Erasmus+ CBHE Project CHAIN – 101082963

Cooperation for Holistic Agriculture Innovation Nests in Sub-Saharan Africa

Seminar
on e-learning and use of digital tools in teaching and learning

Friday 15.11.2024 10:00 CET

1. Presentation of new e learning tools.
2. Exchange about possibilities and lessons learned.

Tuesday 10.12.2024 10:00 CET

1. Moodle as an effective platform for e-learning courses and materials preparation.
2. Microlearning as a modern method of education in the digital world.

Zoom link for the online meetings:

https://hswt.zoom.us/j/3827950878?omn=98222778397

Meeting-ID: 382 795 0878
Kenncode: 11111

Please check before the CET time!

Trainer:
Iasi University of Life Sciences

Co-funded by the European Union

Contact:
Dr. Bernd Müller
Weihenstephan-Triesdorf University of Applied Sciences
bernd.mueller@hswt.de

Seminar 15.11.2024- Pictures + Participant List

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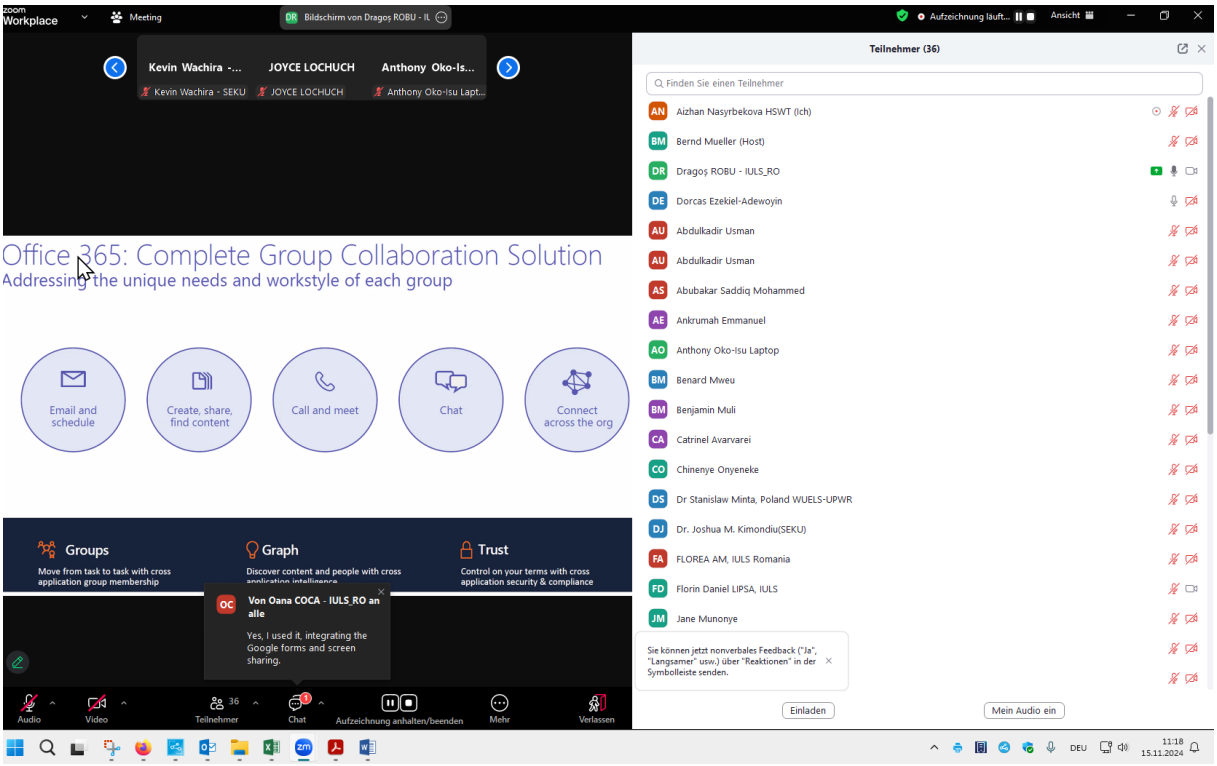
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Office 365: Complete Group Collaboration Solution
Addressing the unique needs and workstyle of each group
Email and schedule
Create, share, find content
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Connect across the org
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Move from task to task with cross application group membership
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Control on your terms with cross application security & compliance
Von Oana COCA - IULS_RO an alle
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Teilnehmer
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Aufzeichnung anhalten/beenden
Mehr
Verlassen
Teilnehmer (36)
Finden Sie einen Teilnehmer
Aizhan Nasyrbekova HSWT (Ich)
Bernd Mueller (Host)
Dragoș ROBU - IULS_RO
Dorcas Ezekiel-Adewoyin
Abdulkadir Usman
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Ankrumah Emmanuel
Anthony Oko-Isu Laptop
Benard Mweu
Benjamin Muli
Catrinel Avarvarei
Chinenye Onyeneke
Dr Stanislaw Minta, Poland WUELS-UPWR
Dr. Joshua M. Kimondiu(SEKU)
FLOREA AM, IULS Romania
Florin Daniel LIPSA, IULS
Jane Munonye
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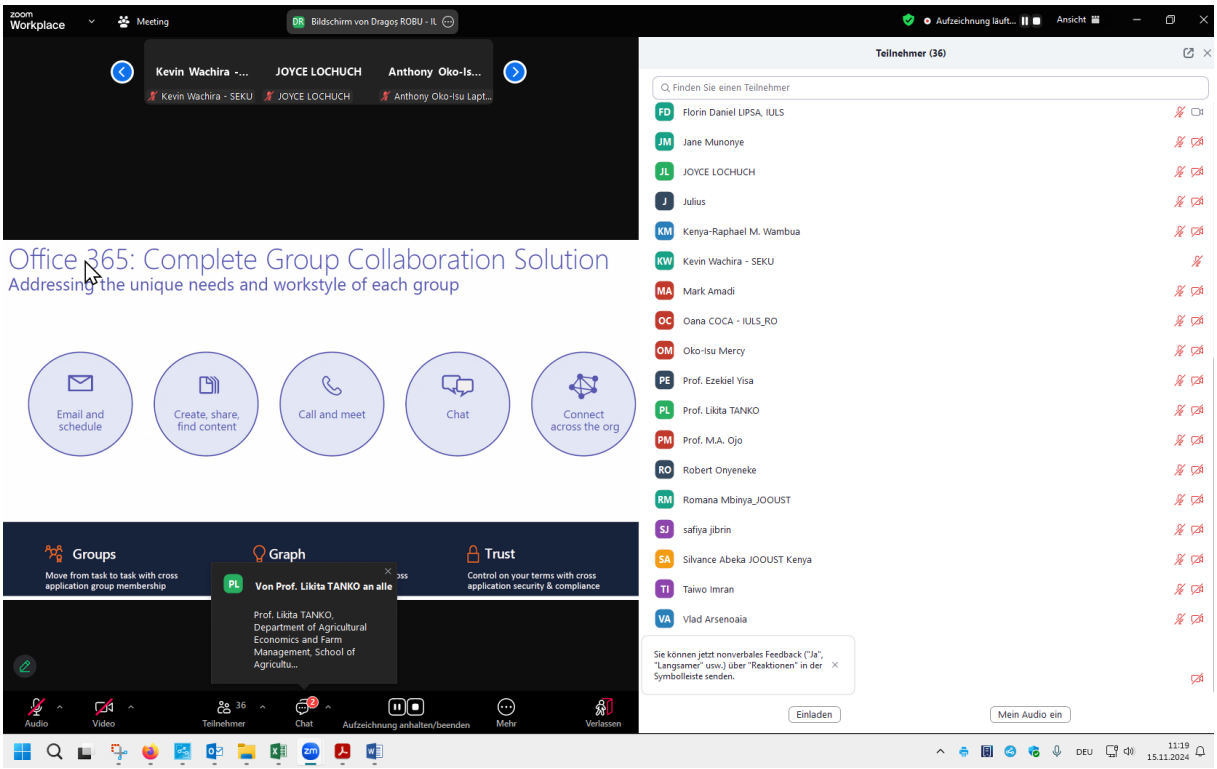
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Von Prof. Likita TANKO an alle
Prof. Likita TANKO, Department of Agricultural Economics and Farm Management, School of Agricultu...
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Prof. Likita TANKO
Prof. M.A. Ojo
Robert Onyeneke
Romana Mbinya_JOOUST
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Silvance Abeka JOOUST Kenya
Taiwo Imran
Vlad Arsenoaia
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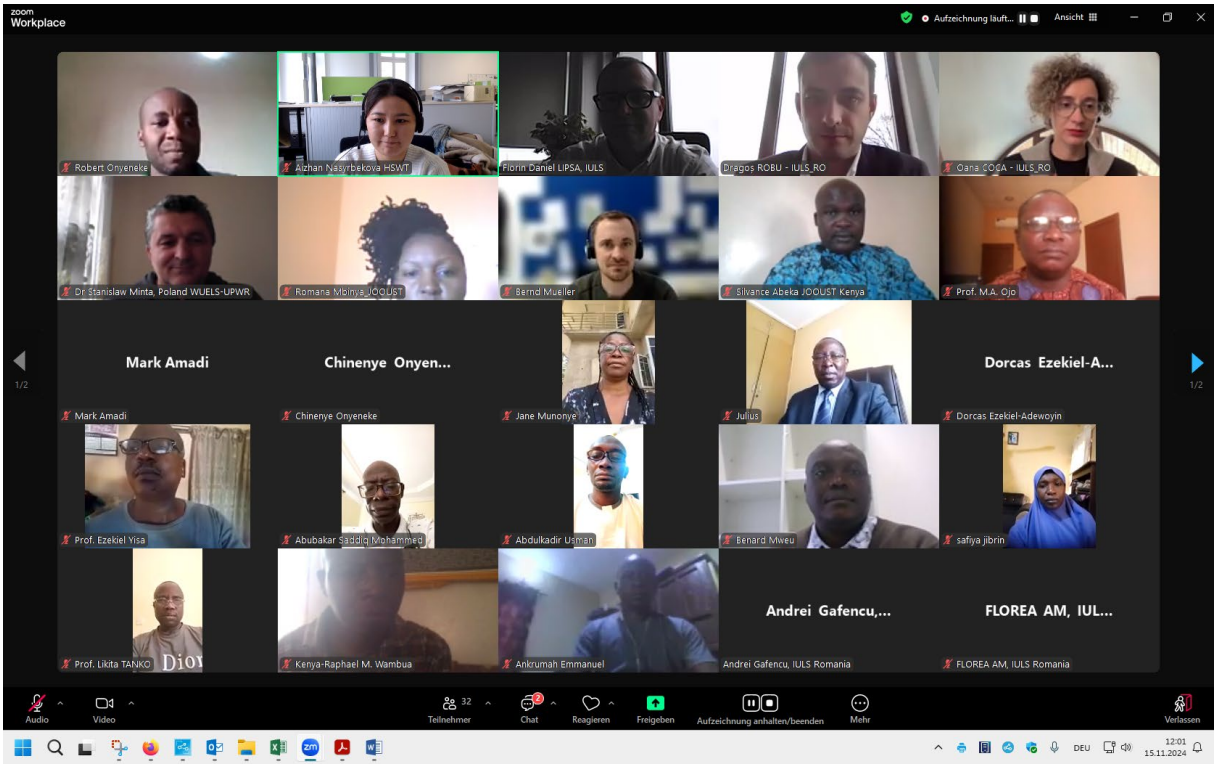
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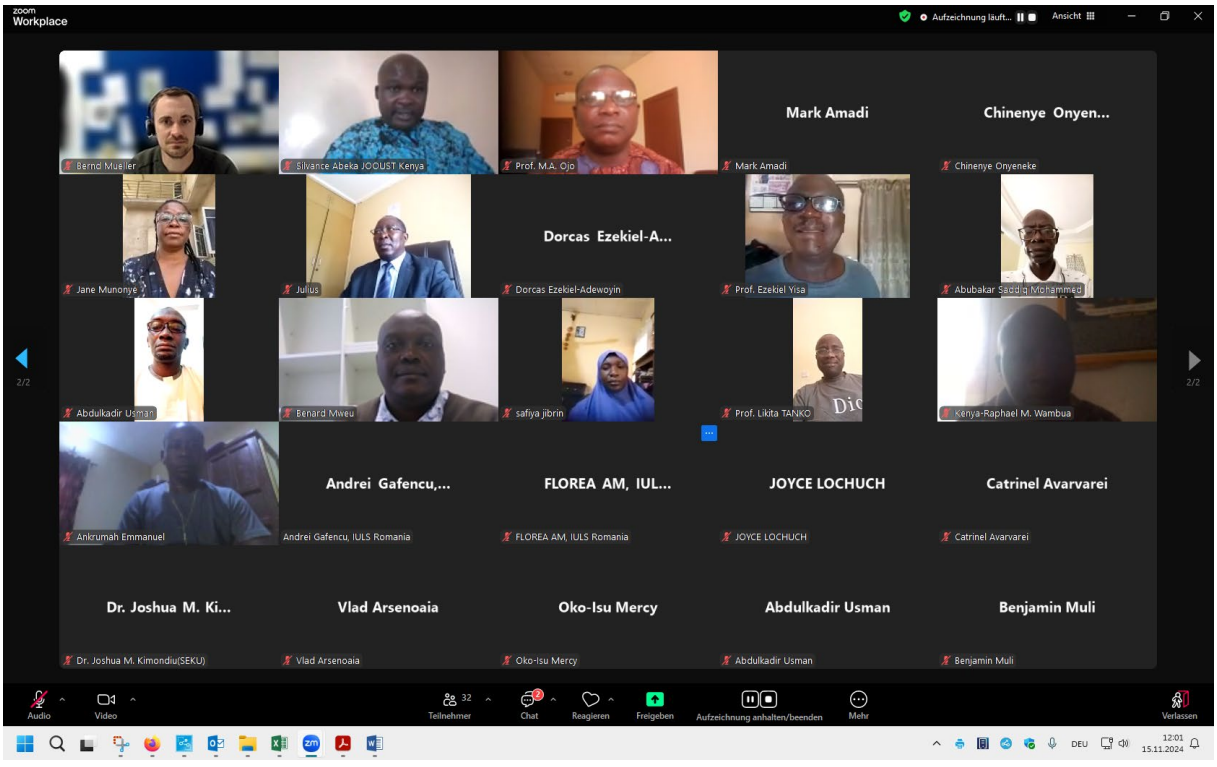
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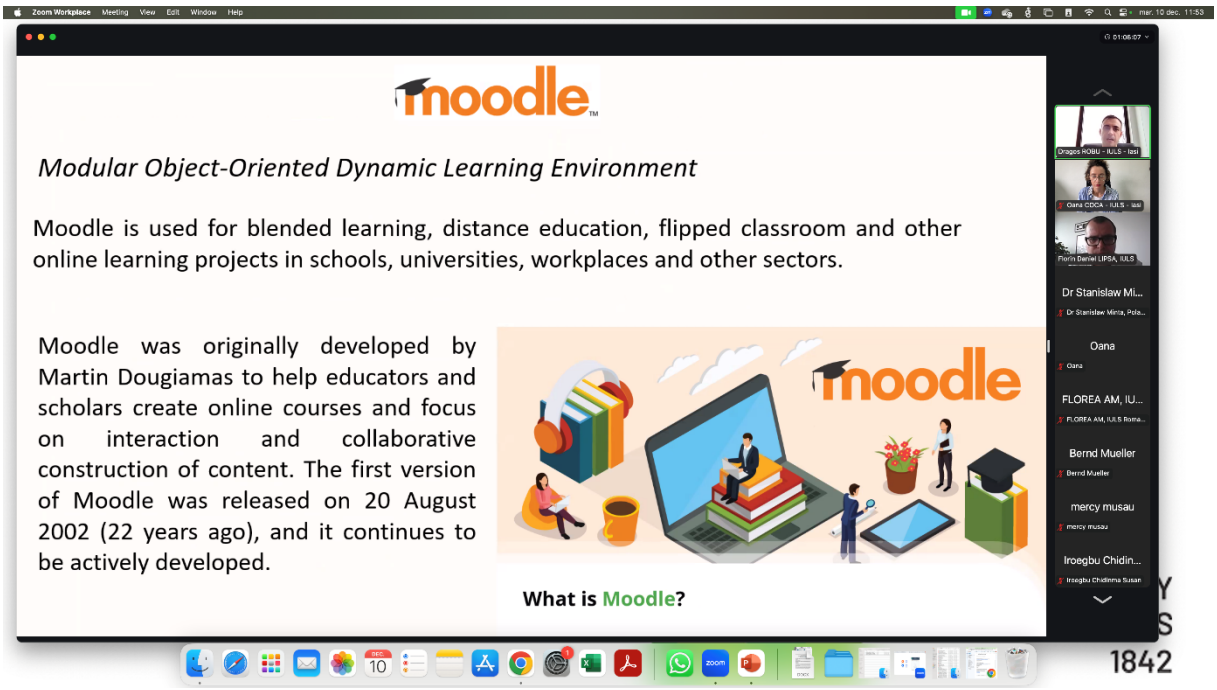


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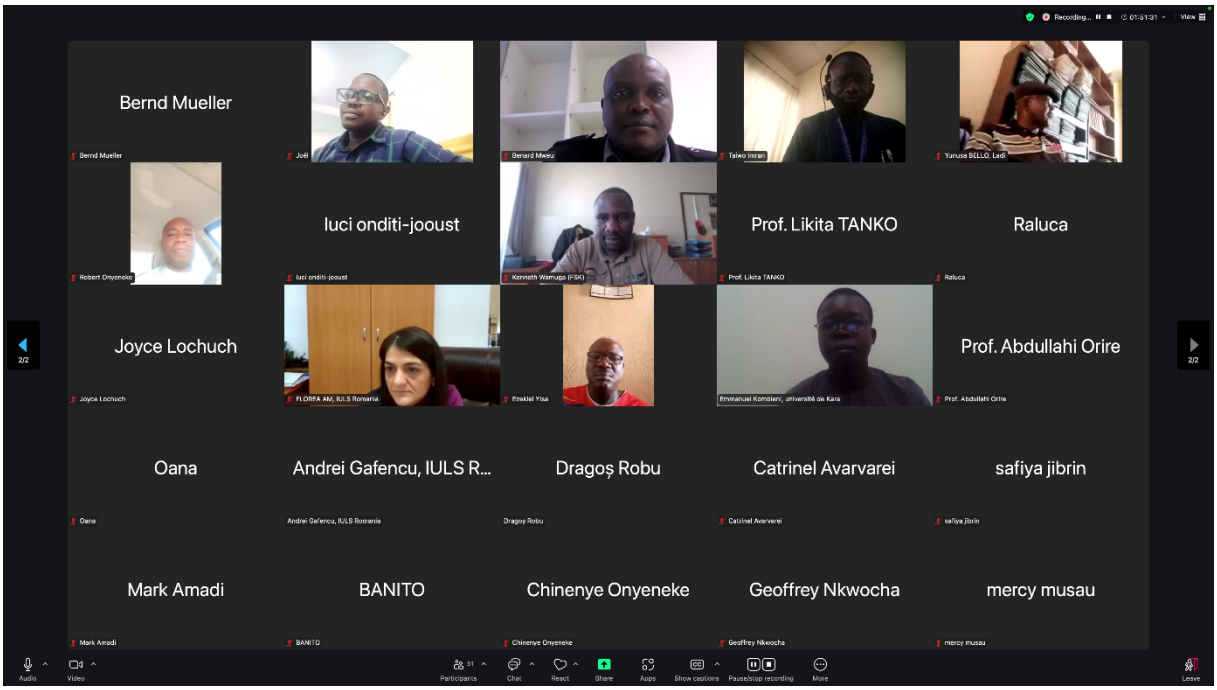
Moodle as an effective platform for e-learning courses and materials preparation
THANK YOU!
10 December 2024
Lecturer Alexandru – Dragoș ROBU
Iași University of Life Sciences, România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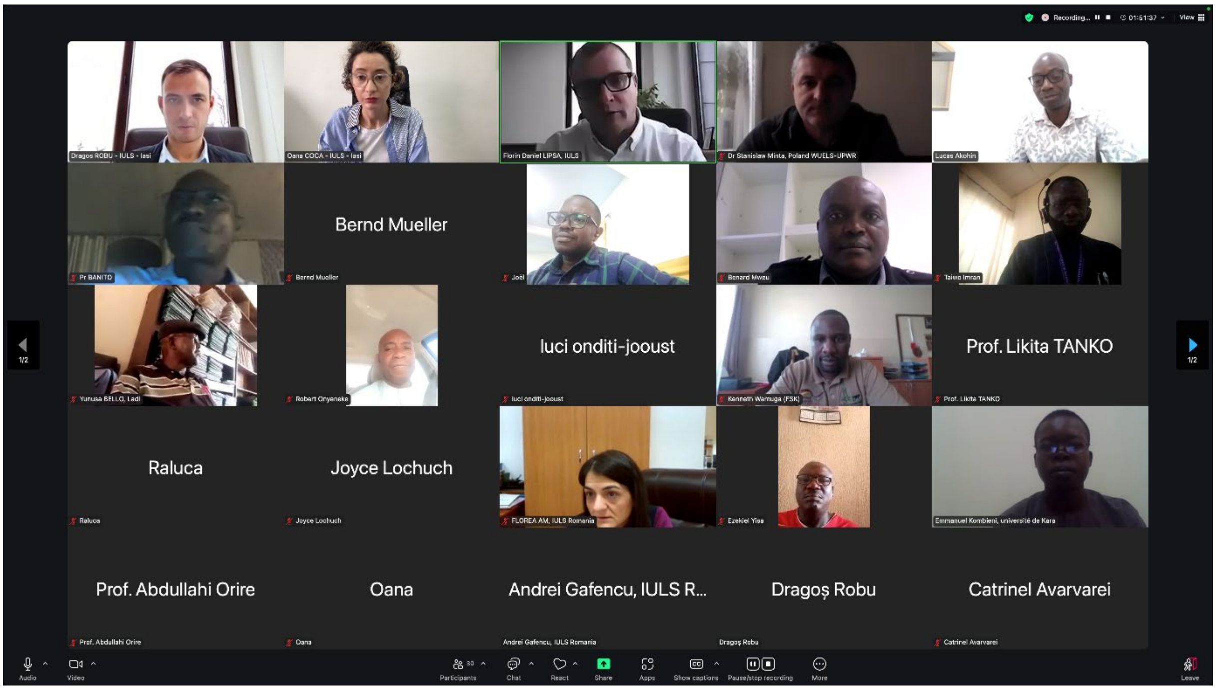
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Cooperation for Holistic Agriculture Innovation Nests in Sub - Saharan Africa

Microlearning as a modern method of education in the digital world

10 December 2024

PHD LECTURER OANA COCA

IULS- ROMANIA

Overview of various methods of education in the digital world:

1.ONLINE LEARNING (E-LEARNING):

DEFINITION: education delivered through the internet using various online platforms.

Types:

- Synchronous Learning: Participants engage in learning at the same time (e.g., live webinars, virtual classrooms).
- Asynchronous Learning: Students access materials at their convenience (e.g., pre-recorded lectures, discussion forums).

PLATFORMS: Learning Management Systems (Lms) like Zoom, Teams, Moodle, Google Classroom Or Commercial Platforms Like Coursera, Edx, And Udemy.

ADVANTAGES:

- flexible scheduling
- wide variety of courses and subjects
- accessibility from anywhere with internet access

Overview of various methods of education in the digital world:

2. BLENDED LEARNING:

DEFINITION: a combination of traditional face-to-face instruction and online learning.

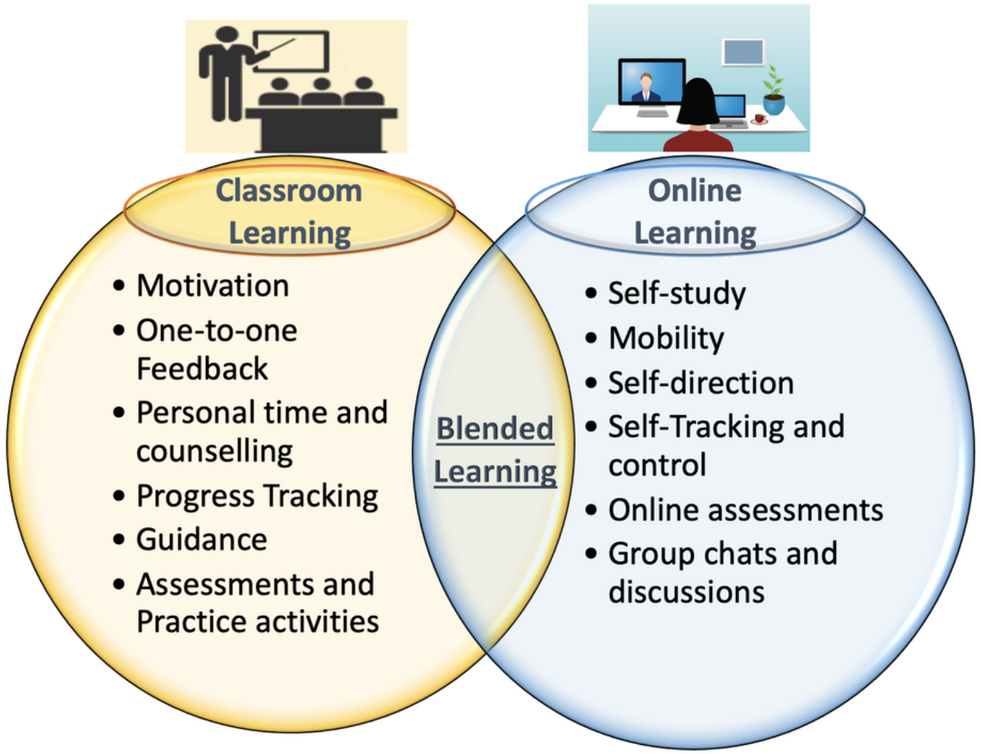
Models of blended learning:

- Rotation Model: Students rotate between online and in-person learning.
- Flex Model: Online learning as the primary mode, with face-to-face support as needed.
- Enriched Virtual Model: Students complete most coursework online but attend in-person sessions periodically.

