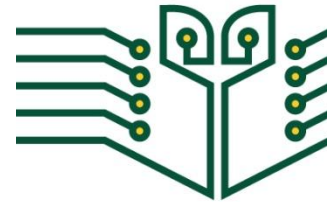




Leading Innovation in Global Education & Training
13th Annual EDiNEB Conference
June 14-16, 2006, Lisbon, Portugal

Using Sakai as a collaborative learning environment to support higher education activity



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The University Fernando Pessoa

- Small university located in Porto, Portugal
- Another location in Ponte de Lima (north of Portugal)
- Still young institution (first students in 1989/90 scholar year)
- Three faculty: Health, Science and Technology, and Social Sciences
- Offers 18 undergraduate courses, and 30 post graduate courses (including Master and Doctorate programs, with around 10% of the students enrolled)
- Near 5.000 students and 260 university staff, being 60% PhDs
- The Bologna process is set for all the university offer, next year

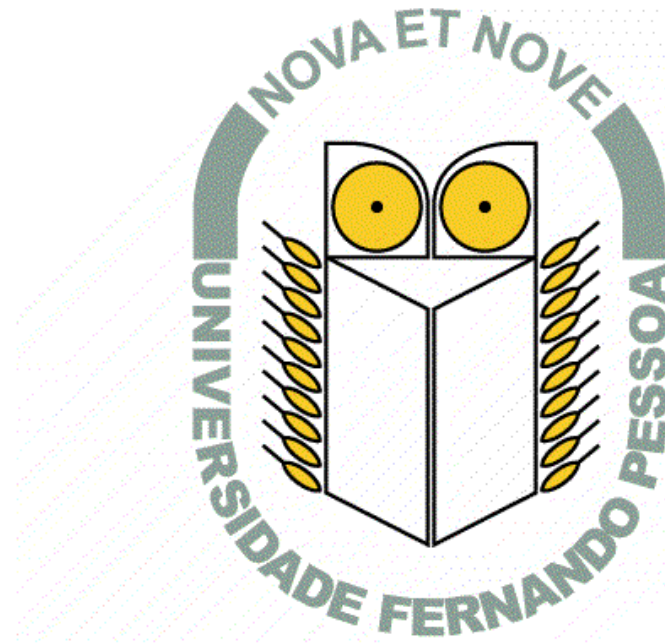
Higher education challenges

- Globalization
- Education as a commodity
 - means higher education as a business?
- Information society issues
 - Security, mobility and knowledge change
 - Information overload, information and communication technology
 - Digital culture, level of integration in information systems
 - New media, digital rights, new skills
 - The quest for interaction and the ever growing network society
 - Issues as big science and small science rediscussed
 - ... many others, depending in the perspective!

Higher education challenges

- The need for strategy and leadership (as allways!) – major challenges:
 - Global level
 - Globalization
 - European level
 - The Bologna process
 - National level
 - Negative demographics
 - Economic restrictions
- News ways to reinvent higher education practices are urgent
 - funding, partnerships and even activities
 - new publics, alternative approaches to knowledge and society

The virtual university UFPUV



UFPUV – what it is

- The UFP **Virtual University** provides **electronic mediation to support education community interaction**, in order to **reinvent space and time notions** and to allow **innovative approaches** to the teaching/learning process, opening the university to **new publics**.

A little of history

June 2003

e-learning initiative



Virtual University

December 2004

UV-UFP pilot project



*Choice of platform
technology*

October 2005

UFPUV project



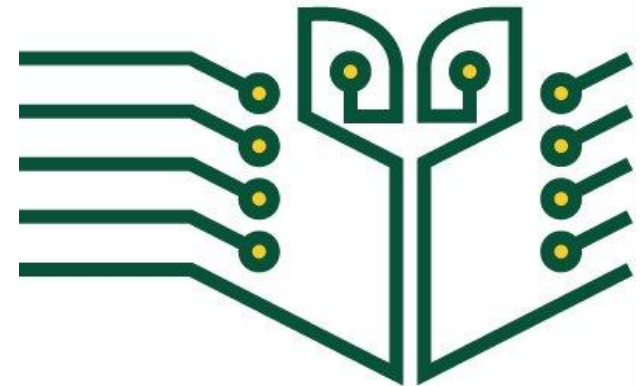
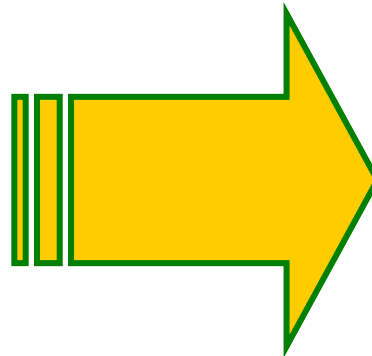
*Use and platform
integration*

September 2006

UFPUV

UFPUV – what it is

UNIVERSIDADE FERNANDO PESSOA



Lemma

Knowledge and proximity

UFPUV – what it is

- It is the most visible face is the platform <http://elearning.ufp.pt>



The screenshot shows the top navigation bar of the UFPUV e-learning platform. On the left, there is a logo for 'Universidade VIRTUAL' featuring a stylized book and circuit lines. To the right of the logo, there are input fields for 'user id:' and 'password:', followed by a 'Login' button. Below the navigation bar, a vertical menu on the left contains the following items: 'Bem-vindo', 'Sobre...', 'Características', 'Áreas', 'Formação', 'Créditos', 'Condições de uso', and 'Help'. The main content area is titled 'MESSAGE OF THE DAY' and contains a 'Atenção:' section with a warning about login issues. Below this, there is a 'Notícias recentes:' section with three entries dated 01, 27, and 24 January 2006, each with a brief description of updates or announcements.

