

DUCKLING Key Findings

Technology

Key Findings



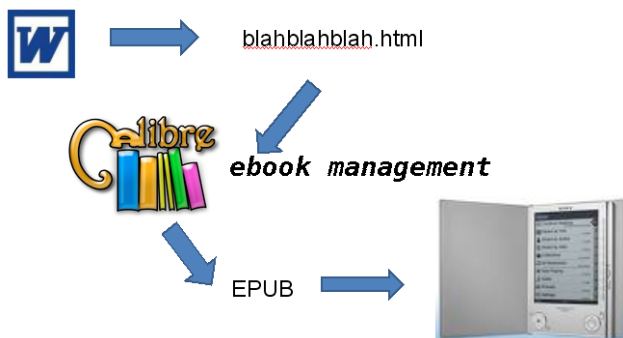
Podcasting

Podcast Types	Module(s)	No. podcasts	Purpose
Module overview	Personnel Selec	2	Module overviews
	Training & Dev	1	
Research Methods	Research Meth	11	Key concepts of research design, data gathering analysis
	Research Meth	1	
Assignment	Psych of Organising	4	Support and detailed guidance on assignments such as: <ul style="list-style-type: none"> Clarification of assignment requirements How to tackle assignments What markers are looking for
	Training & Dev	4	
	Individual at Work	4	
	Personnel Selec	4	
Key concepts	Training & Dev	2	Discussions about key concepts, issues or topics
Dissertation	Dissertation	17	Guide through the dissertation process; offer a scaffold and pointers to sources of help
Feedback	Training & Dev	3	General feedback to module assignments
	Dissertation	12	Individual feedback on draft dissertation chapters

	Outcomes	Key points
The learner experience	The human touch	Personalisation, interaction, relationship-building Livening up the learning experience Reduction in "distance learning isolation"
	Guidance, support and feedback in different formats	Effective provision of feedback, guidance and support in different formats Additional opportunities for effective engagement
	Flexibility and mobility	Access to quality content through mobile devices
Innovation and sustainability	Design once, deliver often	Reusability of resources, minimum adaptation Low-cost, high-value innovation Reduced online traffic on non-academic matters Better and more cost-effective use of tutors' time Transferability of frameworks and lessons learned



Ebook Readers



Features supporting effective reading	Findings	Key points
Portability	Increased mobility and flexibility	Students used their e-book readers in different places: at home, in the office, in public places (cafés and parks), and on the move (aeroplanes and trains).
Small, compact size		
Lightweight	Cost savings, resource savings	Students become less dependent on printed material and more selective in printing material out, resulting in saving costs and resources.
Readability under different conditions		
All material on one device	Better time use	It's easier to take the e-book reader anywhere and read whenever students have a minute. It enables students to fill in the gaps during the day and squeeze in study.
Access course material without internet connection		
Continue reading and Bookmark functions	Enabling more effective study	Students changed strategies for keep notes and reading as a result of having an e-book reader. Students can choose which device or form to use for reading to suit their circumstances (e.g. e-book reader for reading on the move, iPhone for a quick check on something, and printed material for note-taking).
Long battery life		
Many readings, one device		
User-friendly interface		



Second Life



"I found the Second Life oil rig very beneficial... to do research in relation to the health and safety aspect of the oil rig."

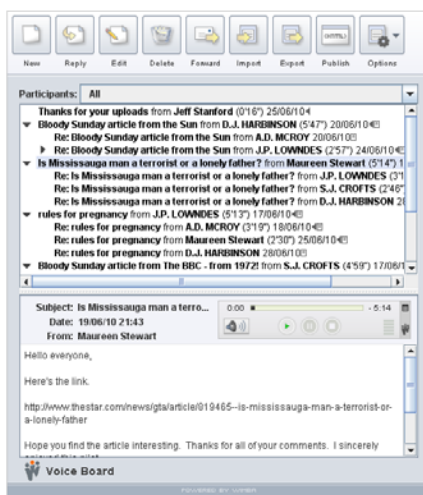
"It's less risky if we make a mess in Second Life."

"We could give the presentation in a 'not real' environment, in a 'safe' environment."

"Second Life did help in terms of social networking."



Wimba Voice Board



Findings	Key points
Adding a human dimension	Reduces isolation, remoteness
	Creates a feeling of 'real' and 'personal'
	Draws people closer and build relationships
Advantages of voice- over text-based communication	Brings distance learning programme to life
	Enables the feeling of being in a seminar environment similar to campus learning
	Expresses emotions, tones and intonations better than in text
Assessment through interactive tasks	Clarifies messages to avoid misinterpretation
	Captures participants' attitudes and topical stance
	Stimulates and invites to read and participate more
Assessment through interactive tasks	Enables feedback from tutors and peers
	Generates additional discussions around the tasks
	Encourages study of additional readings recommended by peers
	Motivates to study more and perform better (to avoid 'sounding stupid')
Assessment through interactive tasks	Has potential to improve learning outcomes