Initial Thoughts regarding NSF Grant – Cyberlearning and Future Learning Technologies

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(From the NSF website)

The program has two goals: (1) to invent, explore, and learn to effectively use the new technologies that will address society's educational goals and (2) to advance understanding of how people learn and how to better foster learning in the context of the new kinds of learning experiences that technology makes possible.

To achieve these goals, NSF invites proposals that integrate advances in what is known about how people learn with the opportunities offered by emerging technologies to address three interconnected thrusts:

Innovation: inventing and improving next-generation genres (types) of learning technologies, identifying new means of using technology for fostering and assessing learning, and proposing new ways of integrating learning technologies with each other and incorporating them into learning environments to foster and assess learning;

Advancing understanding of how people learn in technology-rich learning environments: enhancing understanding of how people learn and how to better foster and assess learning, especially in technology-rich learning environments that offer new opportunities for learning and through data collection and computational modeling of learners and groups of learners that can be done only in such environments; and

Promoting broad use and transferability of new genres: extracting lessons from experiences with these technologies that can inform design and use of new genres across disciplines, populations, and learning environments; advancing understanding of how to foster learning through effective use of these new technologies and the environments they are incorporated into.

Brainstorming Ideas

- **Initiative 1: Mobile Learning Technologies**
  - Focus on the creation of mobile apps, a KVCC app store, app development program
  - Part of Apple Core
  - Certification in Swift Programming Language
  - Certification in Professional Applications
  - Continuing education products for sustainability
- **Initiative 2: Teaching and Learning Center**
  - Introducing teachers to technology and teaching with technology
  - Public offerings for sustainability
  - Demonstration Labs on each Campus
  - Staff – Director of Teaching and Learning Center
  - Staff – Instructional Designer
  - Staff – App Programmer
- **Initiative 3: Move from Smart Classroom to Genius Classroom**
  - Full recording (video and audio)
  - Apple TV integration into all classrooms
  - LCD screens replace overhead projectors
  - Document viewers
  - Video switchers
  - Satellite uplink
  - Connection between campuses
- **Initiative 4: Program on an iPad**
  - Offer entire courses and programs using the iPad platform…independent of LMS
  - Redefine the research paper
  - Program to equip every students with an iPad
- **Initiative 5: Create Program in Instructional and Performance Technology**
  - Staff – Program Coordinator
  - Staff – Teacher
  - Large continuing education component for sustainability
  - Publish videos of our work
  - Training on the road
- **Initiative 6: Creation of Media Center**
  - Video Studio
  - Audio Recording Studio
  - Print Center
- **Initiative 7: Research Focus on Outcomes**