MOOCS... as Actor Network

- Complex web of connections and interactions: platform, learners, staff, laptops, videos, quizzes...
- Is it magic ? Click of a mouse!
- Complexity "punctualised", compressed to ultimate degree of accessibility and simplicity,
- VLE, MOOCS = "relatively stable network... one embodied in and performed by a range of durable materials" Law 1992