- **Examples:** Universities using Google Classroom for assignments while holding weekly classes for discussions and hands-on activities.

Advantages:

- the benefits of both personal interaction and digital resources
- enhanced engagement through varied teaching methods



Overview of various methods of education in the digital world:

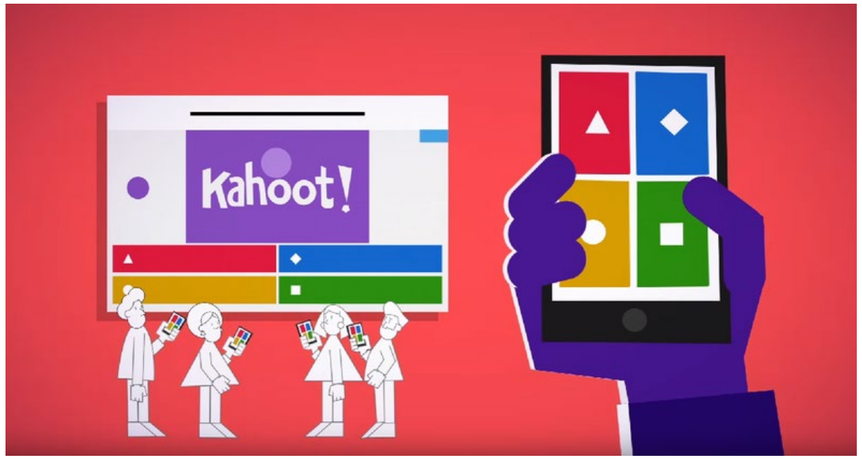
3. Flipped Classroom

- **Definition:**
- A teaching model where traditional lecture and homework elements are reversed.
- **Process:**
- Preparation Phase: Teachers assign videos or readings for students to review at home.
- Class Time: Students engage in discussions, group work, and activities during class.
- **Benefits:**
- Teachers can provide immediate feedback during hands-on practice.
- It supports diverse learning styles by allowing students to learn at their own pace beforehand.
- **Example: Crop Science Course**
- *Pre-Class Work:*Students watch videos demonstrating modern crop management practices, read scientific articles on recent advancements in crop breeding, and review case studies of successful crop management programs.
- *In-Class Activities:*
  - Discussion and Q&A: Engage students in group discussions to analyze various crop management techniques and their applicability to local conditions.
  - Guest Lectures: Invite industry experts to discuss recent trends in agriculture, followed by Q&A sessions to deepen understanding.

Overview of various methods of education in the digital world:

4. Gamification

- **Definition:**
- Applying game design principles to educational contexts to enhance engagement.
  - **Game Elements:**
- Points, rewards, levels, progress tracking, challenges, and competition.
  - **Applications:**
- Gamification can be used in both classroom and corporate training settings to enhance engagement.
  - **Advantages:**
- Makes learning fun and motivating
- Encourages competition and collaboration among learners
  - **Examples:**
- **Kahoot!** is a popular game-based learning platform where teachers can create quizzes that engage students in a fun and competitive environment.
- Companies and universities that use gamified training modules to improve staff/ student onboarding and retention of training content.



Overview of various methods of education in the digital world:

5. Social Learning:

- **Definition:**
- Learning that occurs through social interaction and collaboration.
  - **Platforms:**
- Social media (Linkedin, ResearchGate), discussion forums, or group projects.
  - **Mechanisms:**
- Learning occurs through collaboration, discussion, and peer feedback, often facilitated by digital platforms.
  - **Importance:**
- Helps to build a sense of community and encourages collective knowledge creation.
- Enhances communication skills
- Builds community among learners
  - **Examples:**
  - Online forums like Reddit or specialized platforms for professional learning (e.g., ResearchGate for academics).
  - Collaborative projects using tools like Google Docs to allow multiple users to contribute simultaneously.

Overview of various methods of education in the digital world:

6. Microlearning:

Some brief information first:

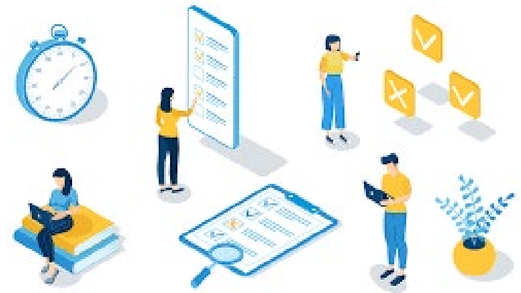
- **Definition:**
- Education delivered in small, focused segments that can be completed in a short time.
- **Format:**
- Can include videos, infographics, quizzes, and short articles.
- **Advantages:**
- Increases retention and recall
- Flexible and accessible on-the-go
- **Key Components:**
- Short Learning Interventions: Content is focused on achieving a specific learning goal.
- Variety of Formats: Videos, podcasts, interactive modules, and downloadable resources.
- Execution: Microlearning can be integrated into daily work routines, with short bursts of training provided as needed.
- **Examples:**
- Mobile apps like Duolingo for language learning using quick, daily exercises.
- Corporate training programs offering quick refreshers via mobile platforms.

MICROLEARNING: a modern method of education in the digital world

INTRODUCTION

- Microlearning is an innovative instructional strategy that involves delivering educational content in **small, digestible units.**
- This method is increasingly used in a digital context and is highly relevant for educators working in diverse environments.
- This presentation explores the **principles, advantages, and implementation of microlearning,** tailored to the unique challenges and opportunities faced by modern educators.

1. Understanding Microlearning



Definition:

- Microlearning refers to **short, focused segments of learning** typically centered around a **specific learning outcome.**
- Each segment can range from a few seconds to about **10 minutes in length.**

Key Characteristics:

- **Bite-sized content**
- **Easily accessible anytime and anywhere**
- **Engaging formats (videos, quizzes, infographics)**

EXAMPLES IN AGRICULTURAL EDUCATION:

1. Bite-sized content

- A 2-minute video tutorial on the best practices for planting tomatoes, breaking down key steps such as soil preparation, spacing, and watering.

2. Easily accessible anytime and anywhere

- An interactive mobile app that allows farmers to access a library of 10-minute audio clips on various agriculture topics, which can be downloaded for offline listening, enabling access while working in the field.

3. Engaging formats (videos, quizzes, infographics)

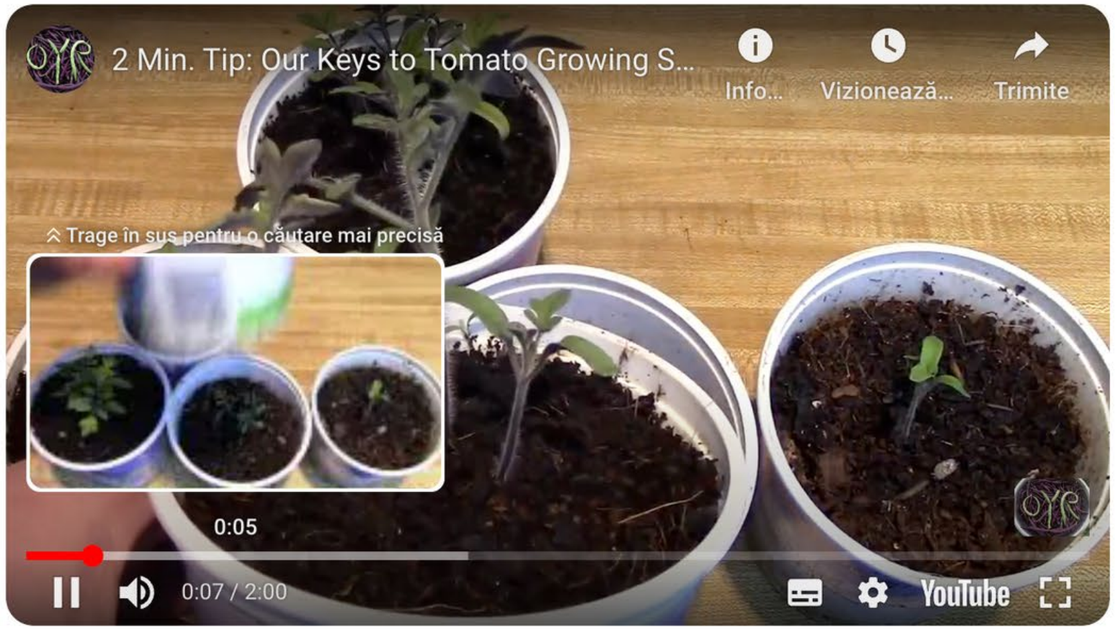
- A dynamic infographic that illustrates the lifecycle of a crop, using visually engaging elements and brief descriptions to make the information easy to understand and remember.

A 2-minute video tutorial on the best practices for planting tomatoes

2 Min. Tip: Our Keys to Tomato Growing Success

YouTube · OYR Frugal & Sustainable Organic Gard... · 10 mai 2015

YouTube

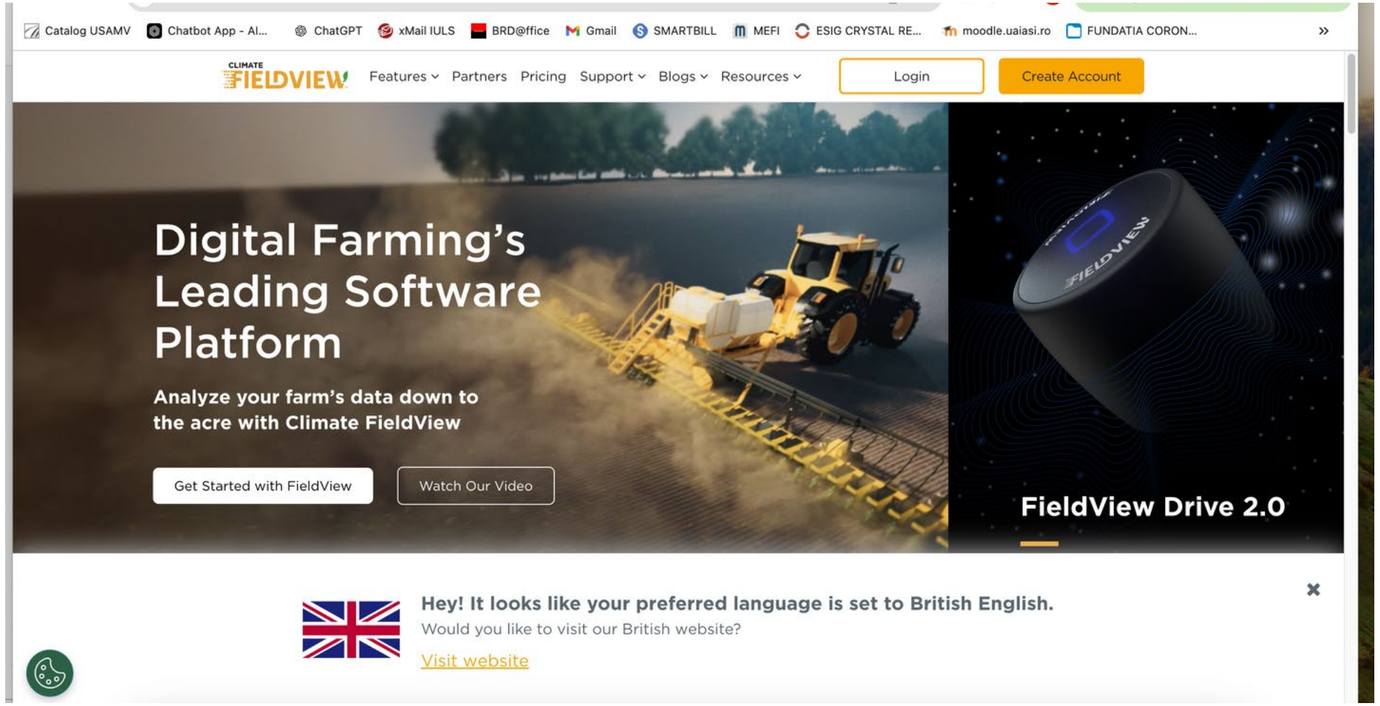


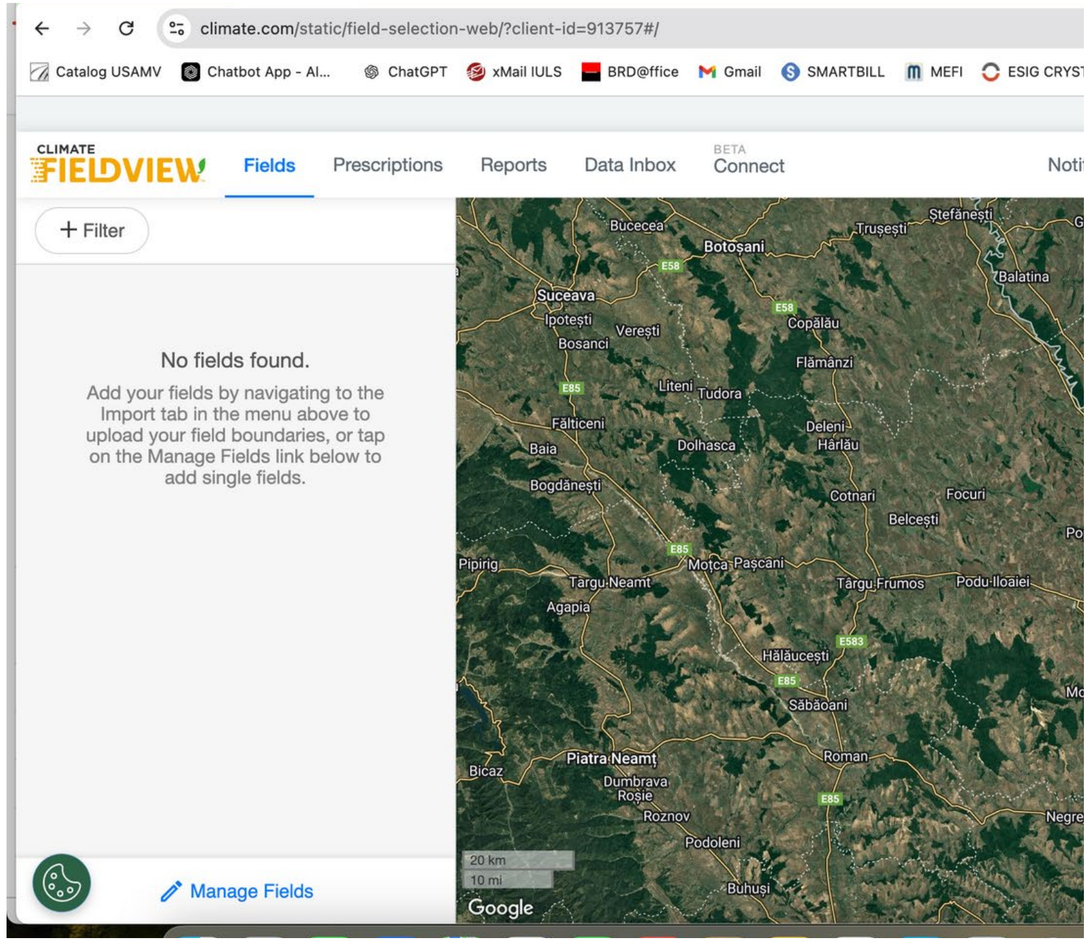
În acest videoclip

Subiecte conexe

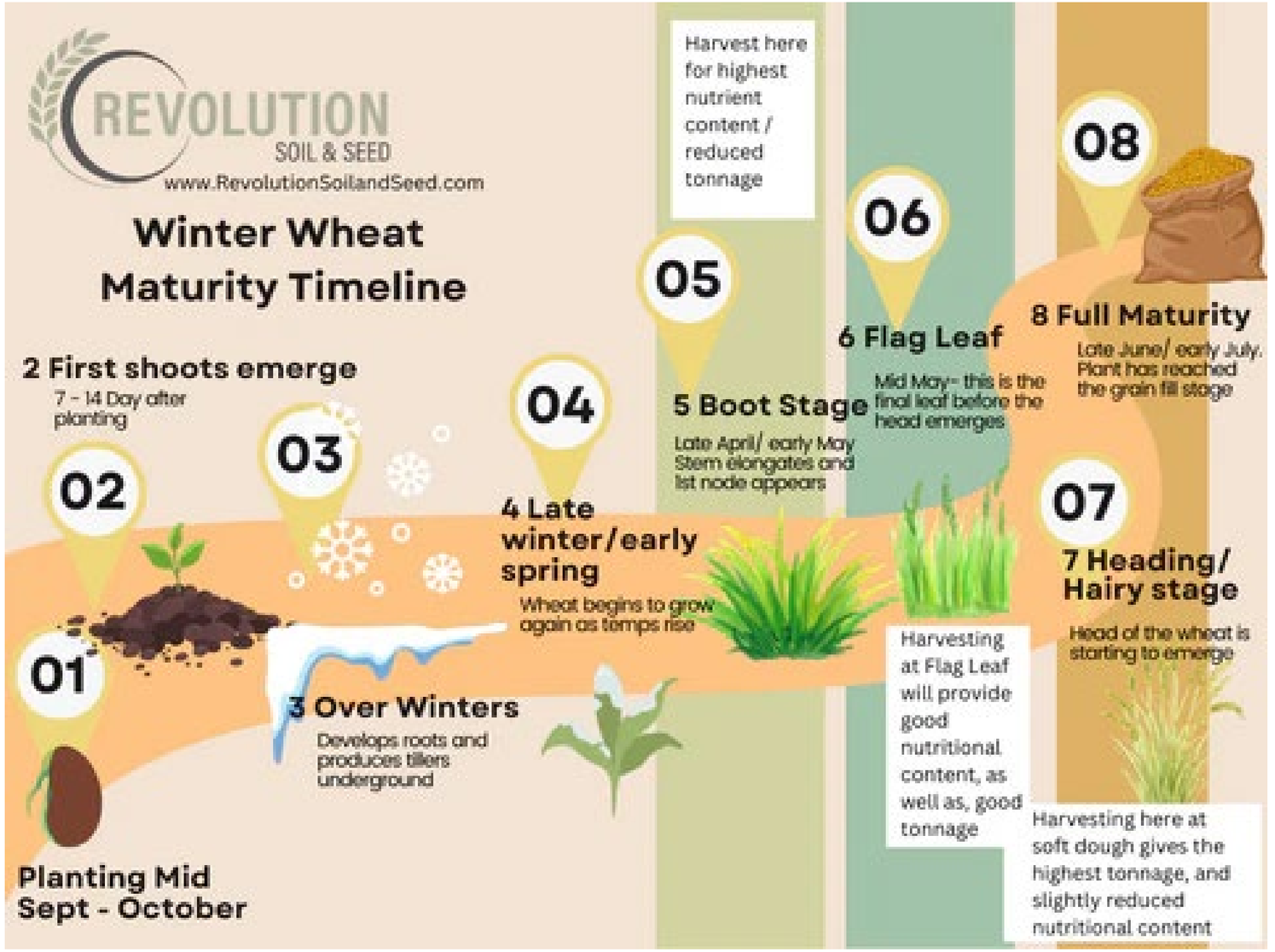
- Tomato plant
- How to grow tomatoes in the ground

An interactive mobile app that allows farmers to access a library of 10-minute audio clips





A dynamic infographic that illustrates the lifecycle of wheat



2. “Chunked” learning is easier for the brain to process (Psyh. George Miller)

- **George Miller,** the well-known cognitive psychologist, predicted in the 1950s that **our short-term memory** is limited for the most part to holding **seven pieces of information, plus or minus two.**

- He introduced the concept of **chunking whereby**, when you group data, you can improve the amount of information you remember.

- This has occasionally been referred to as **Miller's law.**

"THE NUMBER SEVEN, PLUS OR MINUS TWO: SOME LIMITS ON OUR CAPACITY FOR PROCESSING INFORMATION"

ABSTRACT

A variety of researches are examined from the standpoint of information theory. It is shown that the unaided observer is severely l**imited in terms of the amount of information** he can receive, process, and remember. However, it is shown that **by the use of various techniques, e.g., use of several stimulus dimensions, recoding, and various memory aids devices, this informational bottleneck can be broken.**

Citation

Miller, G. A. (1956). The magical number seven, plus or minus two: Some limits on our capacity for processing information. Psychological Review, 63(2), 81–97. https://doi.org/10.1037/h0043158

3. The Importance of Microlearning in the Digital Era

- **CATERING TO DIGITAL NATIVES**:

Today's learners are familiar with digital technology, making microlearning a natural fit for their habits and preferences.

- **Enhanced Retention:**

Studies show that shorter bursts of information can improve retention rates, leading to better learning outcomes.

- **Flexibility:**

Learners can engage with material at their own pace, allowing for personalization that caters to individual needs.

Advantages of Microlearning

- **Accessibility:**

Microlessons can be accessed via mobile devices, increasing reach in areas where traditional education resources may be limited.

- **Cost-Effectiveness:**

Developing microlearning resources can be less expensive than traditional training programs, making education more scalable.

- **Cultural Relevance:**

Educational content can be customized to reflect the local context or specific industry needs, making it more relatable and effective.

- **Rapid Implementation:**

Microlearning allows educators to quickly adapt to changes and updates in information, keeping content current and relevant.

3. Implementing Microlearning in Agricultural Education

- **1. Content Development:**

Focus on specific agricultural practices or concepts, such as a series of videos about sustainable farming methods, each lasting 2-5 minutes.

- **2. Utilizing Technology:**

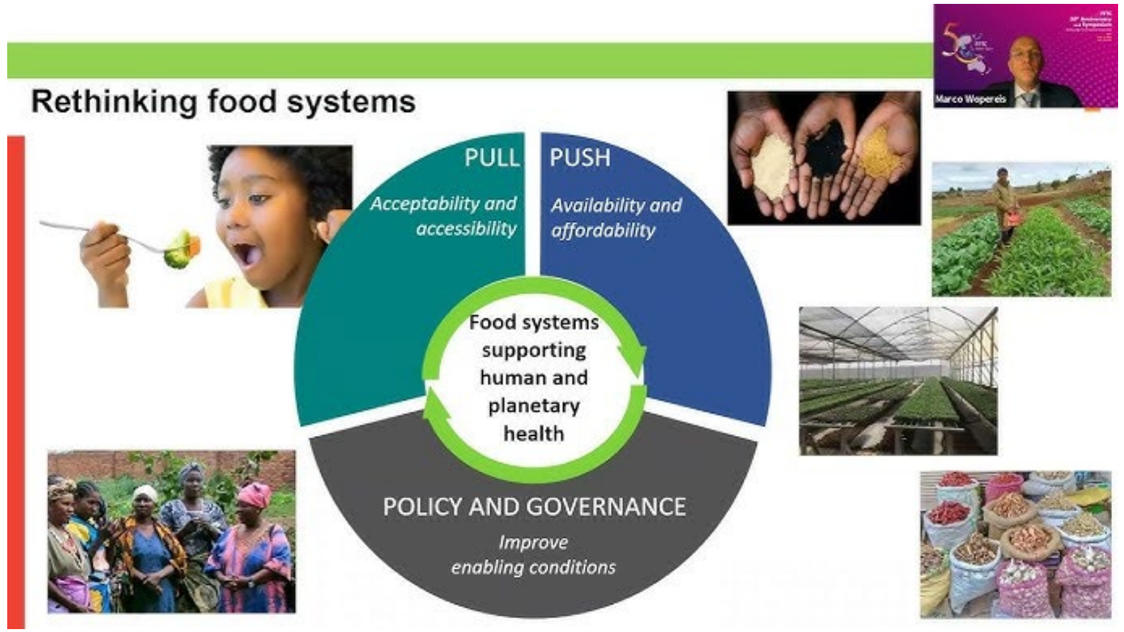
Leverage popular platforms to share microlearning content widely.

- **3. Interactive Elements**:

Incorporate quizzes or discussion prompts after each microlesson to enhance engagement and retention.

- **4. Peer Learning:**

Encourage learners to create and share their own microlearning materials, promoting collaboration and knowledge sharing.



4. Challenges and Solutions

- **Digital Divide:**

While technology is widely used, access can be inconsistent. Solutions include downloading content for offline access or utilizing local resources with internet access.

