





TDG Project

BRING YOUR OWN DEVICE

FOR REFLECTIVE ENGAGEMENT OF LEARNERS IN DIGITAL CLASSROOM

1st Sharing Session

January 17th, 2014

Prof. Kong Siu Cheung

Department of Mathematics and Information Technology

The Hong Kong Institute of Education









OUR PROJECT AIM

Facing the current technology trend, with the adoption of the BYOD technological model, this TDG project aims to

- explore pedagogical practices that could engage learners in study both inside and outside of classroom at the Institute;
- enhance the competency of HKIEd's academic/teaching staff in teaching with mobile technology and provide students with flexibility in study.









OUR BYOD PROJECT TEAM

Principal Investigators

Prof. KONG Siu Cheung (MIT);

Prof. CHUNG Wai Yee, Joanne (HPE);

Dr. SONG Yanjie ((MIT);

19 INVESTIGATORS FROM 3 FACULTIES

Co-Investigators

Prof. LIM Cher Ping (C&I & LTTC);

Prof. SO Wing Mui, Winnie (SES);

Dr. CHENG Kwok Shing, Gary (MIT);

Mr. CHUI Hin Leung, Mike (MIT);

Dr. CHUNG Ming Yan (HPE);

Dr. MA Wai Wing, Ada (HPE);

Dr. POON Kin Man (MIT);

Dr. WANG Lixun (LML);

Dr. WONG Ka Wai, Gary (MIT);

Dr. TAM Chi Ming (LCS);

Dr. TSE Ka Ho (CLS);

Mr. CHAN Ping Man, Paladin (SES);

Ms. Suzan Elizabeth STAMPER (CLE);

Dr. LI Ping (MIT);

Dr. LI Kai Ming (MIT);

Mr. FOUNG Kin Wai Dennis (CLE);

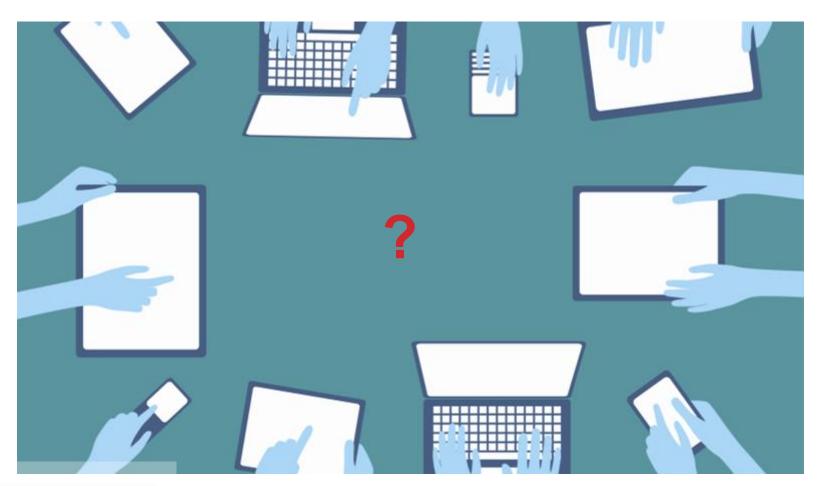








WHAT IS BYOD?









WHAT IS BYOD?

BYOD itself is not pedagogy.

Bring Your Own Device (BYOD) refers to "technology models where students bring a personally owned device to school for the purpose of learning".

Alberta Education (2012). *Bring Your Own Device: A Guide for Schools*. Retrieved from http://education.alberta.ca/admin/technology/research.aspx









THE BYOD PROJECT

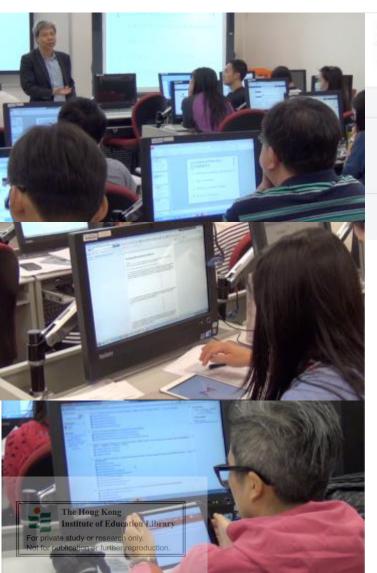
In the 1st semester, 2013-2014, as trial teaching, <u>13</u> <u>classes</u> with the adoption of BYOD were recorded.