Universidade
VIRTUAL

user id: password: Login

Bem-vindo
Sobre...
Características
Áreas
Formação
Créditos
Condições de uso
Help

MESSAGE OF THE DAY ?

Atenção:

Se não conseguirem entrar com a vossa senha, devem proceder à sua alteração nas páginas do GEP, <http://gep.ufp.pt>. Senhas que nunca foram mudadas não permitem o acesso.

Notícias recentes:

01 Fevereiro 2006

- as turmas do 2º semestre estão disponíveis. Os docentes devem fechar o acesso a disciplinas que não vão estar em uso.

27 Janeiro 2006

- foram criadas novas áreas; eventuais sugestões, anomalias, e pedidos de fusão de áreas devem ser enviados para ufpuv@ufp.pt

24 Janeiro 2006

- foi alterado o aspecto gráfico. Podem enviar comentários e sugestões para o [blog UFPUV](#)

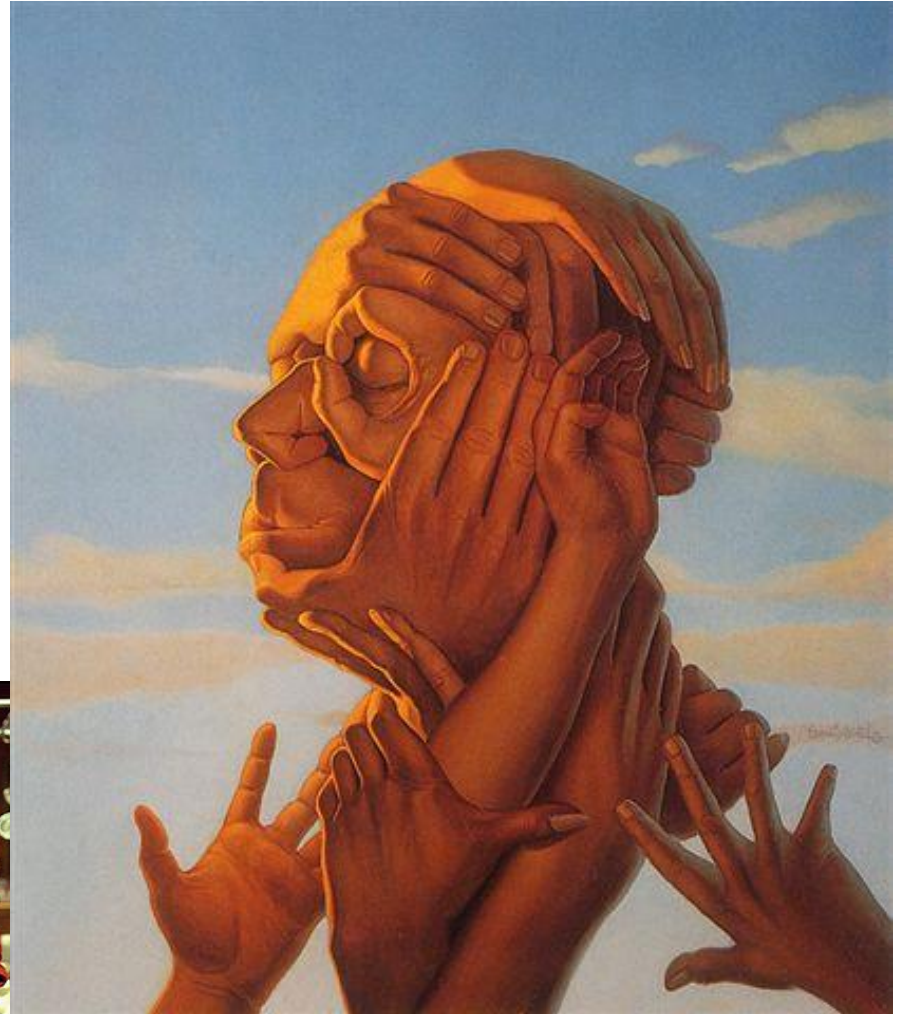
20 Janeiro 2006

- foi alterada a divisão dos apelidos, permitindo uma ordenação mais fácil dos alunos nas listas de inscritos. Por outro lado, poderão ocorrer repetições de nomes.

notícias mais antigas

Sakai (*sakaiproject.org*)

- Collaborative learning platform
- Open software initiative, started in 2004, founded by a number of North American universities
- It is now a foundation that counts with the official support of HP, IBM, and Oracle