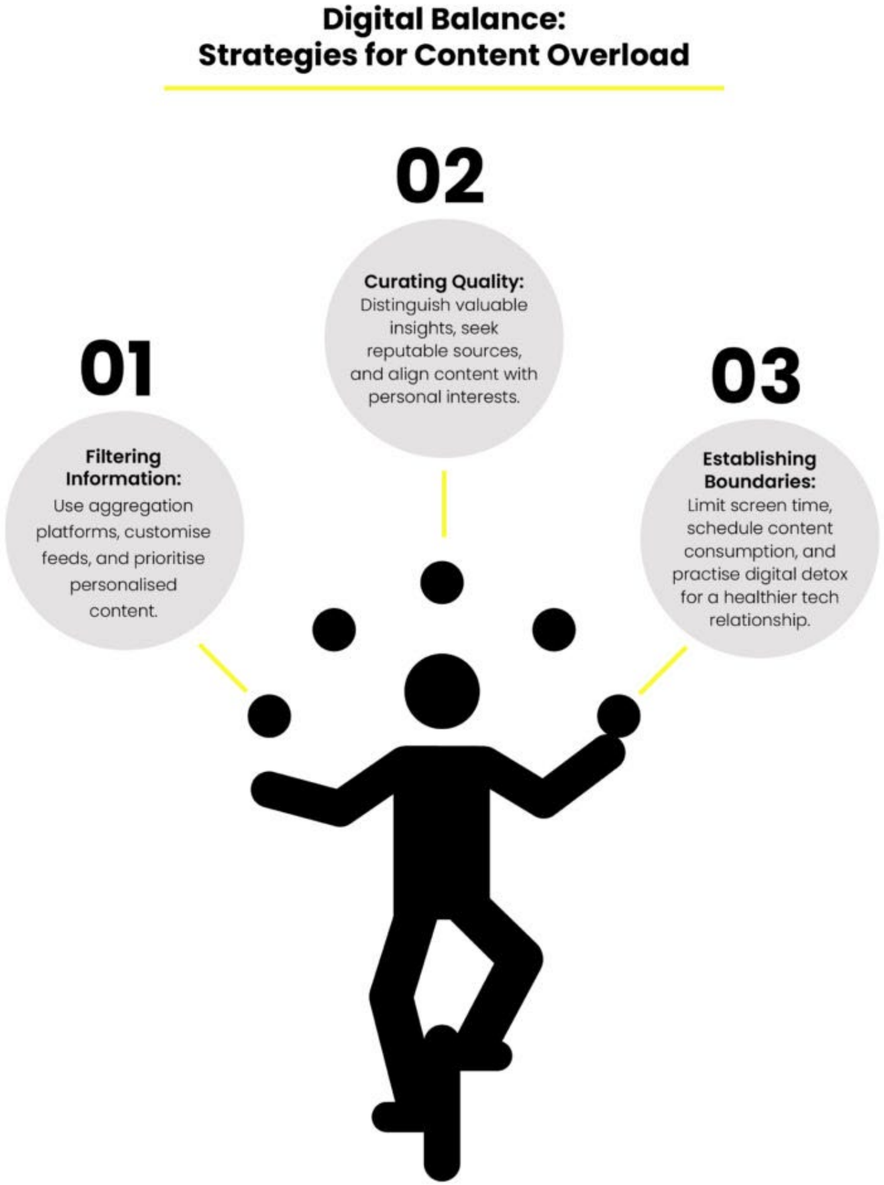
- **Content Overload:**

With so much information available online, it's important to curate quality content that addresses specific needs rather than overwhelming learners.

Use tools like learning management systems (LMS - Teams, Moodle) to organize and present content effectively.

- **Engagement:**

Keeping learners motivated in brief sessions can be a challenge. Incorporate **gamification elements**, such as badges or leaderboards, to make learning more engaging.



5. Examples of microlearning applications: rural economics and agripreneurship

1. Mobile learning modules

- Content: Short videos or infographics on key topics such as crop rotation, pest management, and organic farming practices.
- Example: Use of mobile apps like "iAgri" where users can watch quick tutorials on improving crop yields or reducing soil erosion, allowing farmers to implement these practices immediately.

2. Bite-Sized Training Sessions

- Content: Webinars or audio snippets focused on business skills for agripreneurs, like financial planning, marketing strategies, or supply chain management.
- Example: A series of 5-minute podcasts that discuss how to develop a business plan for a small farm, emphasizing practical steps that entrepreneurs can take.

3. Social Media Campaigns

- Content: Engaging posts and short videos shared on platforms like WhatsApp, Facebook, or Instagram that provide quick tips and tricks for effective farming or agribusiness practices.
- Example: A campaign promoting best practices for starting a micro-dairy farm, with weekly posts on animal care, marketing dairy products, and managing finances.

4. Interactive Quizzes and Games

- Content: Online quizzes and simulations that allow users to test their knowledge on agronomy, weather patterns, and market trends.
- Example: An interactive quiz titled "What Type of Crop Should You Grow?" that helps farmers evaluate soil health, climate conditions, and market demand to select the best crops for their area.

5. Examples of microlearning applications: rural economics and agripreneurship

5. Peer-to-peer learning platforms

- Content: Forums or group chats where agripreneurs can share challenges and solutions, enhancing collective knowledge.
- Example: Platforms like "Farmers' Hub" where users can post questions or share their success stories on topics like starting a community-supported agriculture (CSA) program or greenhouse management.

6. Short Case Studies

- Content: Brief, focused case studies on successful agripreneurship initiatives, showcasing approaches to overcoming local challenges.
- Example: A microlearning case study about a rural entrepreneur who successfully diversified their income by establishing an agro-tourism venture, detailing the steps taken and lessons learned.

7. How-To Guides

- Content: Quick-reference guides or checklists that outline step-by-step procedures for specific tasks related to agriculture and business.
- Example: A microlearning guide on "How to Set Up an Irrigation System," featuring diagrams, material lists, and maintenance tips.

8. Community Workshops

- Content: Local workshops that provide hands-on experiences, supported by short tutorials or online resources for additional study.
- Example: A local organization hosts a series of micro-sessions on sustainable farming techniques, supplemented by videos and resources accessible via a mobile platform.

6. Conclusions and future trends in Microlearning

CONCLUSIONS

- Microlearning represents an effective educational strategy that can address the diverse needs of modern learners.
- By providing bite-sized, relevant content that can be accessed on-demand, educators can **empower students with the skills and knowledge necessary for success** in various fields, including agriculture.
- This approach aligns with the digital world we live in and respects diverse cultural and educational landscapes.

Future Trends in Microlearning

- **Artificial Intelligence:** The integration of AI can personalize learning experiences and recommend microlearning modules based on individual progress and preferences.
- **Social Learning:** Emphasizing community engagement through forums or social media can enhance the learning experience and foster collaboration.

Albert Einstein:

- *Any intelligent fool can make things bigger, more complex, and more violent. It takes a touch of **genius** — and a lot of **courage** — **to move in the opposite direction.***

- ***FR:** Tout idiot intelligent peut rendre les choses plus grandes, plus complexes et plus violentes. Il faut une touche de **génie** — et beaucoup de **courage** — **pour aller dans la direction opposée.***

GOOD LUCK! BONNE CHANCE!

THANK YOU!

PHD LECTURER OANA COCA

IASI UNIVERSITY
of LIFE SCIENCES
1842

Microsoft Teams® Platform: an efficient solution for teaching and knowledge sharing

Cooperation for Holistic Agriculture Innovation Nests in Sub-Saharan Africa

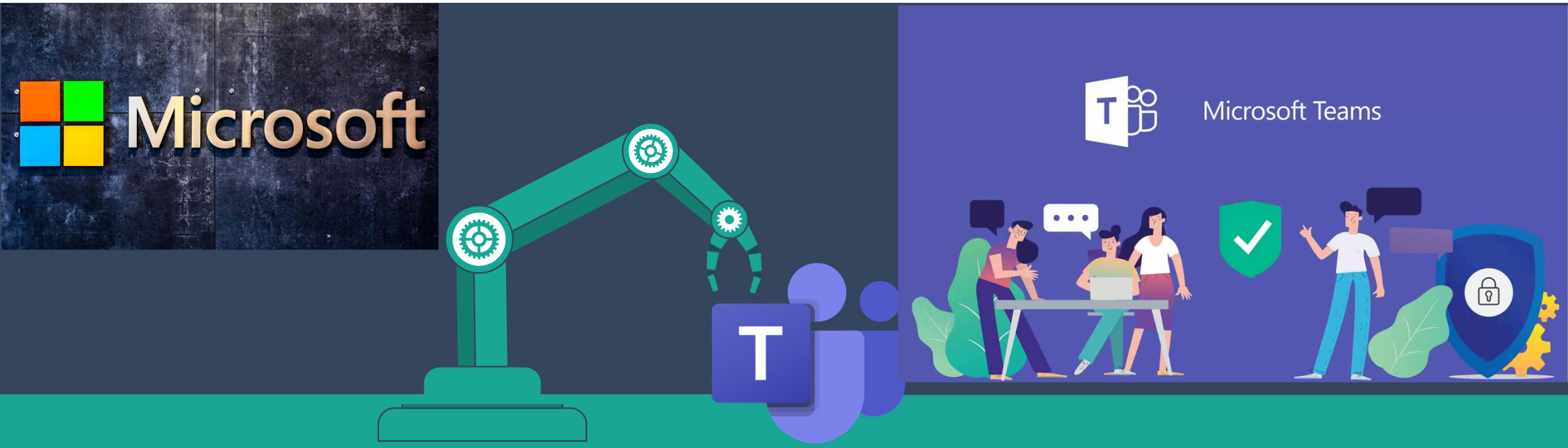
Lecturer Ph.D Alexandru – Dragoș ROBU
Iași University of Life Sciences, România

About the author

Lecturer PhD – Faculty of *Agriculture* – *Agroeconomy* Department since 2011

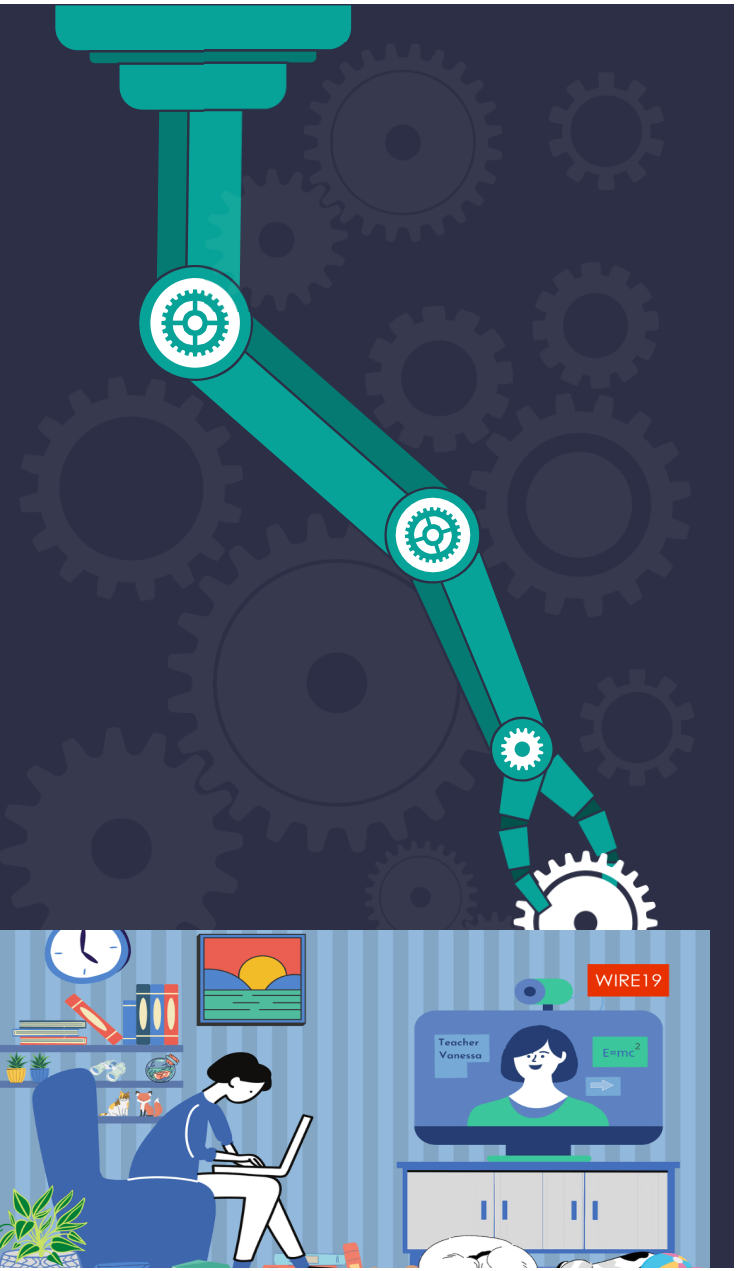
Teaching courses & seminars including:

- Project Management;
- Businesses Planning and Management;
- General Management;
- Human Resources Management;
- Agricultural Common Policies;
- Regional Policies and Instruments.



Microsoft Teams is a team collaboration application developed by Microsoft as part of the Microsoft 365 family of products, offering workspace chat and video conferencing, file storage, and integration of proprietary and third-party applications and services.

Developed by Microsoft, Teams is one of the main Distance Learning Methods and collaboration Tool nowadays



Agenda

01 **The Emergence and Importance of Distance Learning Methods in Higher Education**

Concept of distance learning, highlighting its history, from correspondence courses to modern digital platforms.

02 **Origins in correspondence courses (19th century), evolution to TV and radio education, shift to online platforms.**

The role of digital technology in education (1990s and 2000s) as the internet significantly broadened access.

03 **The Role of Microsoft Teams in Higher Education**

Ease of organizing classes (team organization, access to materials) /
Collaborative features (chat, video conferencing, shared documents) /
Advantages for assessment and progress tracking (assignments, quick feedback)

04 **The Future of Distance Education**

Predictions for how distance education will evolve
The role of artificial intelligence and virtual reality in education

The Emergence and Importance of Distance Learning Methods in Higher Education

Distance learning, also known as remote or online education, has transformed the traditional approach to teaching and learning. The concept dates back to correspondence courses in the 19th century, which allowed students in remote areas to receive education through *mail*. Over time, technological advancements such as *radio* and *television* enabled broader access to education beyond the physical classroom.

In recent decades, the internet has revolutionized distance learning, giving rise to interactive online platforms that enable real-time engagement and collaboration. Today, distance learning is more than a convenient alternative; it is an essential part of modern education, particularly in higher education, where accessibility and flexibility are paramount.

History of Distance Learning

19th Century

Distance learning started with correspondence courses, allowing learners to study independently and communicate with instructors via mail. This approach primarily served students in isolated or underserved regions.

Mid-20th Century

The advent of radio and television in the mid-1900s introduced new methods for delivering educational content. Schools and universities began broadcasting lessons, reaching wider audiences and demonstrating the potential for educational media.

The Internet Age (1990s and 2000s)

With the rise of the internet, education experienced a profound transformation. Online courses and learning management systems (LMS) enabled institutions to deliver interactive and structured content, making education more accessible and flexible for a global audience

21st Century and Beyond

Modern digital platforms such as Microsoft Teams, Zoom, and Google Classroom have become central to education, offering a full suite of collaborative tools. The COVID-19 pandemic accelerated this trend, making online learning a mainstream method in higher education and showing its value in delivering education in a constantly changing world.

How we work has changed

THEN

NOW

Employees work on **2x** more teams now than they did five years ago[1]

