USING SOCIAL MEDIA IN THE ONLINE CLASSROOM TO HELP DEVELOP SELF-DETERMINED LEARNING SKILLS

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Heutagogy is the study of self-determined learning and applies a holistic approach to developing learner capabilities with the learner serving as “the major agent in their own learning, which occurs, as a result of personal experience” (Hase & Kenyon, 2007, p. 112)
Heutagogy
(Self-determined learning)

Heutagogic Design

Learner
- Explore
- Share
- Reflect
- Connect
- Create
- Collaborate
HEUTAGOGY AND WEB 2.0

Heutagogy

- Double-loop learning
- Capability development
- Learner-determined Learning
- Non-linear design and learning approach
- Group collaboration

Web 2.0 Affordances

- Content creation (individual and group)
- Content discovery/sharing (individual and group)
- Knowledge and information aggregation
- Connectivity and social rapport

(Blaschke, 2013)
OMDE601: HOLISTIC DESIGN

Master of Distance Education and E-Learning (MDE)

OMDE601 Foundations of Distance Education and E-Learning

Social media skill building
- Research
- Interaction
- Collaboration
- Reflection

Skill building activities aligned with:
- Course objectives
- Core Learning Assessment (CLA) objectives
- Program outcomes

(Blaschke, 2012)
**OMDE601: MIND MAP**

**Skills:** Design and create; think critically, deeply, and logically; construct knowledge over time; share knowledge and experience; express yourself

**Link:** [http://popplet.com/app/#/1153798](http://popplet.com/app/#/1153798)
Skills: Communicate (read, write, discuss, interact); collaborate; search; explore; listen; connect; share; think critically; reflect; support others; build community; promote (self); exchange

Link: https://twitter.com/OMDE601
Skills: Design and create; think critically, deeply, and logically; share knowledge; share experience; give advice; express yourself


"The objective of the teaching and training specialization is to educate managers to deal with the specific teaching-related aspects of modern distance education both in the traditional teaching setting as well as in the corporate training sector. While the specialization focuses on teaching and training, there are close links to technology-related aspects (for example, instructional design) as well as specific management-related aspects (intellectual property, accreditation, and quality assurance)." - MDE Program
Skills: Collaborate; communicate (write, read, discuss, interact); construct knowledge (individual and group); socialize; navigate; negotiate; solve problems; think deeply, critically, and logically; reflect; evaluate

Links:  https://docs.google.com/document/d/1RPnTGjT6LIFeHjr15gF2ZLDcK7iONRLXGyt_C0Z5-M/edit; http://popplet.com/app/#/1810072 ; https://docs.google.com/document/d/1fFgNdossEBVMSkfrDSkiAAnqQzmnB_dAlajMUzFrYU4/edit
Skills: Communicate (read, write, discuss, interact); collaborate; search; inquire; compare; combine; think critically; reflect; observe; share; build community; promote (self); distribute
Link: https://groups.diigo.com/group/omde601
INITIAL RESULTS (1)

• **Most supportive of cognitive and meta-cognitive skills** (knowledge construction, reflection, understanding learning process) and **most relevant to the workplace**: e-portfolio, mind maps, GoogleDocs
  - The more cognitively engaged with the social media, the more relevant media seemed for use in practice

• **Most empathy experienced**: GoogleDocs
  - Learning design and activity context play role in determining cognitive skills acquired
• Other findings:
  - Students generally felt more familiar with social media at the end of class than at the beginning, specifically in using Twitter, MindMaps, GoogleDocs, and Diigo
  - Research skills also improved, in particular using the online library and databases and finding and evaluating journal articles
  - Students felt most competent in using GoogleDocs (69.5%), blogs (64.2%), Twitter (62.6%), MindMaps (55.7%), wikis (54.9%), and Diigo (41.2%)
Heutagogy Community of Practice:

Website: http://heutagogycop.wordpress.com/

LinkedIn: http://www.linkedin.com/groups/Heutagogy-Community-Practice-4776262

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REFERENCES


Heutagogy Design Process

Learner Contract
- Identify learning needs and outcomes
- Negotiate assessment
- Adapt curriculum

Reflection / Feedback
- Design learning activities
- Provide formative feedback
- Self-reflect

Outcomes
- Assess learning outcomes
- Identify competencies and skills

Capable, creative, self-determined learners

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