Kong to PDPELearning

Please use 50 to 100 words in Chinese or English to state your understanding (or definition) of elearning in school education by Friday morning. Please post this in Edmodo.

Oct 30, 2013 - Q 1 Reply - □ ~



Mr. Ng - Oct 31, 2013

電子學習是數學的一種工具或手段,目的是令學生能自主地參與數學活動,並能提高數學的效 能。電子數學會利用各種的軟件(如數學遊戲、網上討論等)和硬件(如手提電腦裝置、桌面電腦)達 致數學的目的。

Type a reply...

Prof. Kong Siu Cheung: E-Learning in Primary Schools

Learning Environment: A WiFi covered computer lab with desktop computers

Preparing in-service teachers from all backgrounds for writing school-based e-learning plans;

Engaging students: extending discussion & learning from inside classroom to outside classroom;

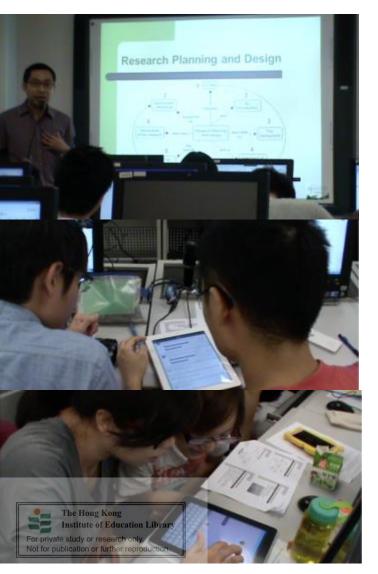
Using **Edmodo** for *communication* with in-service teachers taking the PDP course: for socializing, informative, coordinating, collaborative and inquiry purposes;

Facilitating students to try out e-learning tools introduced in class on their own devices.









Dr. Cheng Kwok Shing, Gary: Honors Project (Qualitative Research Methods)

Learning Environment: A WiFi covered computer lab with desktop computers and with iPads for lending

Preparing students for their final year Honors Project

Using **Edmodo** (polling) for **communication**: getting to know students' progress in their Honors Project;

Visualizing students' Honors Project mindmaps with **MindMeister** on tablets and **sharing** them on **Edmodo**











Dr. Poon Kin Man, Leonard: Web Services Fundamentals

Learning Environment: A WiFi covered computer lab with desktop computers

Designing web services structures for group projects referring to commonly used patterns provided by the teacher

Using **Google Drive** for **accessing references** and for the **constructing** the web service structures collaboratively in groups;

Using **Moodle** for **sharing** one another's constructed structure and **peer assessment** of the designs.











Mr. Chui Hin Leung, Mike: Information Technology in Education

Learning Environment: WiFi covered learning commons on campus

Through special designed class activities with use of mobile technology, this class is designed to make students learn from experience the differences between older and newer modes of learning and to improve students' IT skills

Accessing instructions of class activity using QR Code reader;

Photographing collected puzzles of a page containing differences between older/newer modes of learning with the camera on smartphones and sharing the image to Edmodo;

Creating mind-maps with **Total Recall & Mindjet Maps**;

Accessing shared document on Google Drive and collaboratively adding research results on "collaborative learning vs cooperative learning" to the file for sharing with others.







BYOD IN GENERAL EDUCATION COURSES



Prof. Lim Cher Ping: GE Foundation Course

Making Sense of Facebook, Smartphones, Tablets, WhatsApp and iEverything

Learning Environment: A WiFi covered lecture theatre

Using **Edmodo** for interacting with students in mass lecture, either by asking students to **submit responses** to group, or by **polling**.





BYOD IN GENERAL EDUCATION COURSES





Mr. Chan Ping Man, Paladin: GE Foundation Course Tutorial

Learning Environment: A WiFi covered teaching room

Engaging students to learn innovative and interactive ways to use mobile devices for learning purposes, and enhancing students' awareness to the impacts of ICT on society.

Using **Facebook group** for **communication** and **sharing** course related multimedia resources and group project ideas both in class and out of class;

Using mobile devices, Google Drive, YouTube for accessing, sharing and searching for useful video clips addressing issues covered by the course;

Using **QR Code reader and generator** for **accessing course materials** and **learning** the use of ICT tools;

Using **search engines** for testing research ability and making students reflecting on the credibility of online information.