Office 365: Complete Group Collaboration Solution

Addressing the unique needs and workstyle of each group

Groups

Move from task to task with cross application group membership

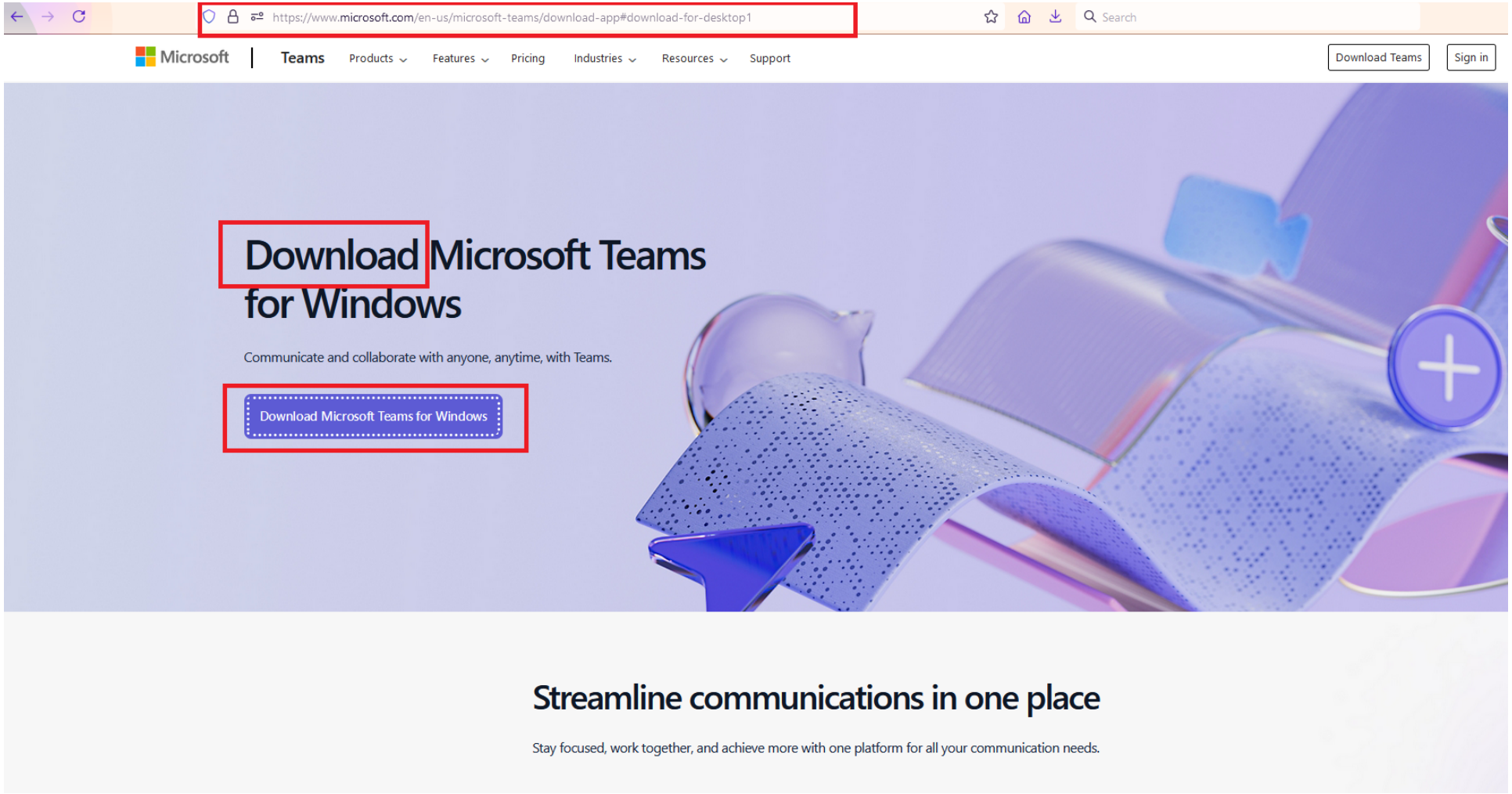
Graph

Discover content and people with cross application intelligence

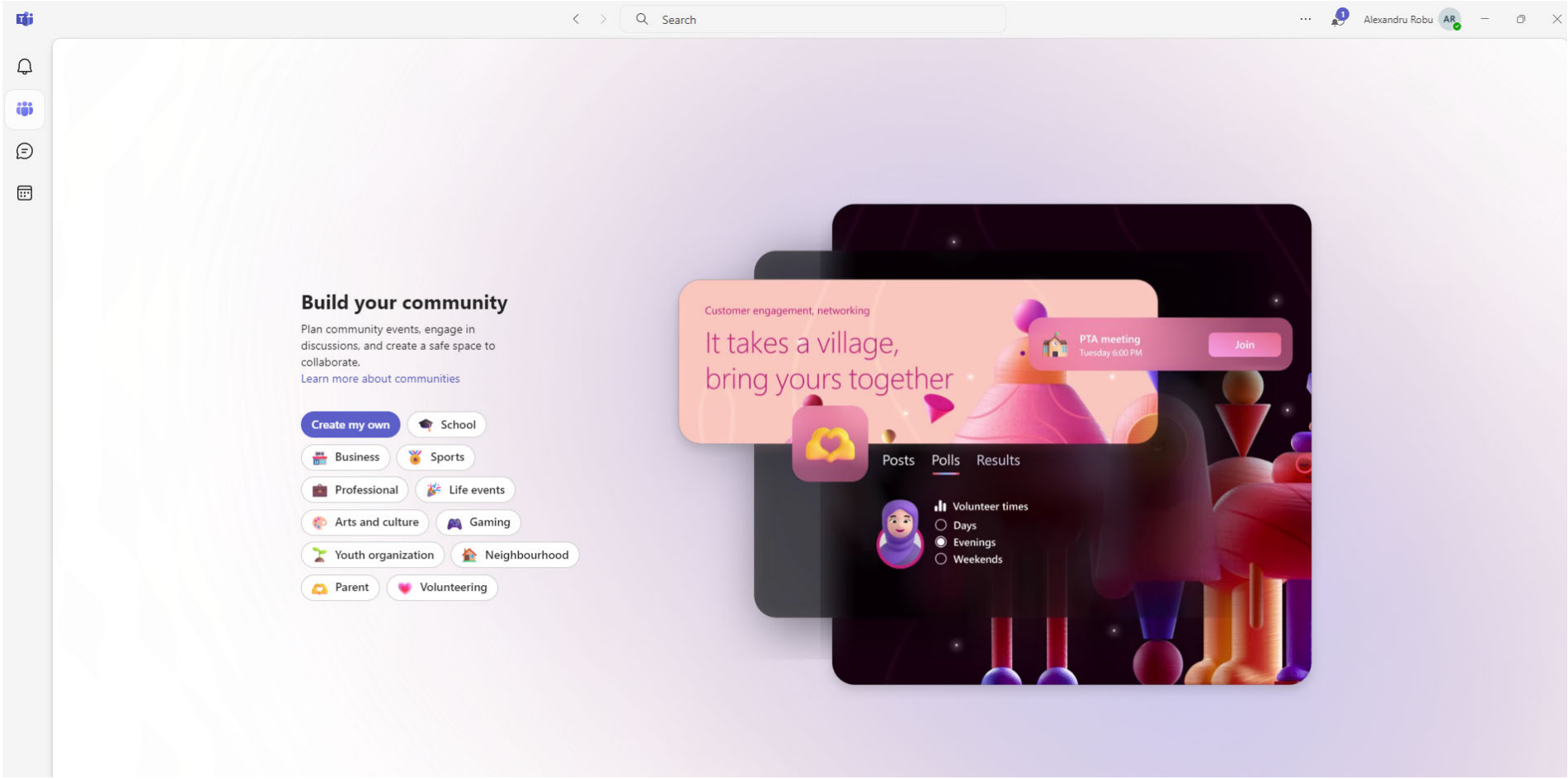
Trust

Control on your terms with cross application security & compliance

Accessing Microsoft Teams Internet page

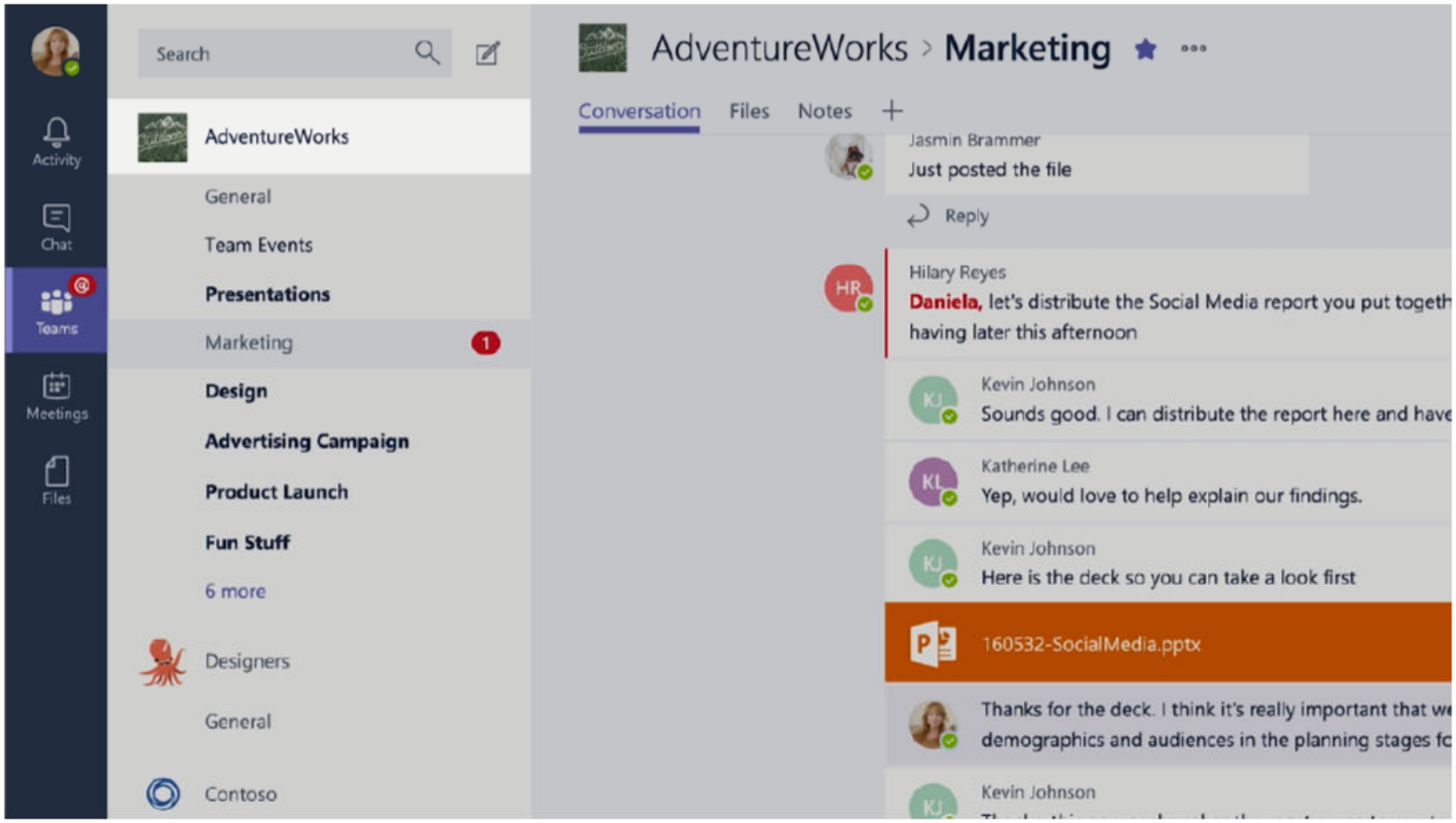


Personalizing and engaging in Microsoft Teams

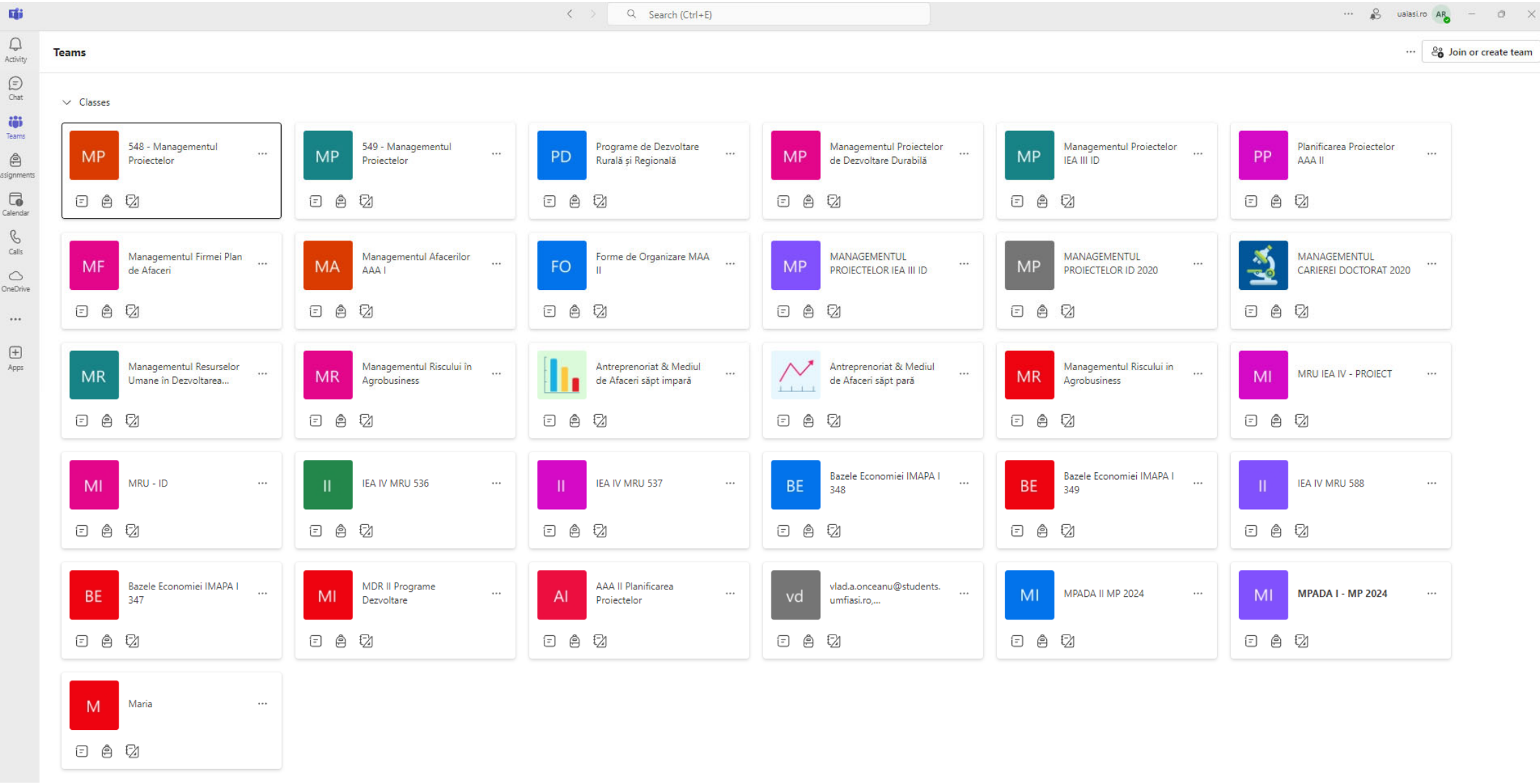


Teams

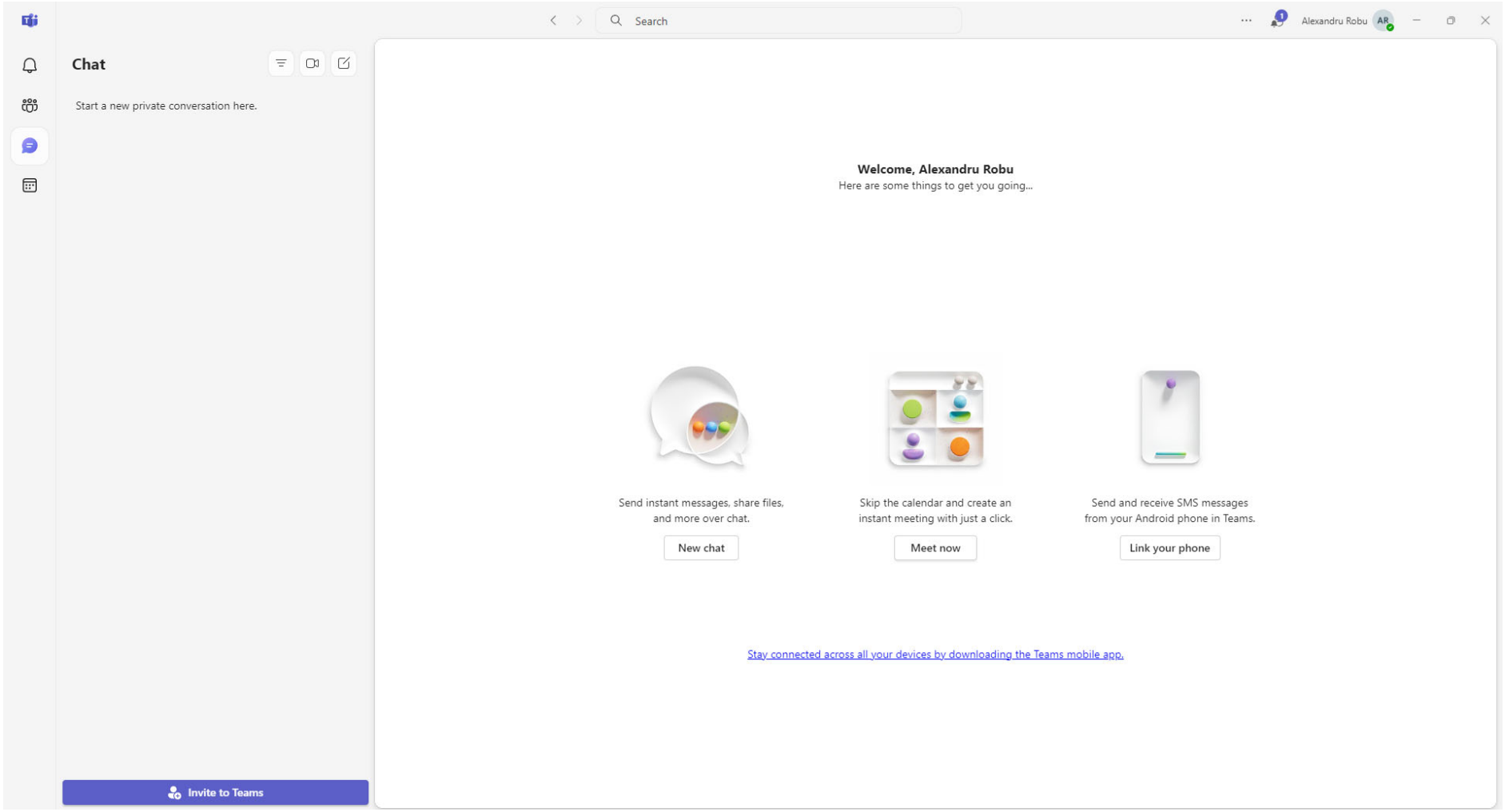
Teams are the overall group of people working on a project. They can range in size from a small product team to a larger organization.



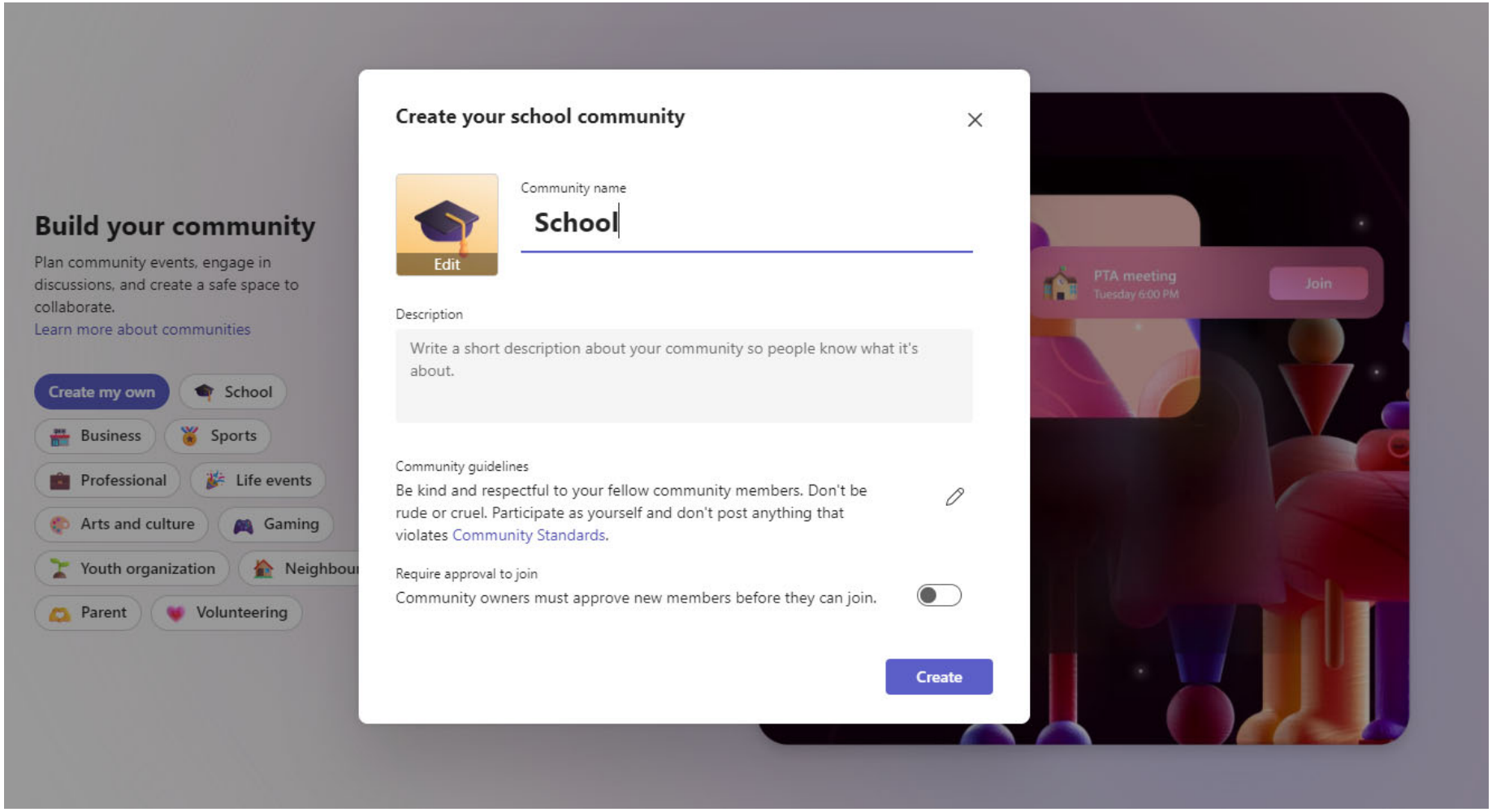
Managing classrooms (Teams)



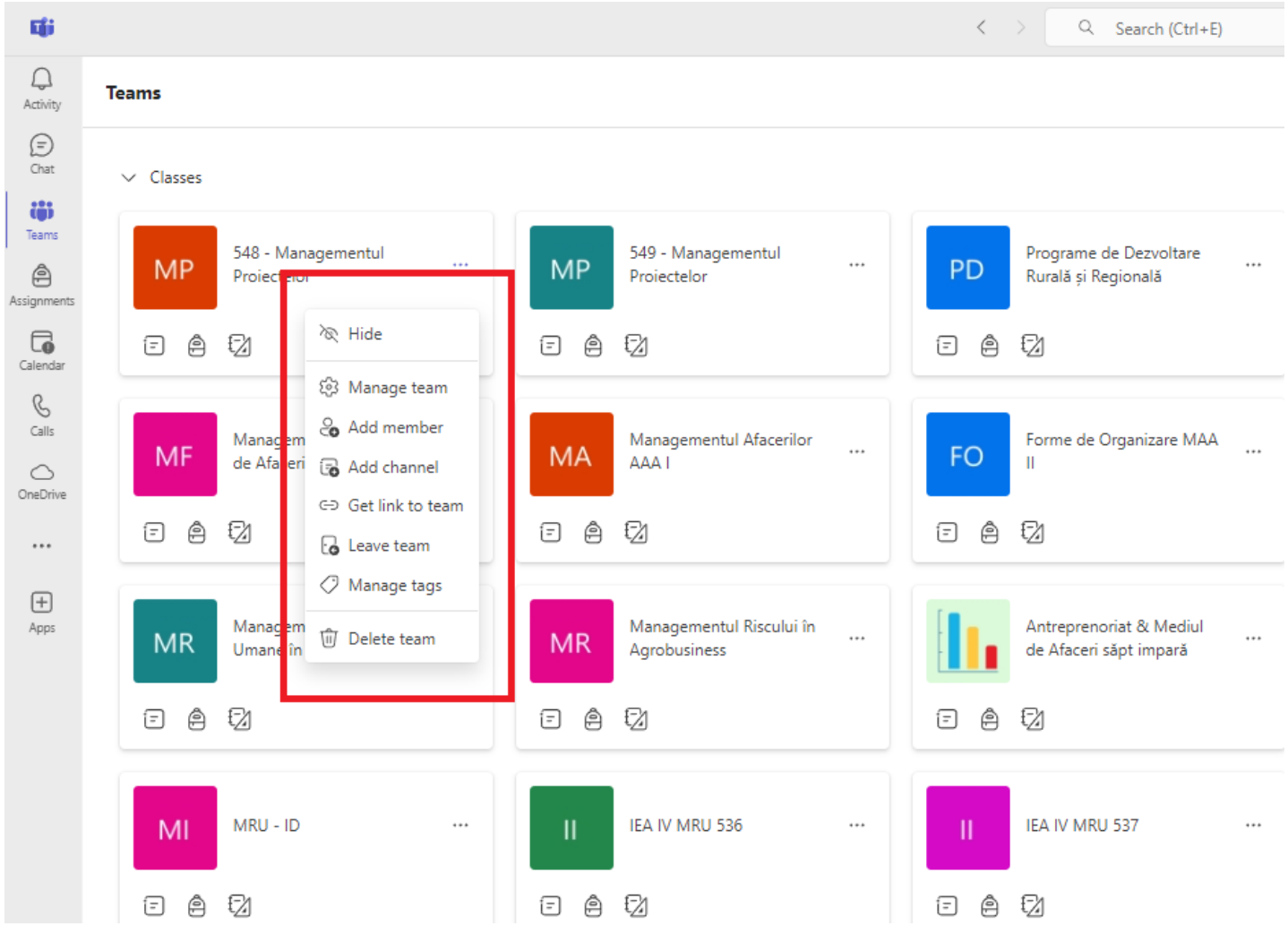
Home Page of Microsoft Teams – blank page



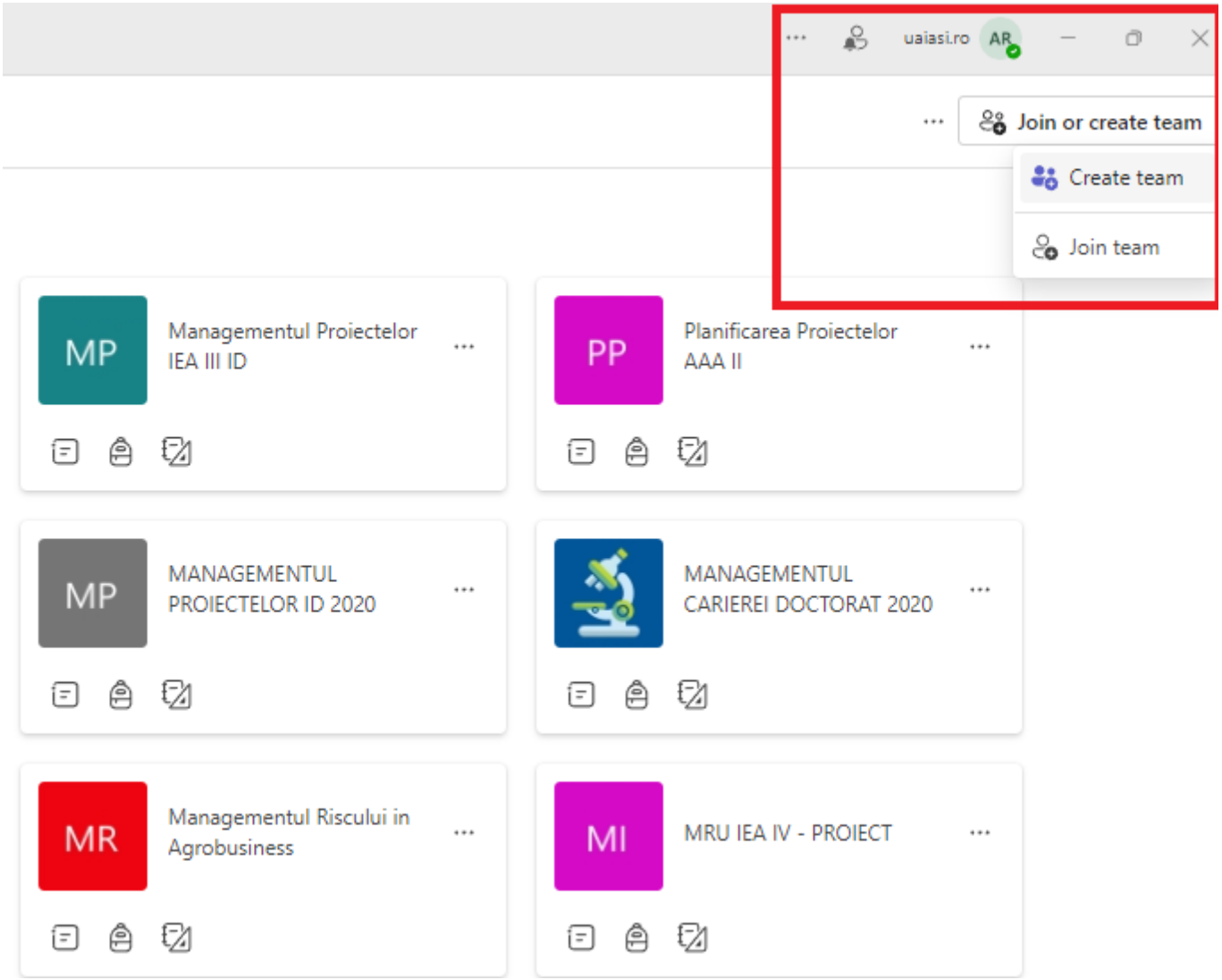
Creating a Classroom



Managing classrooms as teams



Creating a new team as classroom



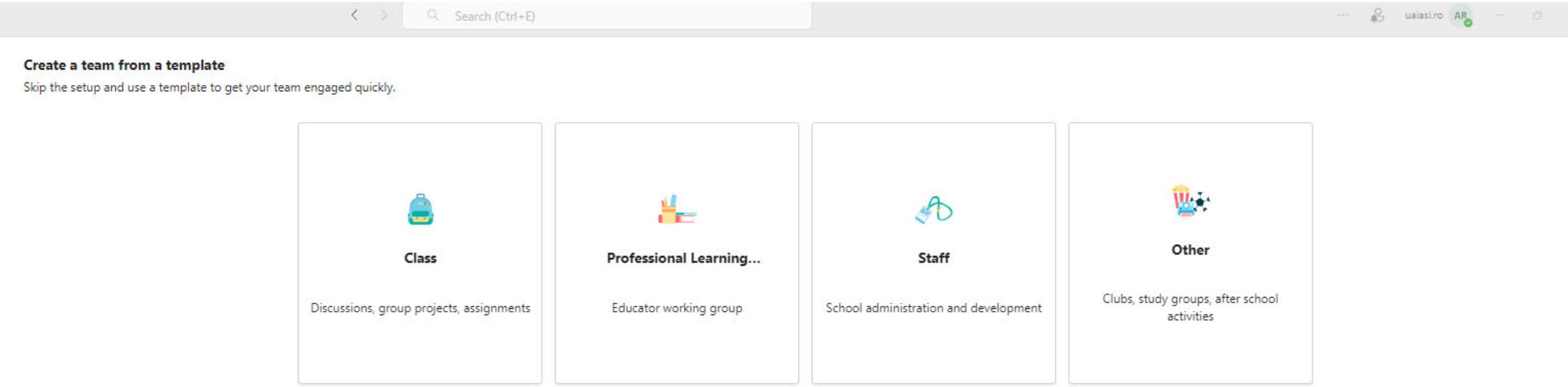
Teams Owners

- There can only be 10 owners per Team
- Owners can:
  - Add new members and other owners
  - Manage Team settings:
    - Enable\Disable @Mentioning
    - Allowing GIFs, stickers, memes, and moderation settings
  - Rename the Team
  - Delete the Team

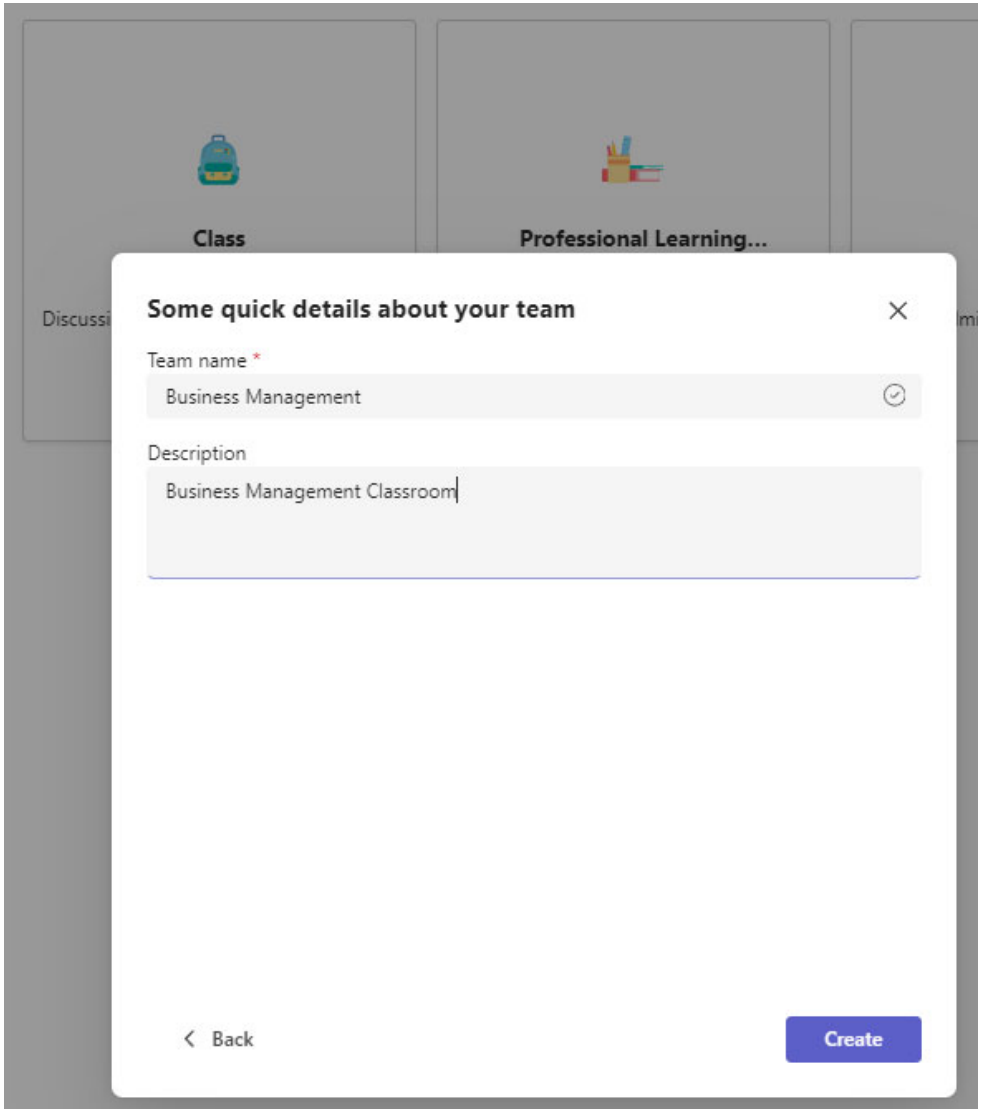
Teams Members

- There can be as many as 600 members per Team
- Members can add additional channels to the team