Sakai™



UFPUV support

- Presential support restrict to week days from 10h00 to 13h00
- Contact with UFPUV team:
 - using email ufpuv@ufp.pt, regarding functional issues as general questions, proposals and pedagogic issues
 - using email ufpuv-suporte@ufp.pt, regarding operational issues as the platform use and technical support
- Consulting and contribute to the UFPUV blog
<http://ufpuv.blogspot.com/>



The screenshot shows a blog post from 'ufp-uv universidade virtual' dated 'Quinta-feira, Janeiro 05, 2006'. The main title is 'Removida opção de new account na plataforma antiga'. The text explains that from January 5th, the option to create new users on the old platform is removed. It provides instructions for existing users to contact the support team via email at ufpuv-suporte@ufp.pt for access. The post is signed by Luis and has 0 comments. On the right side, there are sections for 'Ligações' (links to the e-learning platform, SAKAL.org, and the new platform) and 'Envios anteriores' (previous posts, including one about the removal of the old account option and the availability of version 2.1).

Elearning and distance education

- Taking a “high high level” bird eye...

The **traditional distinction between** :

- **presential** teaching (face to face),
(area available in the UFPUV platform)
- Blended teaching/learning, ***b-learning***
(area plus a number of additional services in the UFPUV platform—
including bound pedagogic models)
- Distance learning, ***e-learning***
(area plus a number of additional services in the UFPUV platform—
including bound pedagogic models **and** UFPUV monitoring)

Elearning and distance education

- Historically, elearning has several phases :
 - *Computer Based Training*
 - *Learning Management Systems*
 - *Courseware Management Systems*
 - *Collaborative Learning Systems*
(the one that is supported by actual UFPUV technology)
- Within UFPUV context:
 - elearning is web-based (but non-exclusive) and complemented with a pedagogic and monitoring context to bound both the staff and the students

Examples of *elearning* activities

- In traditional teaching
 - Stabilized processes
 - lectures, labs, etc.
 - Knowledge plus use of alternative technology
 - Blackboard, slides, videoprojector, lab equipment, etc.
 - Well known context
 - Traditional face to face interaction
 - Classroom, as a space with defined rules
 - Fixed time periods
 - The school as an interaction space and also as a social space for both students and teachers

Examples of *elearning* activities

- In *elearning*
 - Experimentation processes
 - Use of distance education techniques, intensive use of computer and the Web, new applications and innovative activities
 - Knowledge and use of alternative technologies
 - Integrated systems, digital interaction, contents
 - Context well defined but different
 - Computer mediated interaction
 - Ciberspace as the negotiation space
 - Results based, with well determined goals
 - The knowledge itself as the trigger for interaction and socialization

Examples of *elearning activities*

Associated challenges:

- New activities, new contents
- Relationship between teacher and students
- Relationship between students
- Efforts needed for both content and context:
 - Creation and development
 - Trial and error
 - Support and monitoring
 - Evaluation
- New responsibilities for the student (new ones or just a shift in the most important ones?)
- New skills for the teacher

Examples of *elearning* activities

*Let me see
my email....*



A roadmap for students

- Study contents **BEFORE** their use
- **VERIFY** UFPUV regularly
- **USE** and consult additional references available in teacher/sessions notes
- **PLACE** questions about what has not been understood from your own work
- **DO NOT MAKE** work proposals in the last minute
- **REVIEW** the sessions and their notes
- Search for **HELP** if experienced some difficulty
- **SHARE** in a positive way suggestions with other students and teacher, giving also information about your learning progress

A roadmap for teachers

- Create a context
- Prepare and organize available contents
- Develop activities to take advantage of the content
- Select a small number of services and prepare the use of the platform
- Planning the learning and list the requested results
- Create a plan to monitor student activity (management effort)
- Maintain, give feedback and monitor activity
- Inform, broadcast and promote the sharing in the learning process

UFPUV – current usage numbers

- Around 40% of the UFP teaching staff
 - Half of those have a strong use of the available facilities
- Around 50% of the registered student population
 - Over 2000 students use UFPUV in one or more disciplines
 - From the 2100 disciplines occurrences from a total of +400 disciplines, 25% of them show some level of activity
- Among 20% of the support UFP staff also use the UFPUV platform
 - In some cases, as part of a local CoP programme
- *Overall, 50% of the university population has been covered until now (two years activity, the first has pilot)*

Final remarks

- The Virtual University took its first two years:
 - *Selecting, testing and providing a stable platform*
 - *Promoting within the UFP environment the use of the platform*
 - *Develop a digital culture for the teaching staff*
 - *develop the university approach to virtual university*
 - *Support integration with the university information system*
 - *Support all the university presential teaching*

Final remarks

- New year activity
 - *Pedagogic concerns: promote blearning and elearning offers*
 - *Technological concerns: continue the development of new services for the existing platform*
 - *Administrative concerns: provide a virtual interface with distance learners*
 - *Business concerns: develop a business approach to the virtual university services*