BYOD IN GENERAL EDUCATION COURSES







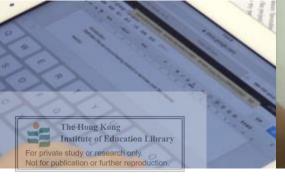
Dr. Song Yanjie: Mobile Technology and Society / The Phenomena of Internet and Digital Cultures

Learning Environment: A WiFi covered general teaching room

Project-based learning: students finish group research outline in the 1st class and conduct data collection and analysis in the second class.

Using **Google Drive** for **constructing** research outline, questionnaire and **QR Code** for **sharing** group outlines with one another;

Using **mobile devices** for **submitting** group work, **accessing** online information and **data analysis**.











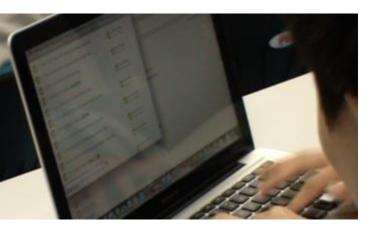




Dr. Tam Chi Ming: Creative Writing

Learning Environment: A WiFi covered general teaching room

Improving students' ability to both write and evaluate poem through collaborative poem composition activity.



Using **Moodle (forum)** as **constructive tool** for students to **write and submit** their lines in groups, of which the product is a poem composed by the whole class.













Dr. Tse Ka Ho: Cantonese and Local Culture

Learning Environment: A WiFi covered general teaching room

Let students learn from practice the written forms for Cantonese phrases and let students understand that Cantonese is not as colloquial as it is believed to be in the common understanding.

Using 中國哲學書電子化計劃 (http://ctext.org/zh) for students to **access** data base and **check** the meanings of Chinese characters that were less frequently used nowadays.









Dr. Wang Lixun: Introduction to Linguistics

Learning Environment: A WiFi covered general teaching room

Using Wikibooks for collaborative learning and Moodle for giving comments on student group presentation;



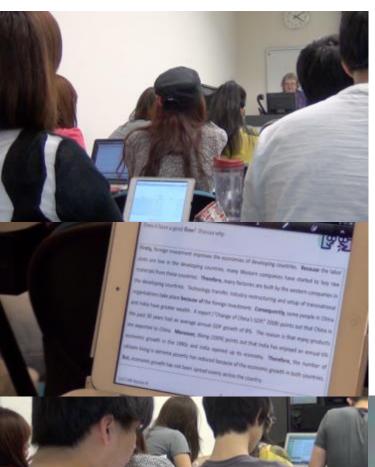
Experiencing ICT tools useful for language learning, e.g. NaturalReader, Google Translate, and **evaluating** the effectiveness of the tools on **Moodle**











The Hong Kong

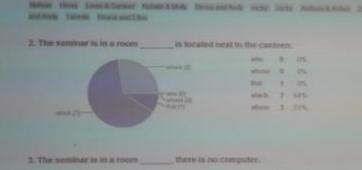
Ms. Suzan Stamper: English for General Academic Purposes

Learning Environment: A WiFi covered general teaching room

Preparing students for thesis writing

Accessing course handouts and making use of **online tools** such as dictionary;

Using **Moodle** and **Google Drive** for in-class writing tasks and exercises.







BYOD IN HEALTH BEHAVIOR AND PROGRAMME PLANNING COURSE







Dr. Ma Wai Wing, Ada: Health Behaviors – Theory and Programme Planning

Learning Environment: A WiFi covered general teaching room

Submitting individual and group **comments** on student group presentations to a shared **Google Drive** Excel document;

Facilitating peer assessment both inside and outside classroom.









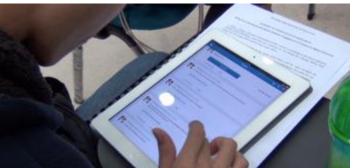
BYOD IN MATHEMATICS COURSE



Dr. Wong Ka Wai, Gary: Understanding Numbers

Learning Environment: A WiFi covered teaching room

Using **Edmodo** for giving **response**s to questions posted by tutor;



Submitting solutions to math problems and completing quizzes on **Edmodo**.









PEDAGOGY, AFFORDANCES & BYOD SAMPLES





A PROFESSIONAL DEVELOPMENT COURSE SUPPORTED BY EDMODO











THANK YOU!