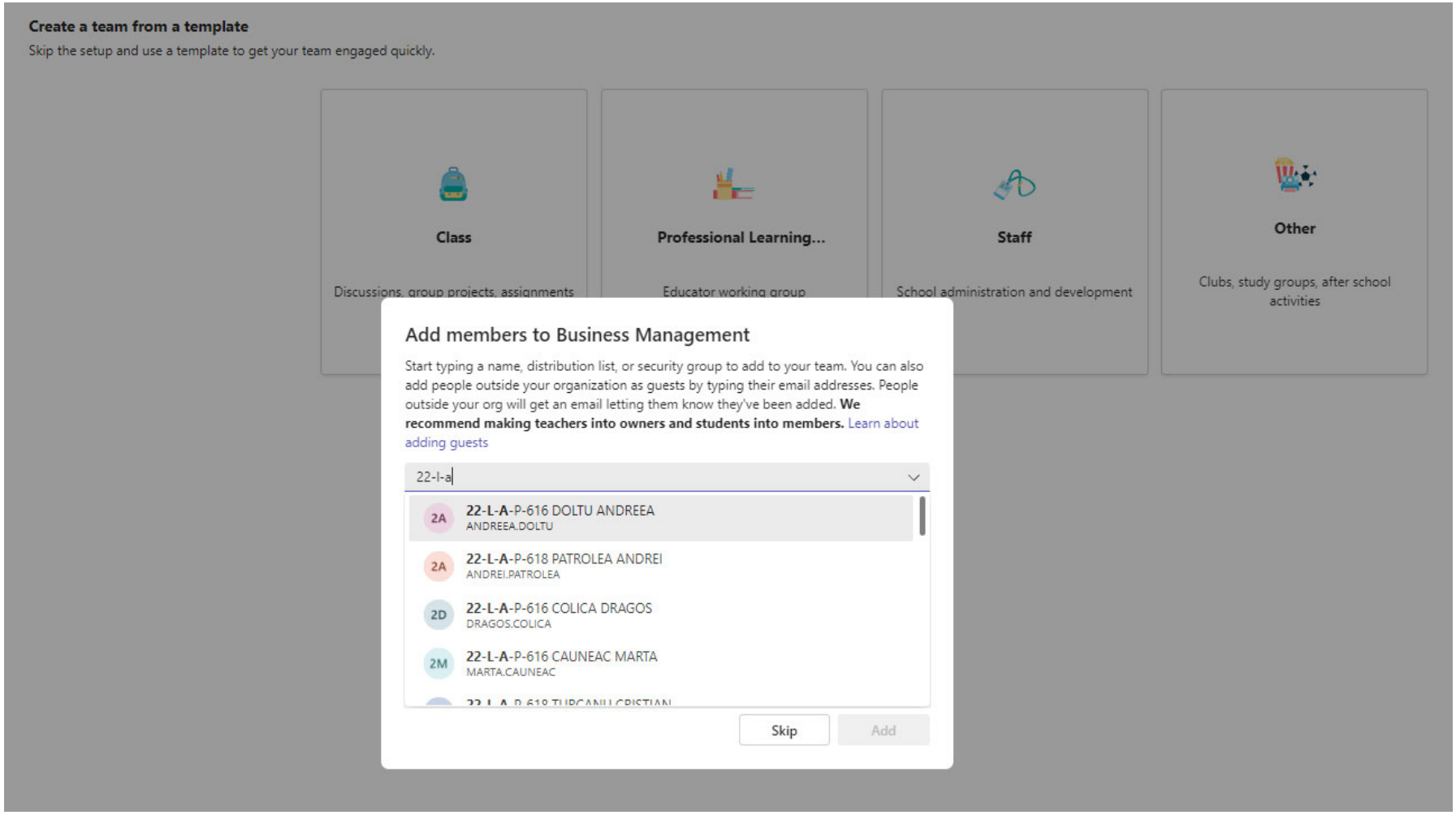
Creating a new team as classroom



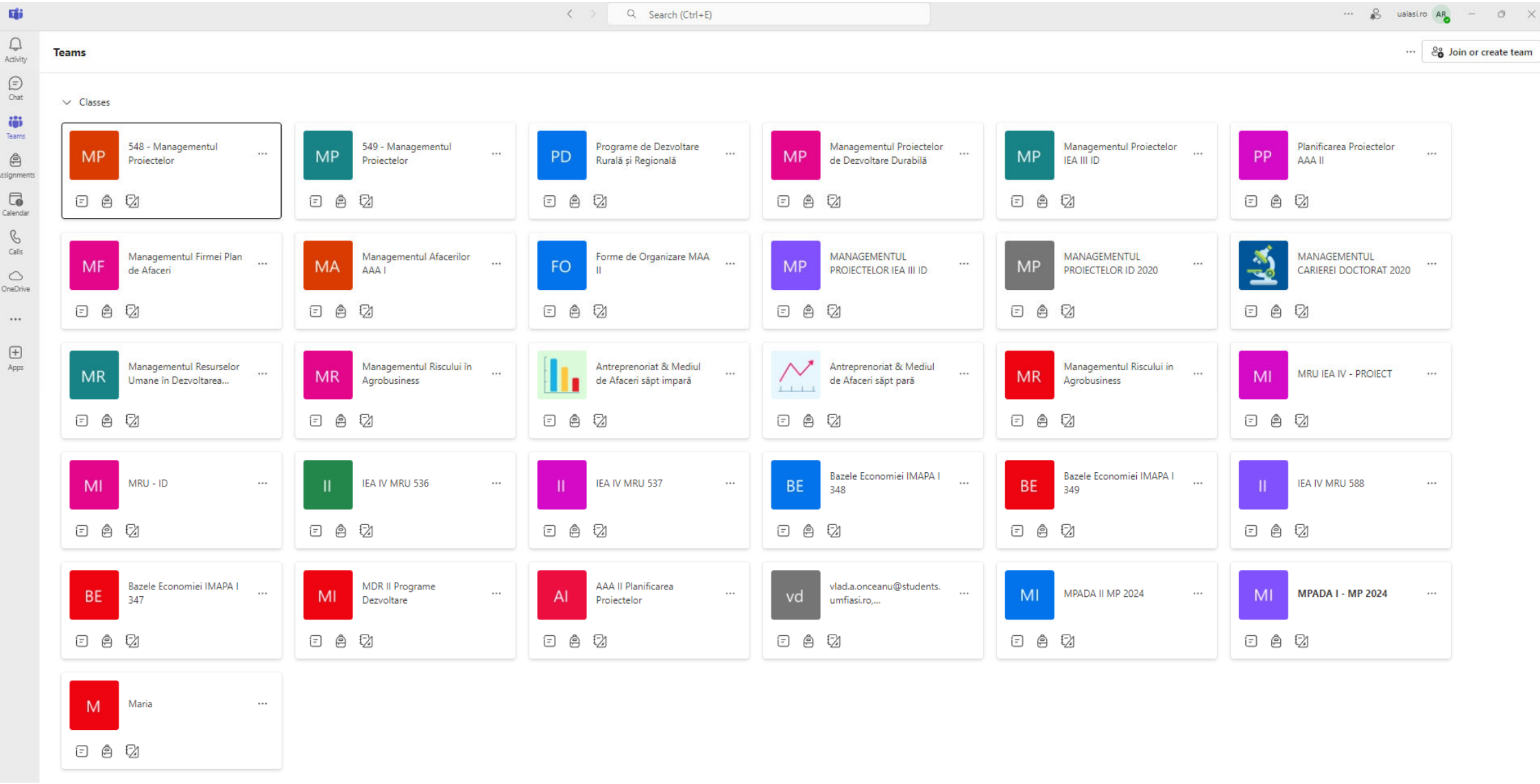
Creating a new team as classroom



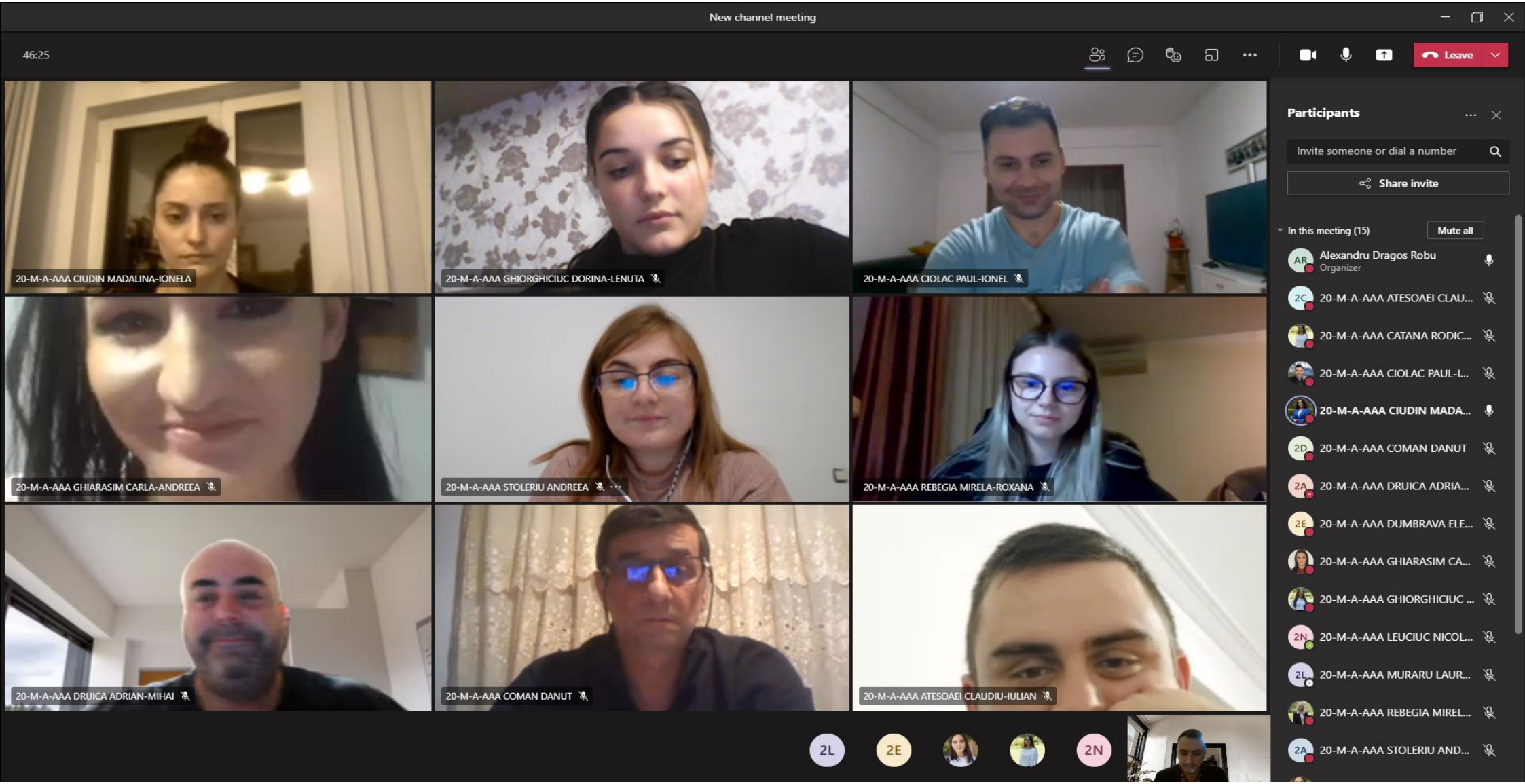
Adding members in the Team (Classroom)



Managing clasrooms



Teaching within a live session as Distance Learning Method

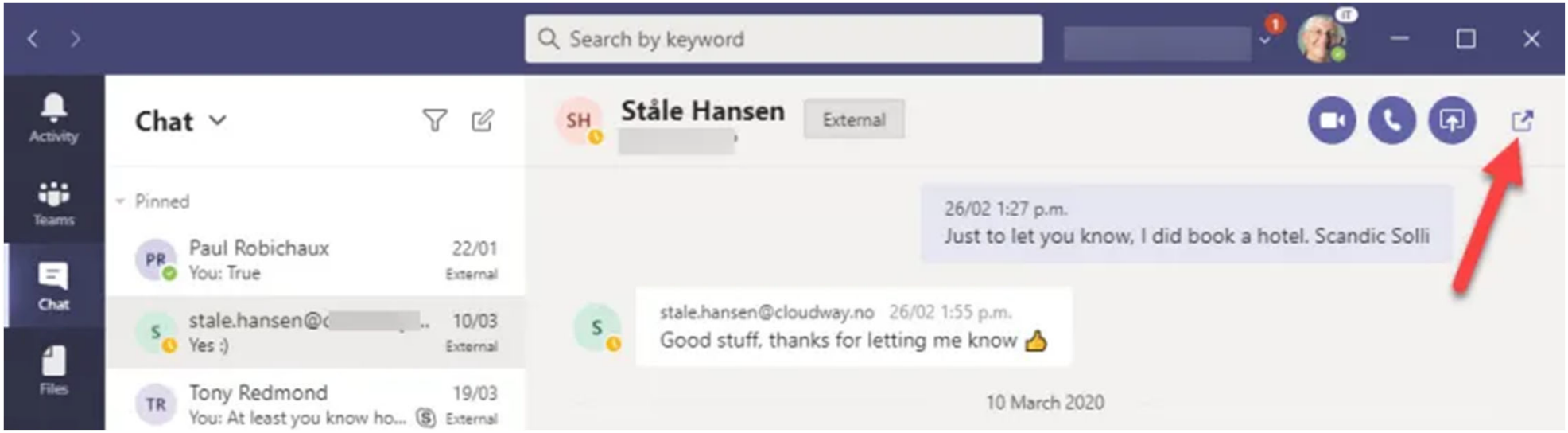


Various several functions available during Teaching

During a teaching session on Microsoft Teams, there are several tools and functions that make the learning experience more interactive and organized. Here are some useful features:

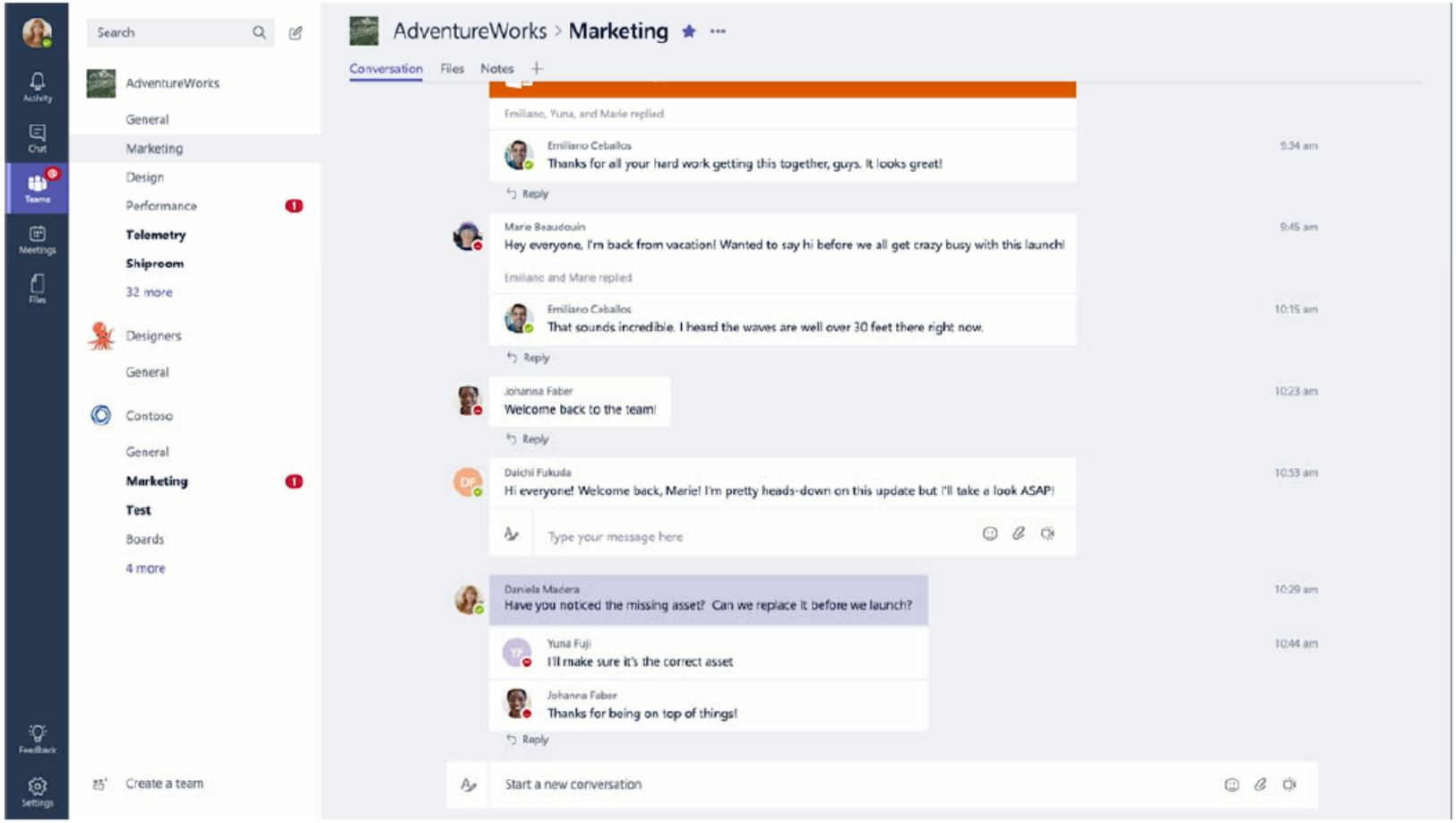
1. In-Meeting Chat:

Alongside the audio-video discussion, participants can write messages in the session's chat, allowing quick sharing of information, questions, and useful links without interrupting the presentation.



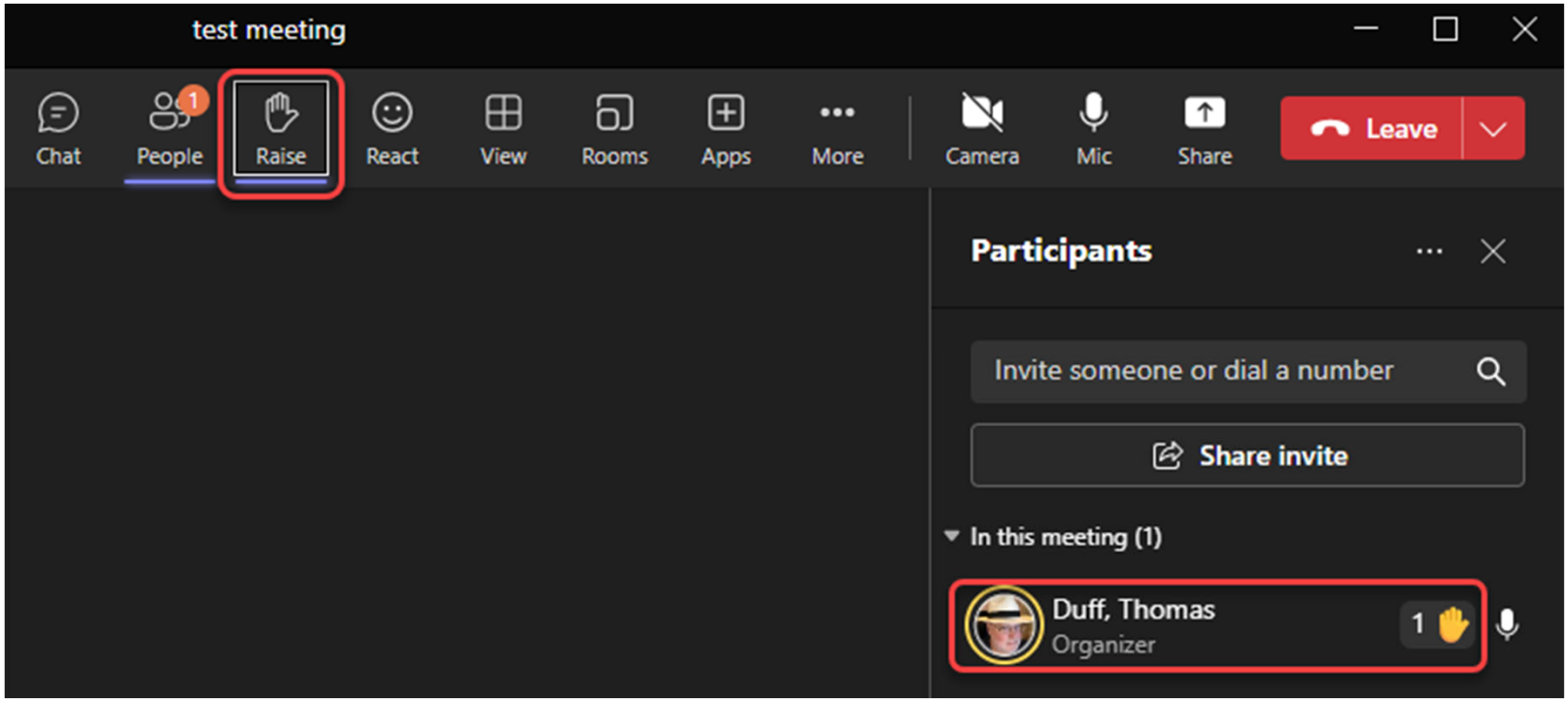
Threaded Conversations

In channels you can reply directly to a message, keeping the discussion easy to follow.



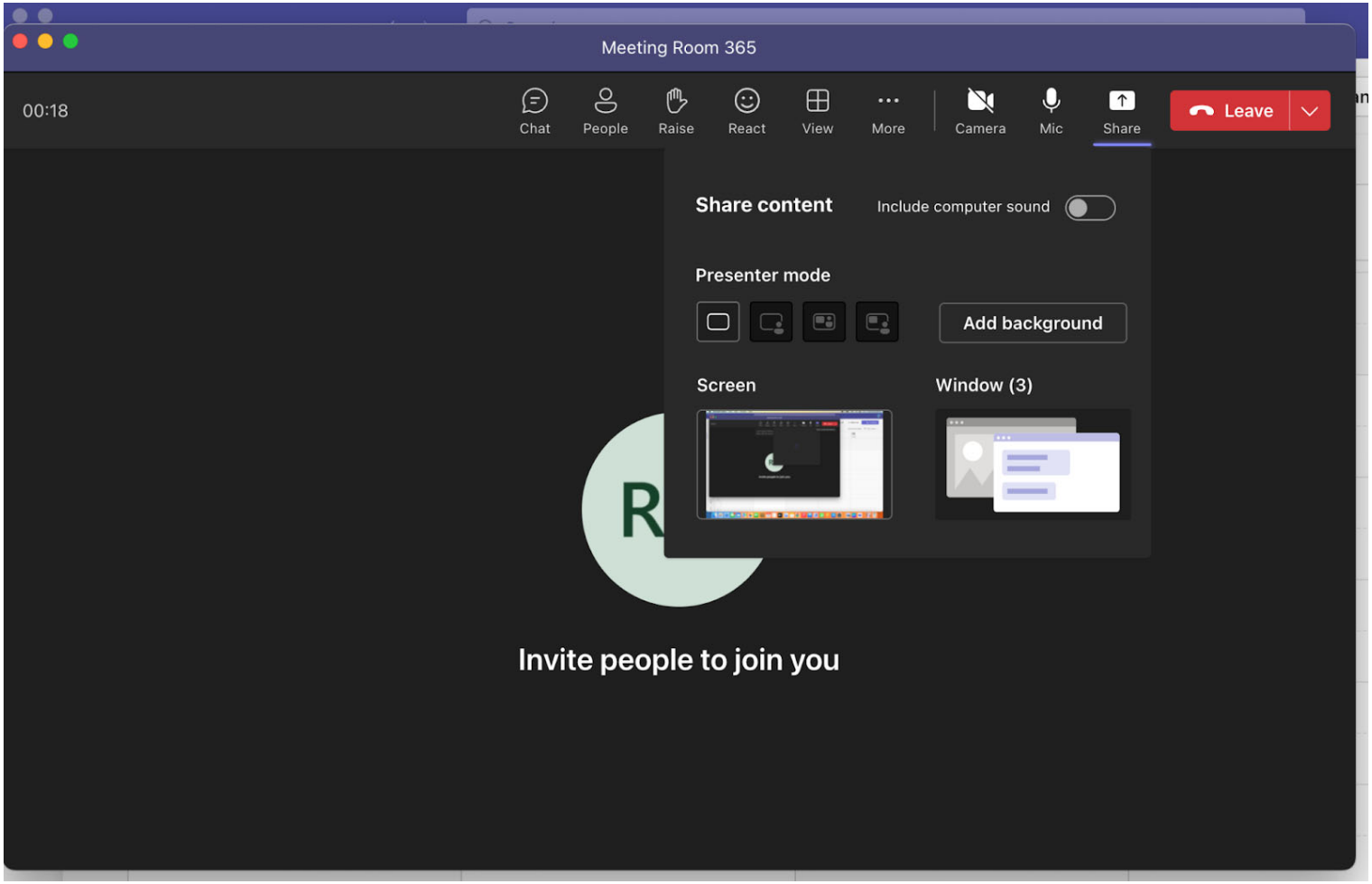
2. Raise Hand:

Users can virtually “Raise Hand” to indicate their desire to speak or ask a question. This helps maintain order and avoid interruptions.



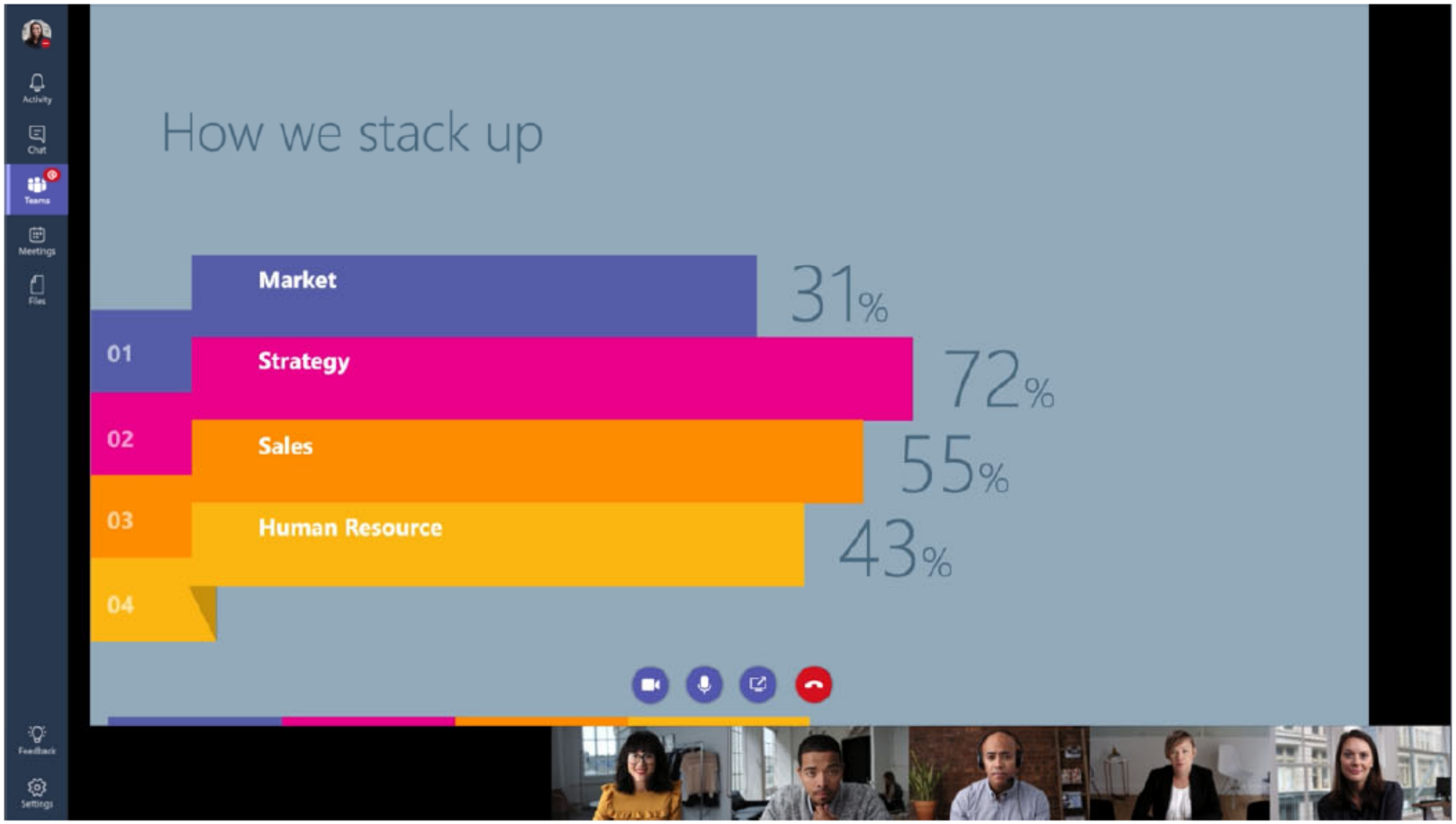
3. **Screen Sharing**:

Teachers and students can share their screen to present documents, PowerPoint presentations, websites, or other resources directly in the session.



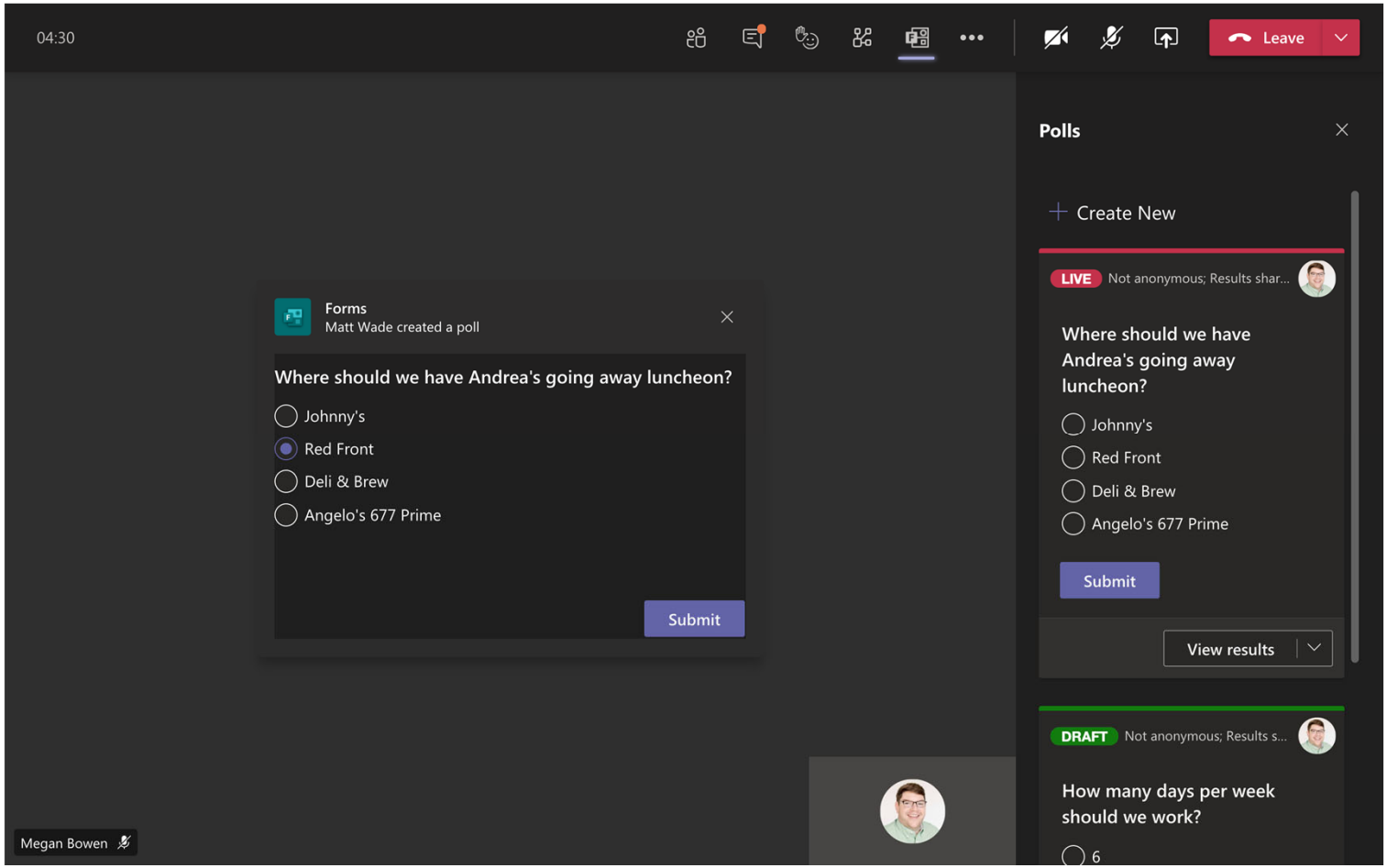
Share your screen

Once you are in the meeting, you can share you desktop. The content layout lets everyone see what's being shared. Along with people's facial expressions.



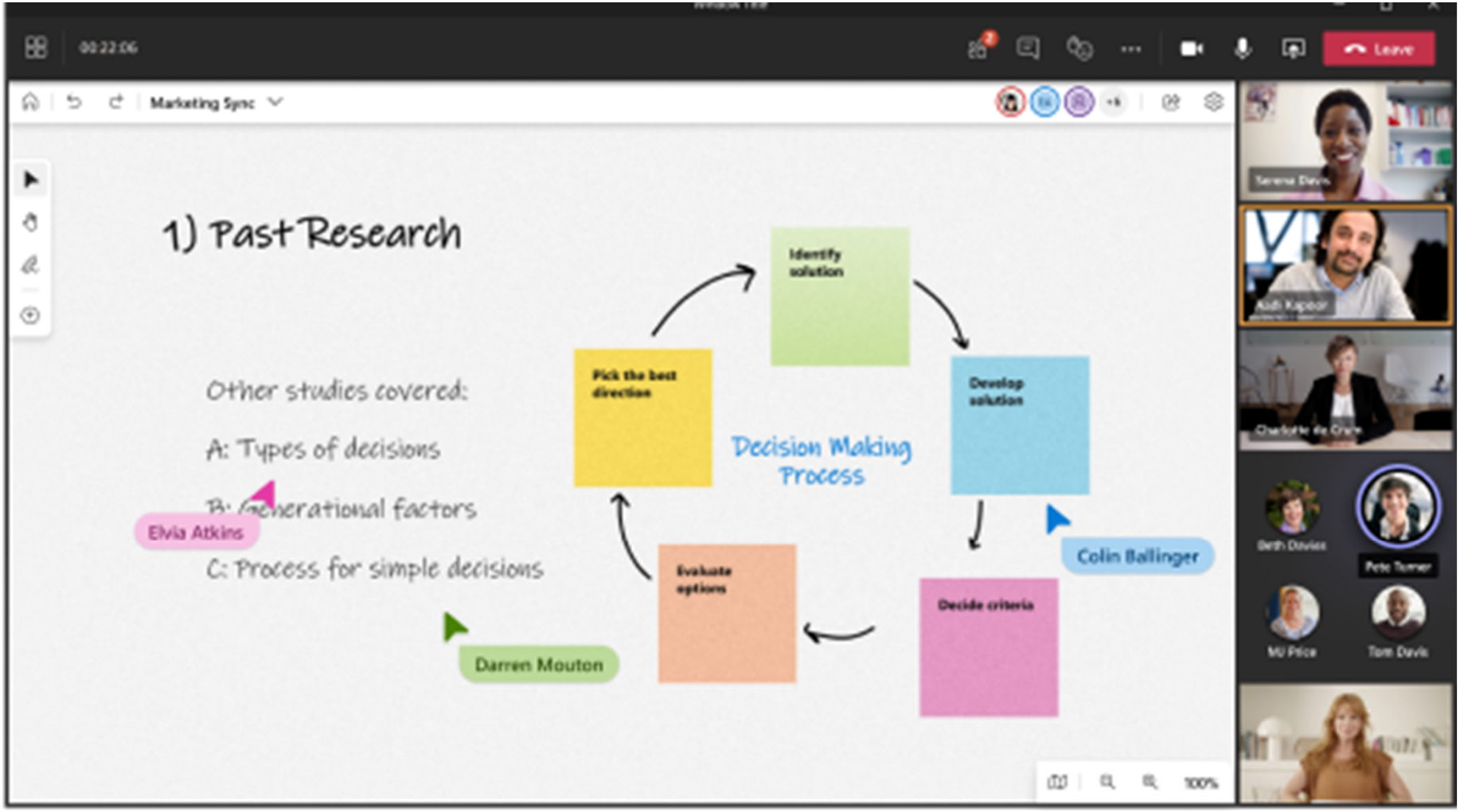
4. **Polls & Q&A**:

Instructors can create quick polls or questions to assess students' understanding or get real-time feedback, making the lesson more interactive.



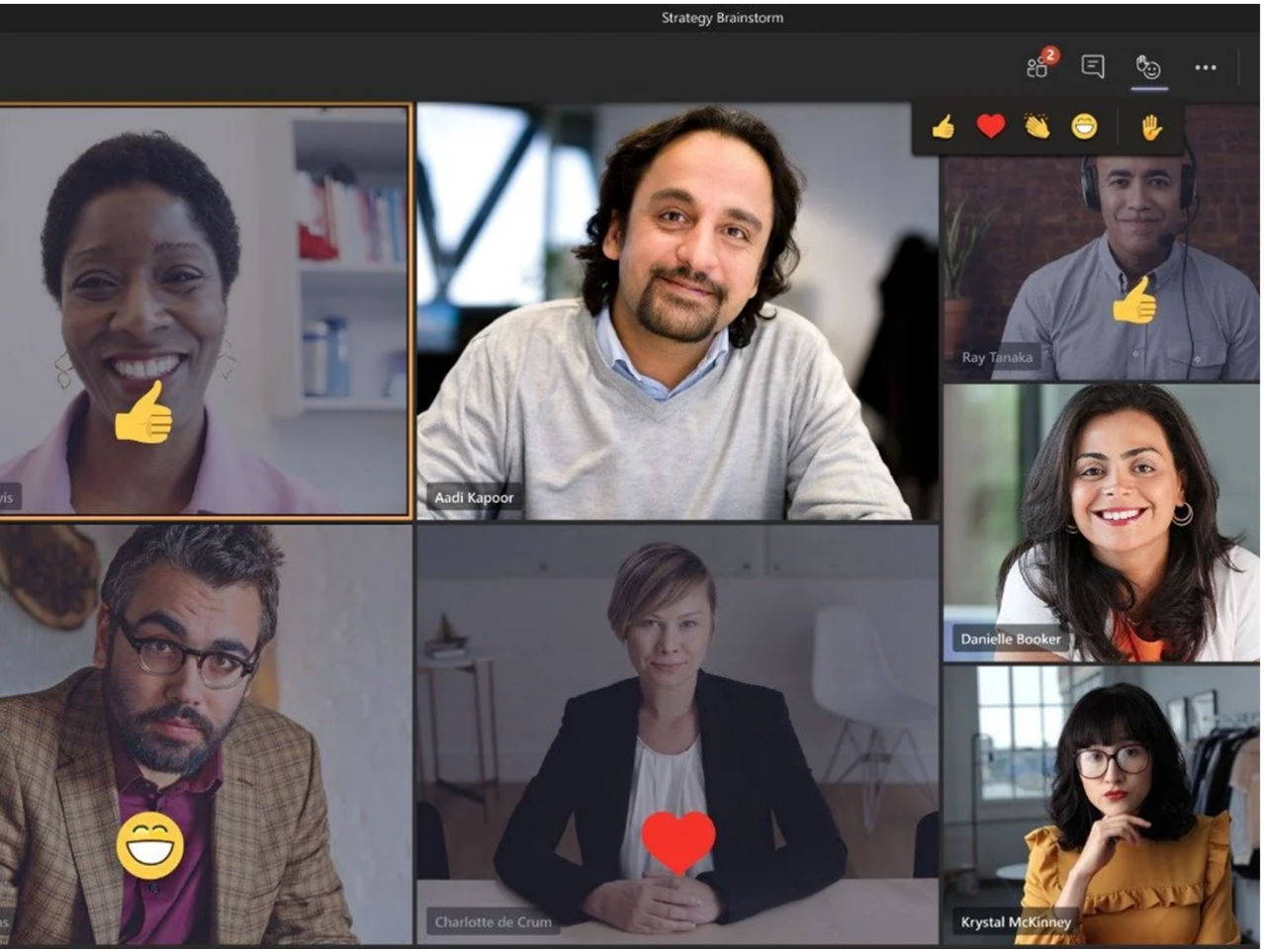
5. Whiteboard:

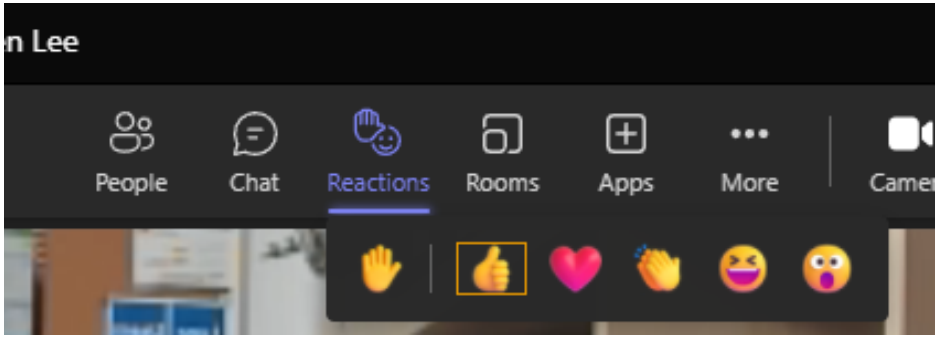
Microsoft Teams offers a virtual Whiteboard where participants can draw, write, or collaborate in real-time, ideal for visual explanations or brainstorming.



6. **Live Reactions**:

Participants can use emoji reactions (like thumbs-up, heart, applause) to provide non-verbal feedback without interrupting the speaker, adding a layer of interaction.



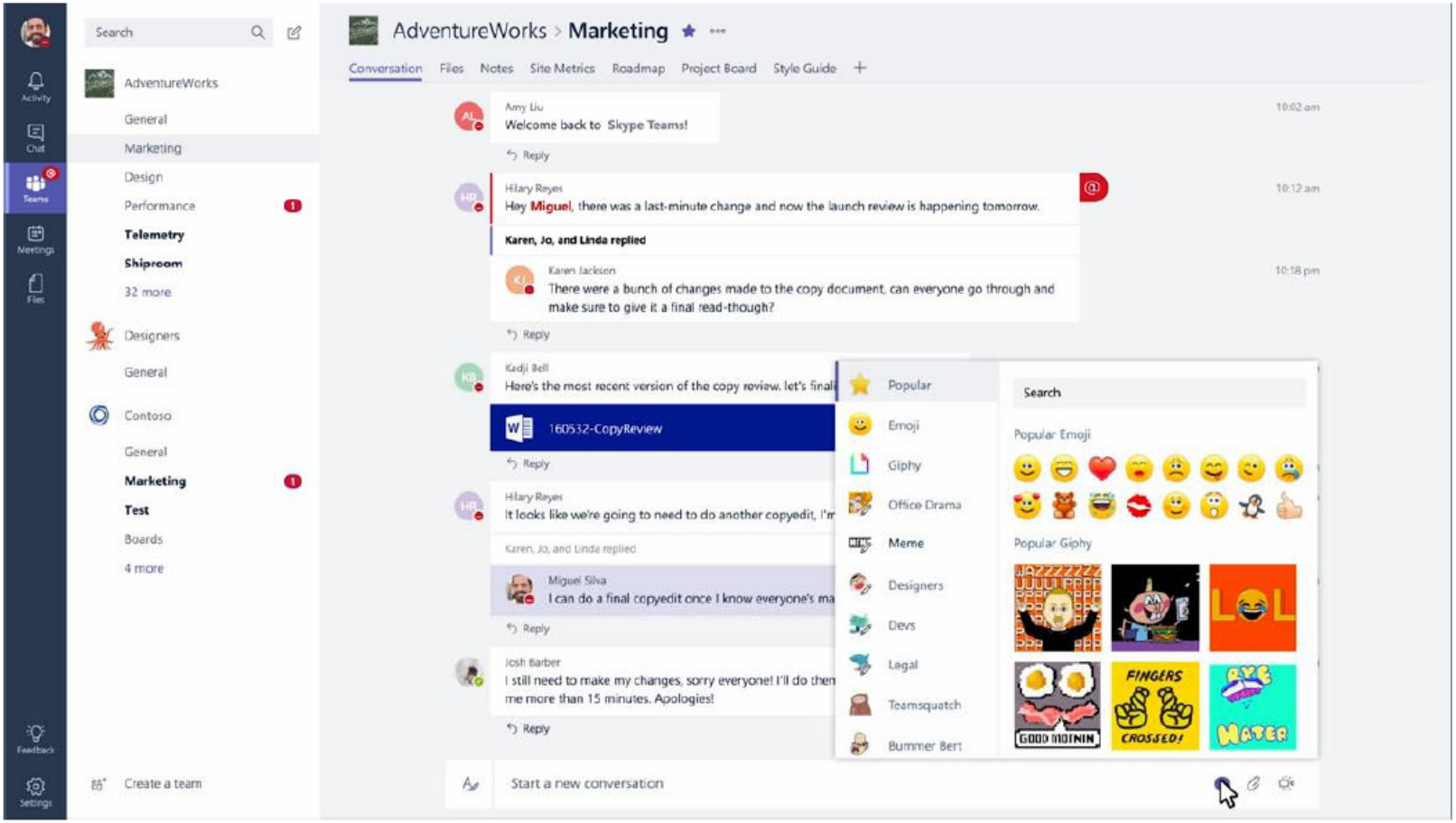


7. Breakout Rooms:

The main session can be split into Breakout Rooms for group discussions or team activities. This feature helps stimulate collaboration and allows teachers to give each group focused attention.

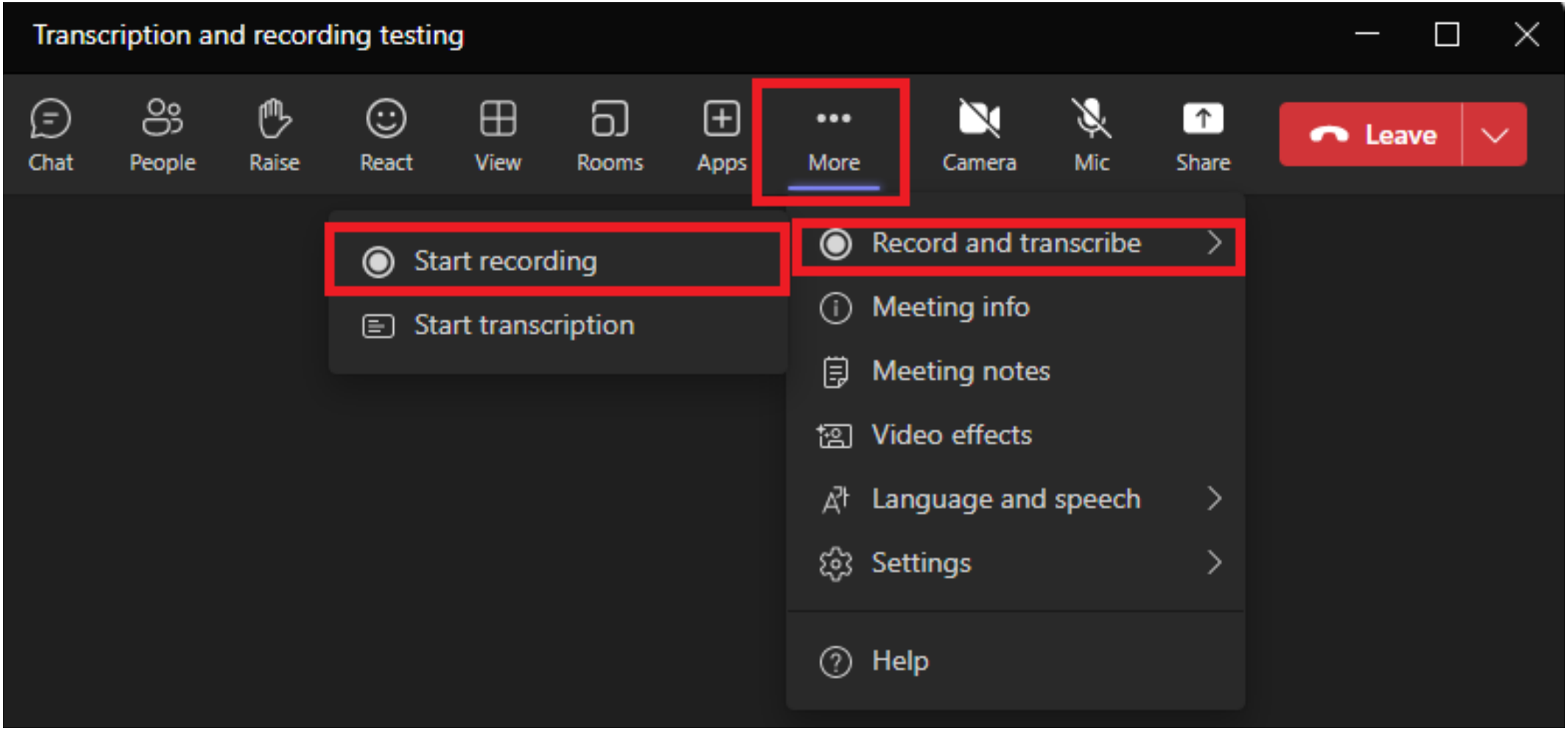
Ways to Express Yourself

Everything from emojis to GIFs to stickers and memes that you can actually edit, are there for you to showcase the personality of your team and add some flare to the conversation.



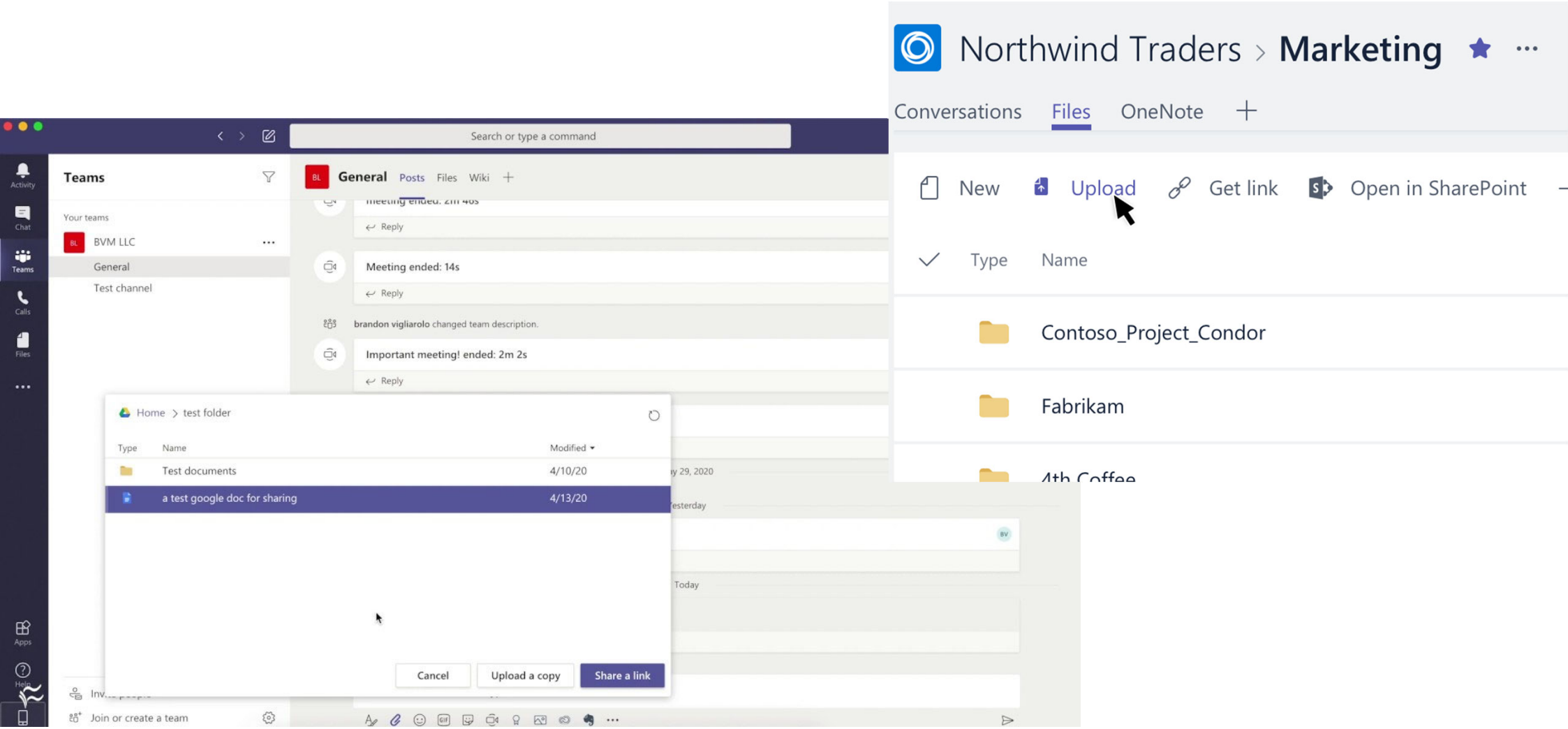
8. **Meeting Recording**:

The session can be recorded, with the recording available for later review. This is helpful for students who wish to revisit lesson content.



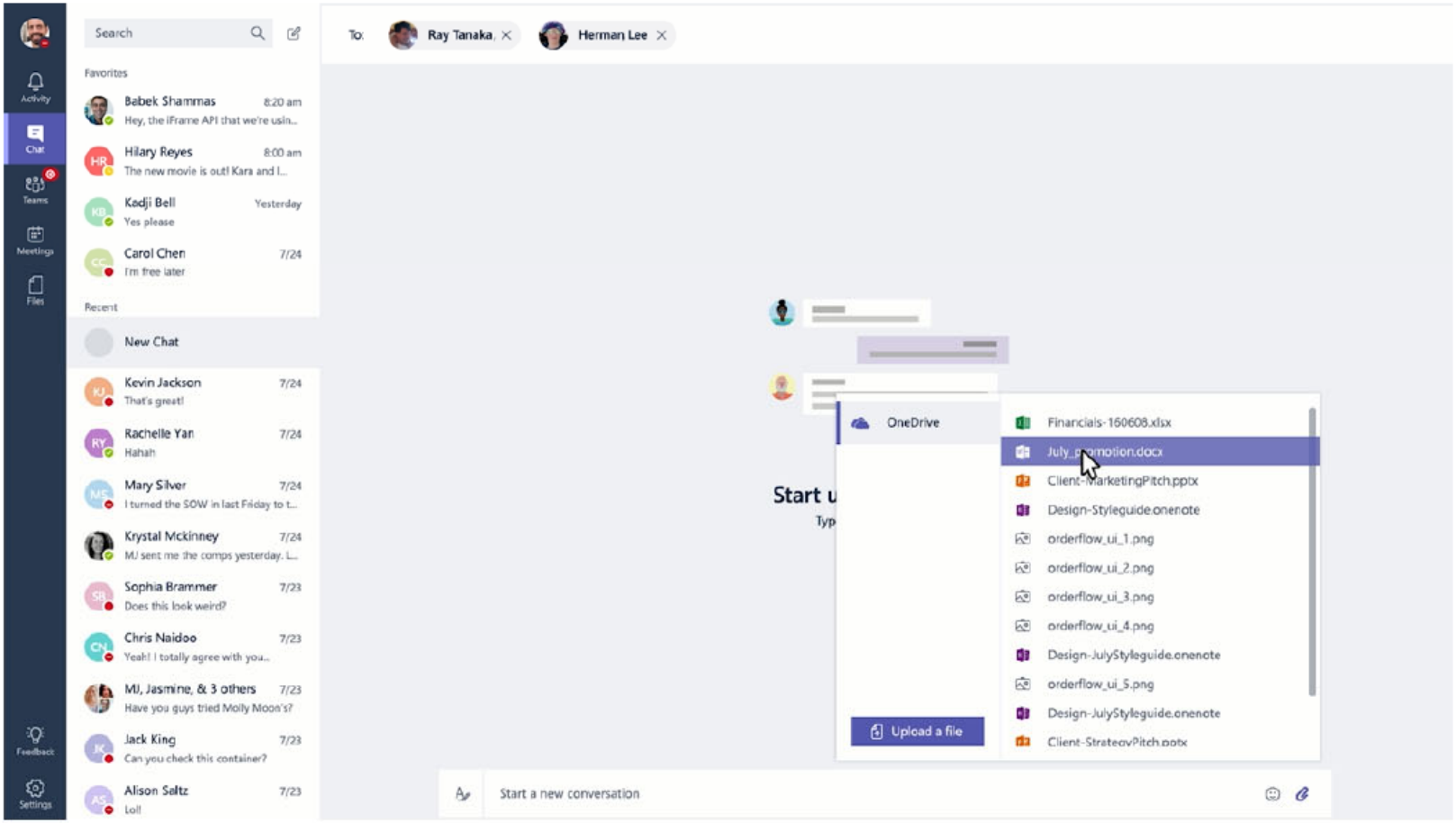
9. File Sharing:

Teachers can share documents and educational materials directly in the chat, and these remain accessible within the team for later reference.



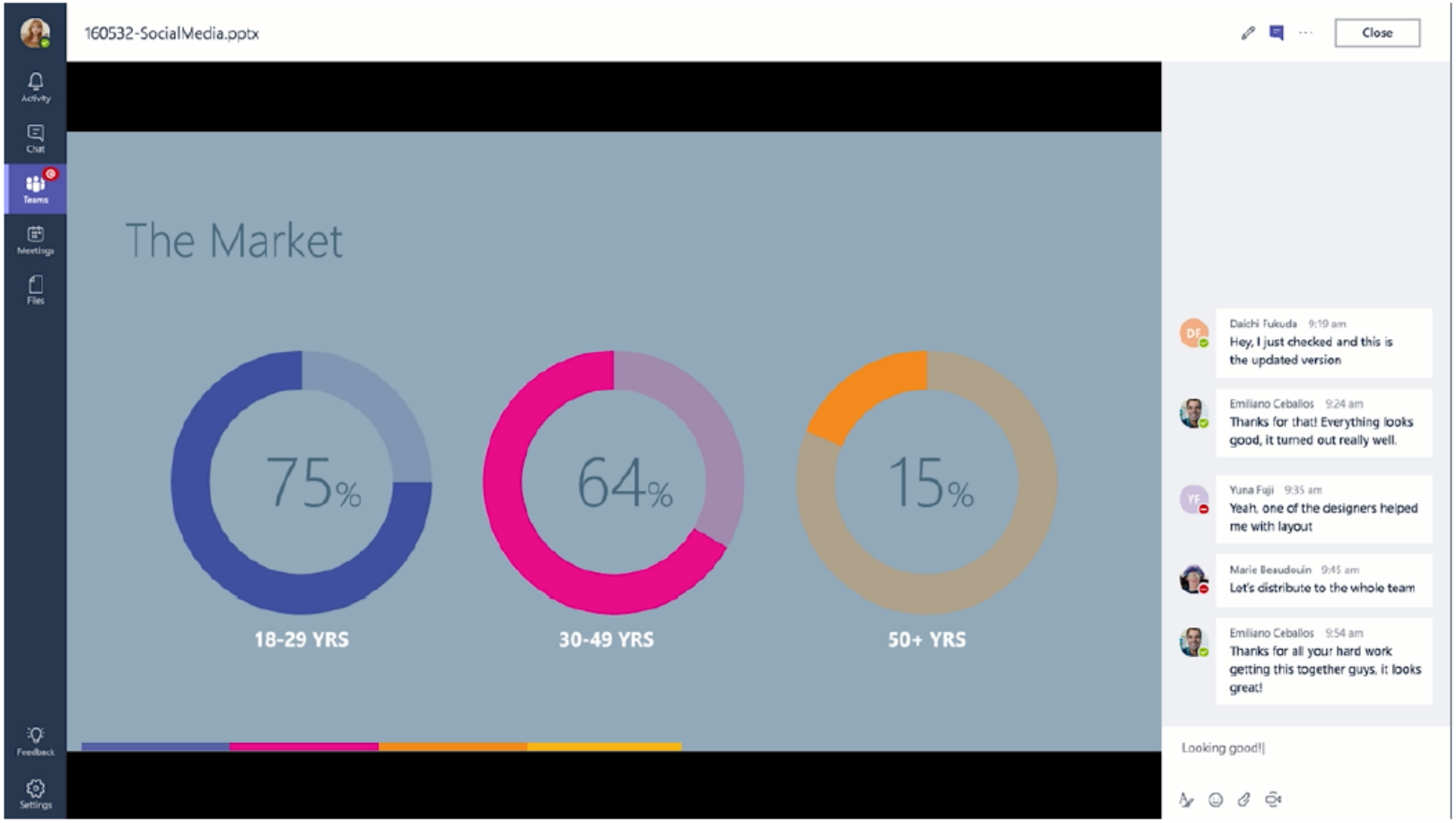
Sharing Files

You can add files from your computer or OneDrive for Business account



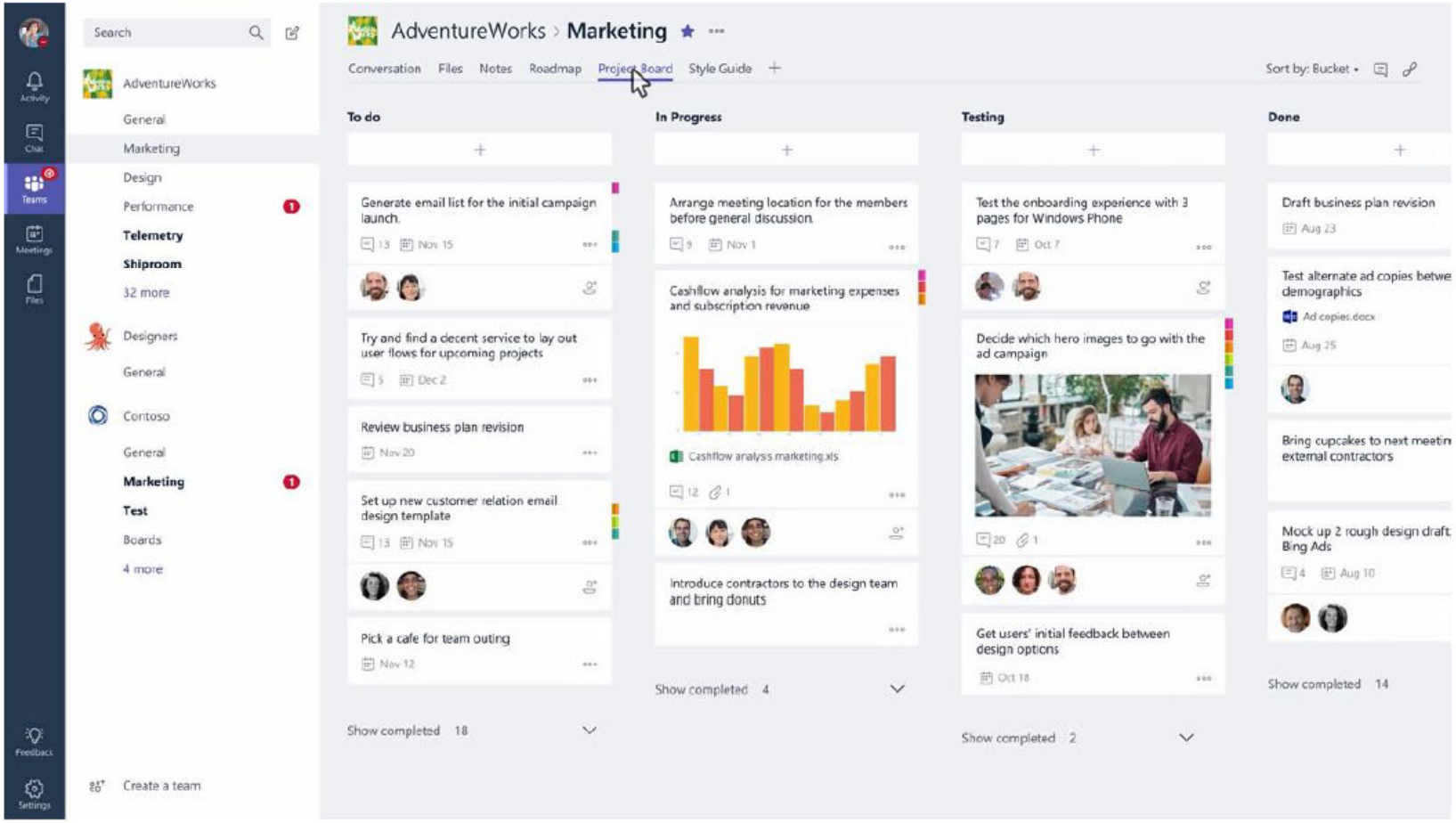
Documents and Conversations

You can review a file with the conversation along side it. When you give feedback and comment, it'll also appear back in the channel so no one loses the history.



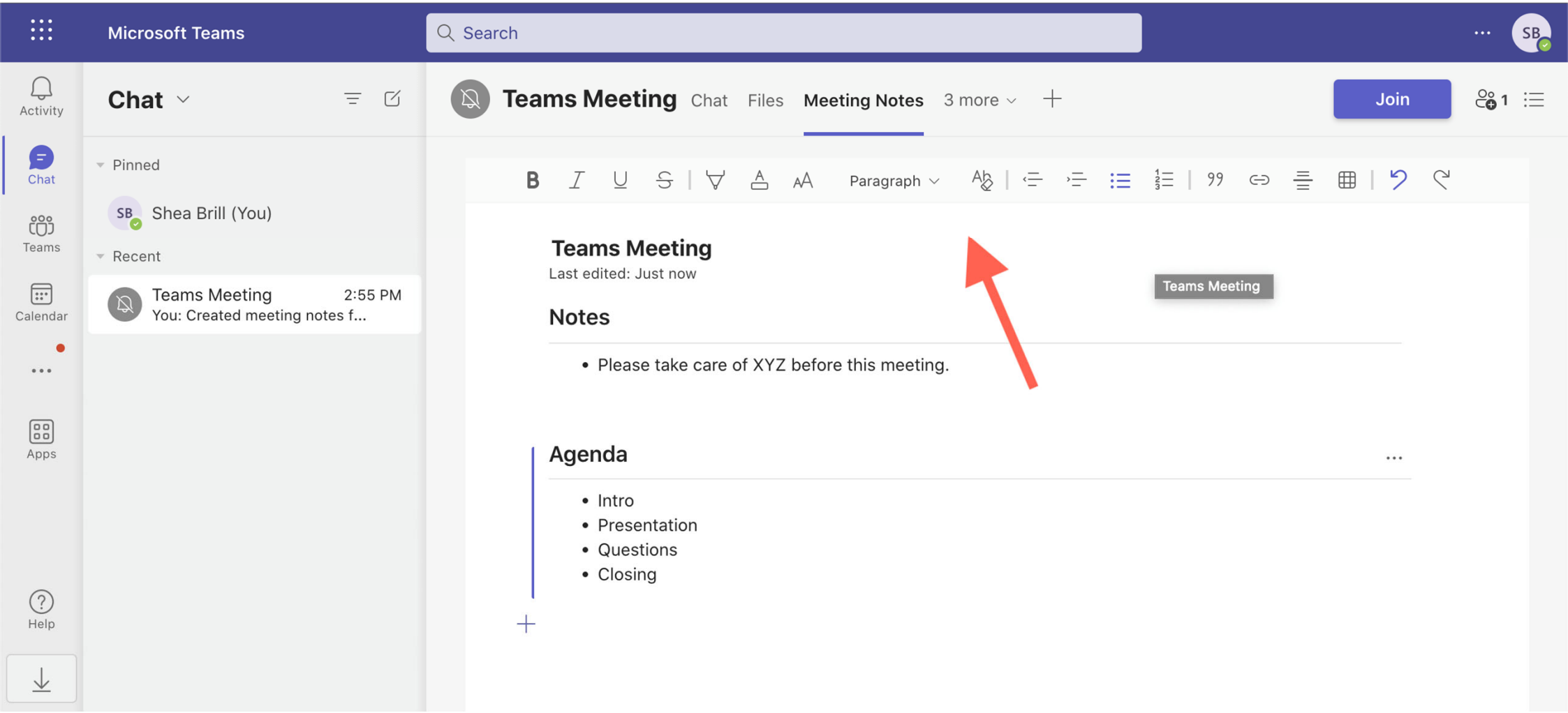
Planner

A planner for tracking tasks and managing work items.



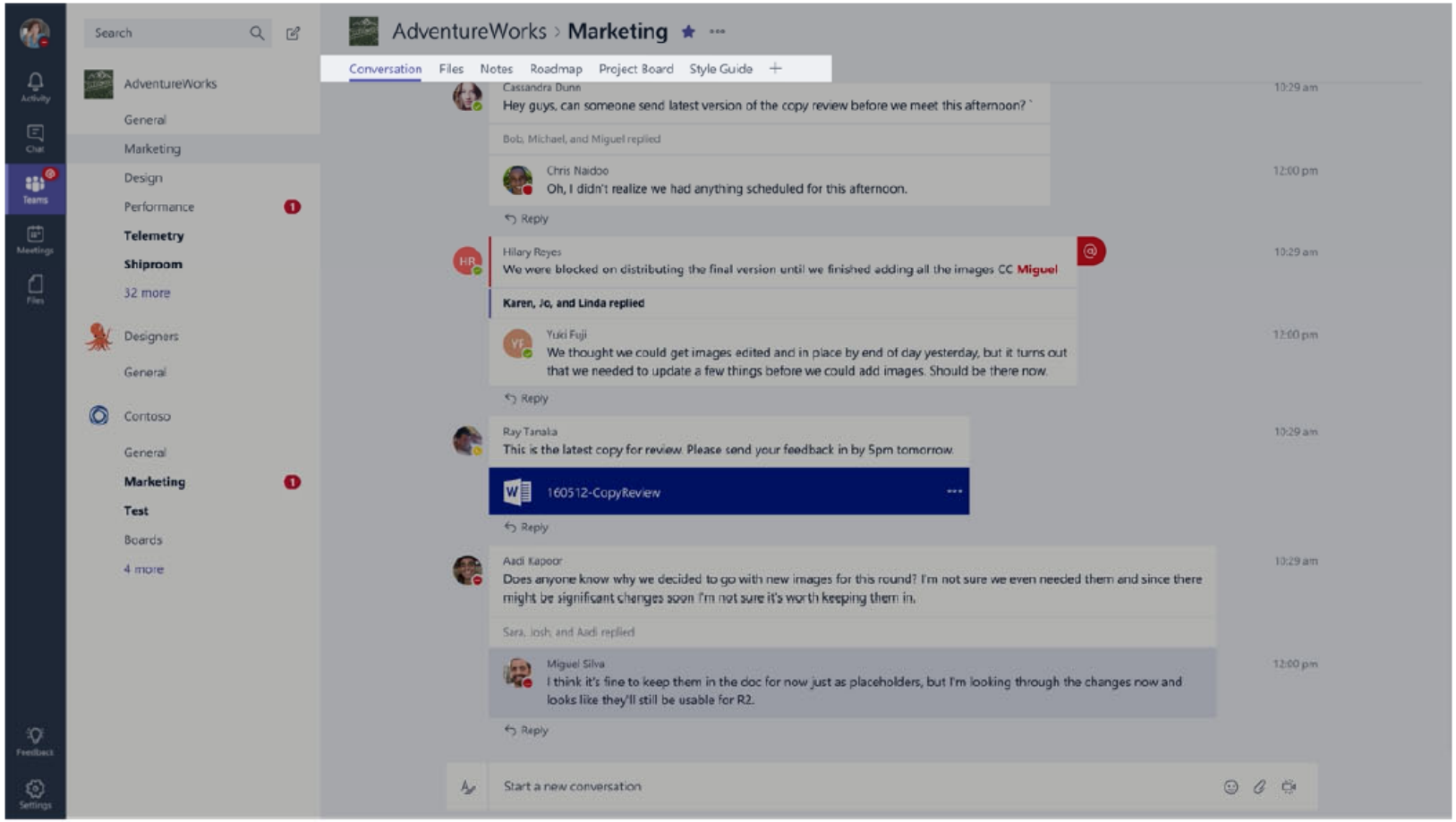
10. Meeting Notes:

Teachers or students can take collaborative Meeting Notes during the session, which are automatically saved and accessible afterward, helping to keep a record of the discussions.



Tabs

Tabs are always visible at the top and stay with the conversation, so everyone can get to them easily.



Key aspects to consider regarding the future of distance education

1. **Integration of Artificial Intelligence (AI):** AI can personalize learning experiences by analyzing students' learning patterns and adapting course materials to fit their pace and needs. AI-driven tools, such as intelligent tutoring systems, can provide customized support, feedback, and assessment, enhancing the educational experience.
2. **Enhanced Virtual and Augmented Reality (VR/AR)**: As VR and AR technologies become more accessible, they are expected to create immersive learning environments, allowing students to interact with 3D models, conduct virtual lab experiments, and explore historical sites or distant ecosystems as if they were there. This could greatly benefit disciplines like medicine, engineering, and the sciences.
3. **Increased Use of Data Analytics**: Advanced data analytics can provide insights into student engagement, progress, and performance, enabling institutions to identify at-risk students early and offer tailored support. These analytics can also help improve course design and optimize instructional strategies based on what works best for students.
4. **Global Classroom and Increased Accessibility**: The expansion of distance learning has opened up international collaborations and the concept of a "global classroom." Students from different regions and backgrounds can come together to learn, collaborate, and share perspectives. As internet access improves worldwide, more students will have access to quality education regardless of their geographic location.
5. **Focus on Soft Skills and Interdisciplinary Learning**: Future distance education programs are likely to emphasize developing soft skills such as communication, collaboration, and problem-solving. The flexibility of online platforms also allows for interdisciplinary learning, where students can combine fields like technology, business, and humanities to better prepare for diverse career paths.
6. **Microcredentials and Lifelong Learning**: As industries evolve, professionals increasingly need to upskill or reskill. Distance education is positioned to support lifelong learning, with microcredentials and shorter, skills-focused courses becoming more popular. These programs allow learners to gain relevant skills without committing to a full degree program.
7. **Hybrid and Blended Learning Models**: Many institutions are likely to adopt hybrid models that combine in-person and online education, allowing for flexibility while retaining the benefits of face-to-face interaction. Blended learning models provide a balanced approach, where students can engage in online lectures but still participate in on-campus labs, workshops, or group activities.

THANK YOU!

Cooperation for Holistic Agriculture Innovation Nests in Sub-Saharan Africa

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Iași University of Life Sciences, România

Erasmus+ CBHE Project CHAIN –101082963

Cooperation for Holistic Agriculture Innovation Nests in Sub - Saharan Africa

Zoom ing into learning: transforming university education through technology

15 November 2024

PHD LECTURER OANA COCA

IULS- ROMANIA

1.Challenges in traditional education

THE SHIFT TO DIGITAL LEARNING:

- In recent years, particularly accelerated by the COVID-19 pandemic, there has been a significant transition from traditional face-to-face education to online learning.
- Educational institutions worldwide have had to adapt quickly to ensure continuity of education, highlighting the necessity for reliable digital tools (**Zoom**, Microsoft Teams and Google Classroom).

CHALLENGES IN TRADITIONAL EDUCATION:

- Geographic barriers that limit access for students in remote areas.
- Limitations of physical classrooms, such as capacity and scheduling conflicts.
- Ensuring inclusive education for diverse learning needs and backgrounds.

IMPORTANCE OF TECHNOLOGY IN EDUCATION:

- Technology facilitates access to a wealth of resources and materials, enabling a richer learning experience.
- Digital platforms can foster collaboration and communication between students and instructors across different regions.
- Technology provides students access to a vast array of online resources, including e-books, research papers, instructional videos, and interactive content available at any time.

2. The shift to digital learning: examples

PROFESSIONAL DEVELOPMENT AND ONLINE TRAINING:

- **Corporate training solutions**: companies, universities have increasingly relied on digital training via platforms like Linkedin learning and Udemy for employee skill development, allowing for continued training and certification during remote work.
- **Webinars and virtual conferences:** instructors, professors, and professionals have started hosting virtual conferences and webinars as alternatives to traditional presentations and workshops, reaching larger audiences at reduced costs.

Blended learning models:

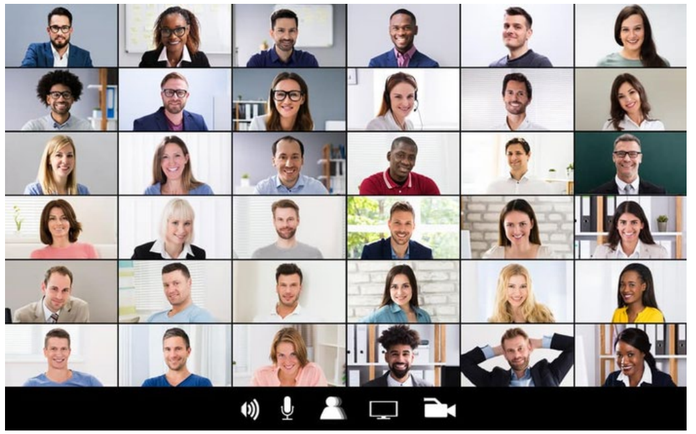
- **Combination of online and In-person classes:** many institutions have adopted blended learning models where students participate in a mix of in-person and online sessions.
- **Flipped classroom models**: instructors assign pre-recorded lectures for students to review at home, freeing up in-person class time for discussions and interactive activities based on the learned content.

Image by Drazen Zigic on Freepik

INTERACTIVE AND ENGAGING LEARNING TOOLS:

- **Virtual reality (VR) and augmented reality (AR):** some educational programs have begun to incorporate VR and ar technologies to provide immersive learning experiences, particularly in fields like medicine, architecture, and engineering.
- **Gamification:** educators are utilizing game-based learning technologies to increase student engagement, using platforms like kahoot! And quizizz to make learning fun and interactive.

3. Course objectives



01

To highlight the advantages of Zoom in e- learning

- Discuss how **Zoom** can enhance student engagement and collaboration in university settings.
- Provide insights into practical applications of Zoom in various courses and activities.

02

To equip participants with knowledge and skills

- Offer a comprehensive understanding of how to effectively use **Zoom** as an educational tool.
- Provide guidance on overcoming potential challenges and leveraging the platform's features for successful teaching.

03

To foster a community of learning and support:

- Encourage participants to share their experiences with **Zoom** and collaborate on best practices.
- Create an open space for questions and feedback, fostering a sense of community among educators in Sub-Saharan Africa.

4. Overview of the Zoom: one platform to connect

What is Zoom platform?

- Zoom is a cloud-based video conferencing service that allows users to virtually connect through video, audio, and collaboration features.
- It is designed for seamless communication, whether in personal, educational, or professional settings.

- Launched in 2013 by Eric Yuan, Zoom has rapidly gained popularity worldwide, particularly during the COVID-19 pandemic when remote work and learning became essential.
- The platform has since evolved to accommodate millions of users and hosts, becoming a leading solution for virtual meetings, webinars, and online education.

Mission: Powering organizations across industries and geographies

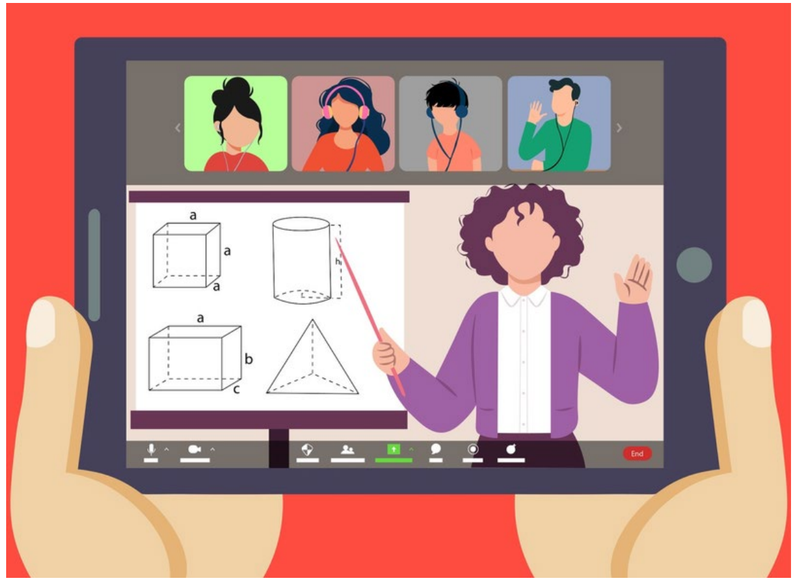
- Zoom helps consolidate communications, connect people, and collaborate better together in the boardroom, classroom, operating room, and everywhere in between.

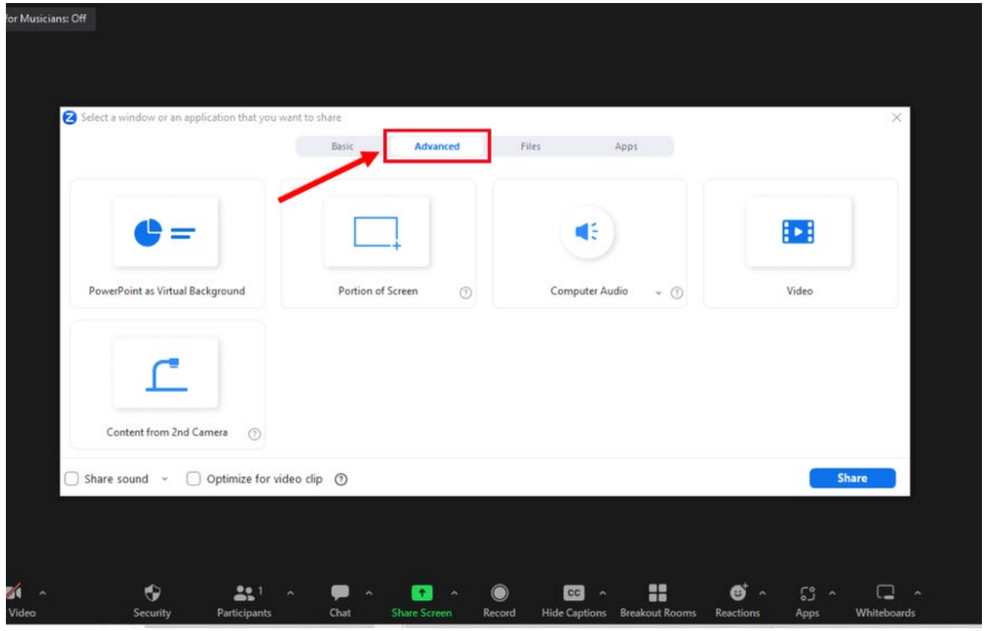
5. Zoom key functionalities for e - learning

1. High- quality video and audio conferencing

- **HD video and audio:** provides clear and high-definition video and audio quality, which enhances user engagement and communication.
- **Gallery view:** participants can see multiple participants in a grid layout, promoting better interaction and connection.
- **Immersive view:** enables hosts to create a unified and virtual environment for participants by displaying them against a custom background.
- **Dynamic interaction:** participants can interact more naturally as their video feeds are positioned together, promoting engagement.

5. Zoom key functionalities for e - learning





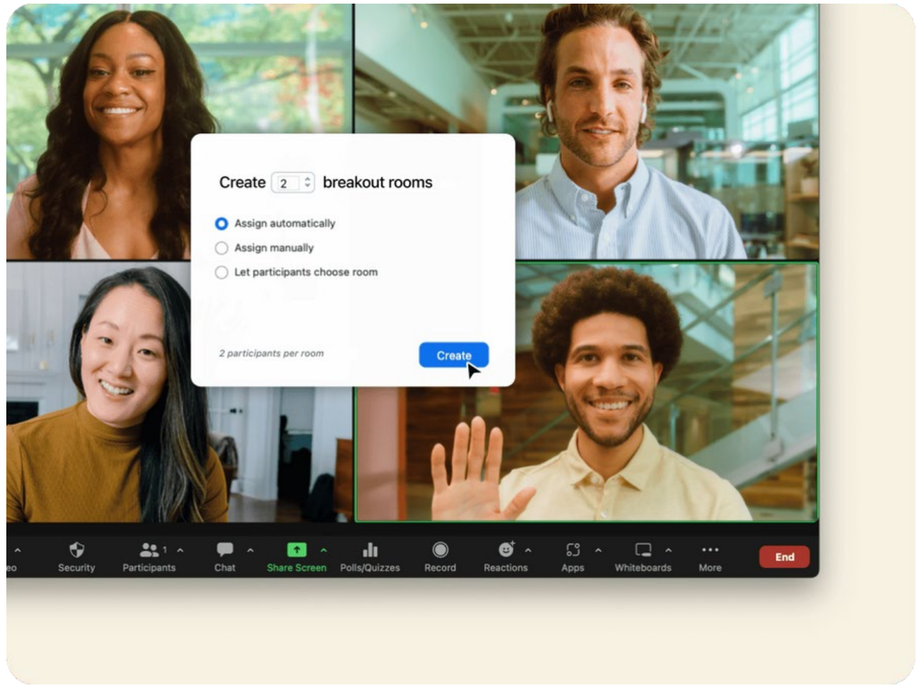
2.Screen sharing

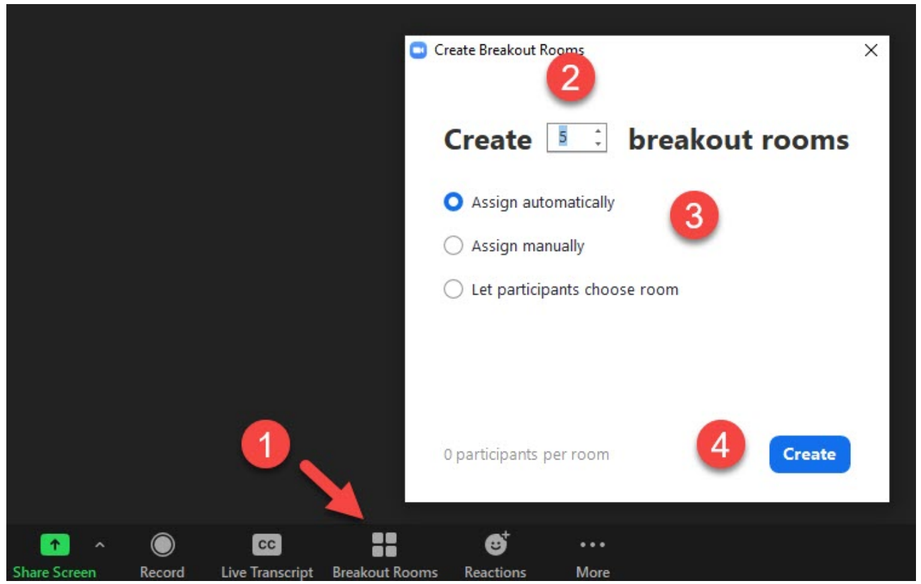
- **Presentation capability:** instructors can share their screens to show slideshows, documents, or software applications directly to students.
- **Multiple screen sharing:** allows several participants to share their screens simultaneously, fostering collaborative learning.
- **Specific application window**: users can choose to share only one application (e.g., a specific PowerPoint, a web browser, or software), keeping other windows hidden from view.
- **Flexibility in teaching:** screen sharing can support a variety of teaching styles, whether it is through traditional lectures, interactive discussions, or peer assessments.
- **Interactive learning:** screen sharing facilitates interactive lessons, as instructors can present real-time data, interactive tools, or multimedia of interest to students.

5. Zoom key functionalities for e - learning

3.Breakout rooms:

- **Small group work:** professors can split larger classes into smaller groups for discussions, projects, or collaborative activities, mimicking in-person learning environments.
- **Easy monitoring:** instructors can join breakout rooms to provide assistance and oversight (max. 50 rooms).
- **Broadcasting messages:** hosts can send announcements or reminders to all breakout rooms simultaneously, ensuring participants stay on track.
- **Collaboration tools:** within breakout rooms, participants can use features such as screen sharing, whiteboarding, and chat to facilitate collaboration.
- **No recording options:** while the main meeting can be recorded, breakout rooms do not support recording, which maintains privacy within group discussions.





5. Zoom key functionalities for e - learning

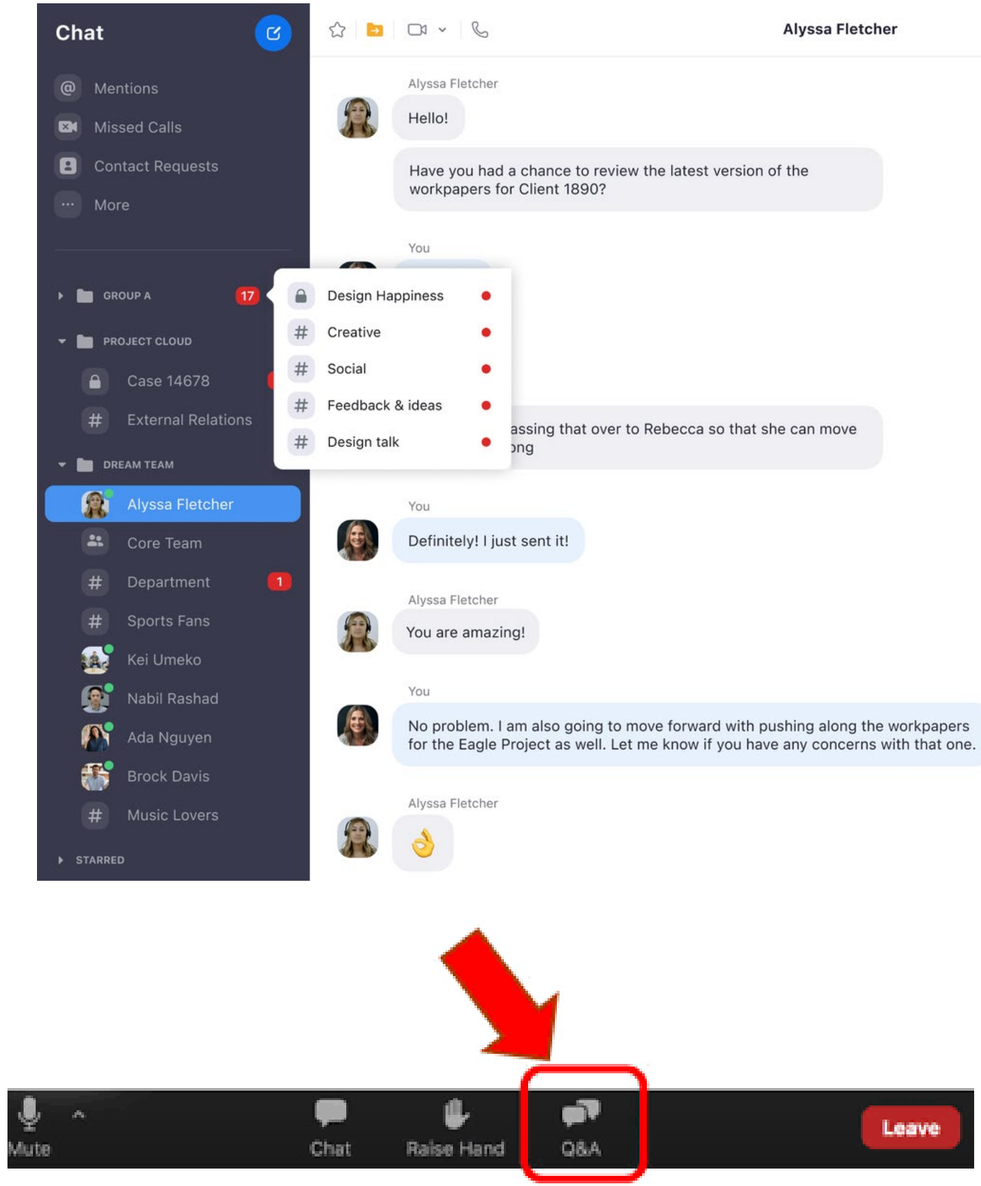
4. Meeting recording in Zoom

- Allows hosts to **capture audio, video, and shared content** during a meeting. It can be saved either locally (on a computer) or in the cloud (Zoom's servers), providing flexibility for educators and participants.
- **Flexibility for learners:** students can access recorded lectures and discussions on their schedule, which enhances learning opportunities for those who may have missed live sessions.
- **Resource for review:** recorded lectures can be integrated easily into online platforms and LMS, enhancing the overall approach to course materials. Recordings allow learners **to revisit complex topics** at their own pace, aiding in the reinforcement of knowledge.

5. Zoom key functionalities for e - learning

5. Chat and Q&A Features in Zoom

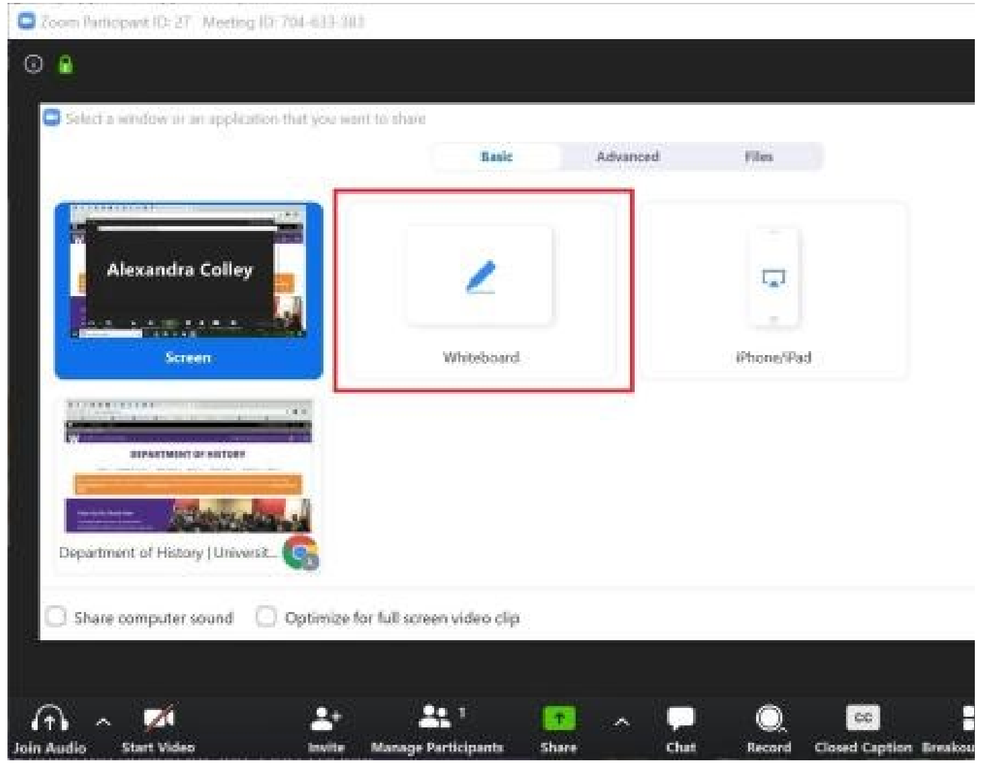
- Facilitate **real-time written communication during meetings,** allowing participants to post questions, comments, and engage in discussions without interrupting the flow of the session.
- **Text chat:** participants can send messages to all attendees or privately to specific individuals. This feature encourages engagement and fosters interaction among participants.
- **Files and links sharing:** users can share relevant documents, URLs, or resources directly through the chat, providing immediate access to materials discussed during the meeting.
- **Dedicated Q&A/ Polls section:** in larger meetings or webinars, a Q&A feature can be enabled, allowing participants to submit questions without cluttering the main chat.
- The Q&A feature helps **streamline questions and answers,** ensuring important topics are covered and addressed.



5. Zoom key functionalities for e - learning

6. Integrated whiteboard

- Allows users to **create and collaborate on a virtual whiteboard** during meetings. This tool mimics the functionality of a traditional whiteboard but adds digital capabilities for increased interaction and engagement.
- **Drawing tools:** users can choose from a variety of drawing tools, including pens, highlighters, and shapes, to illustrate concepts or ideas visually.
- **Text boxes:** participants can add text directly onto the whiteboard, facilitating the presentation of information and allowing for quick notes.
- **Multi-user collaboration:** all participants can interact with the whiteboard simultaneously, making it a collaborative space where ideas can be generated and discussed in real-time.
- **Clear and reset options**: users can clear individual elements or the entire whiteboard, allowing for easy organization and resetting during the session.



6. Implementing Zoom into the Curriculum

Purpose of integration: implementing Zoom into the curriculum aims to enhance teaching and learning experiences through effective use of technology. It provides opportunities for flexible, interactive, and engaging education that meets the needs of diverse learners.

Strategies for effective implementation

1. **Course design:**
   - **Hybrid learning models: c**ombine synchronous (live Zoom sessions) and asynchronous (recorded lectures, online discussions) components to provide a comprehensive learning experience. This allows for flexibility while still fostering real-time interaction.
   - **Structured syllabi**: incorporate Zoom sessions into the course syllabus, defining the purpose of each session, topics covered, and required materials. This clarity enhances student preparedness and engagement.
2. **Interactive learning activities:**
   - **Breakout rooms for group work:** utilize breakout rooms during live sessions to facilitate small group discussions, projects, or peer-to-peer learning. Define specific tasks for each group to encourage collaboration and accountability.
   - **Interactive lectures**: integrate polls, quizzes, and discussions into lectures using Zoom's built-in features. For instance, ask questions throughout the presentation or use tools like Mentimeter to gather real-time feedback.
3. **Guest speakers and panel discussions:**
   - **Bringing experts into the classroom:** utilize Zoom to invite guest speakers, industry professionals, or alumni to participate in classes, providing students with diverse perspectives and insights that enhance learning.
   - **Panel discussions:** organize interactive discussions with multiple guest speakers, allowing students to engage with professionals from various fields, fostering a broader understanding of real-world applications.

7. Challenges and considerations

Technical support:

- **Training for professors:** provide training sessions for educators to ensure they are comfortable with all of Zoom's features, particularly those relevant to their teaching strategies.
- **Student support:** create guides or support channels for students who may encounter technical issues during Zoom sessions, enhancing their overall experience.

Addressing engagement:

- **Catering to varied learning styles:** ensure that Zoom sessions are engaging by incorporating different teaching methods, such as discussions, group activities, and multimedia content.
- **Encouraging active participation:** promote a supportive classroom culture that encourages students to engage, ask questions, and participate in discussions openly.

8. The key benefits of e-learning platforms

1. **Adapting to a digital era**: e-learning tools aligns with the ongoing shift towards digital transformation in education, especially relevant in a post-pandemic world. As remote learning has proven viable, exploring how technology can enhance university education has become a timely topic.

2. **Supporting access to quality education**: for areas with limited access to quality higher education, like certain regions in Sub-Saharan Africa, technology platforms like Zoom make learning accessible to more students. This theme emphasizes breaking down geographic and socioeconomic barriers to knowledge.

3. **Enhancing engagement and interactivity**: traditional teaching methods can be restrictive, whereas platforms like Zoom offer tools that increase interactivity—such as breakout rooms, shared screens, and live polls. This theme reflects a commitment to making education more engaging and student-centered.

4. **Preparing students for a globalized world**: in today's interconnected world, students need skills in digital communication and remote collaboration. Its important to prepare students for a world where virtual interactions and teamwork are the norms.

8. The key benefits of e-learning platforms

5. Promoting innovation in agriculture: by adopting digital tools, universities can keep agricultural education up-to-date with the latest research and sustainable practices.

6. Improving adaptability and resilience: digital platforms make it easier to update content, adapt to new research, and provide flexible learning formats. This platforms helps universities to remain resilient and relevant by using technology to adapt to rapid changes.

7. Encouraging a lifelong learning mindset: technology in education allows students to develop digital literacy and autonomy, skills that are essential for lifelong learning. It is important to believe in empowering students to take charge of their own learning journeys in an evolving world.

9. Issues with online learning

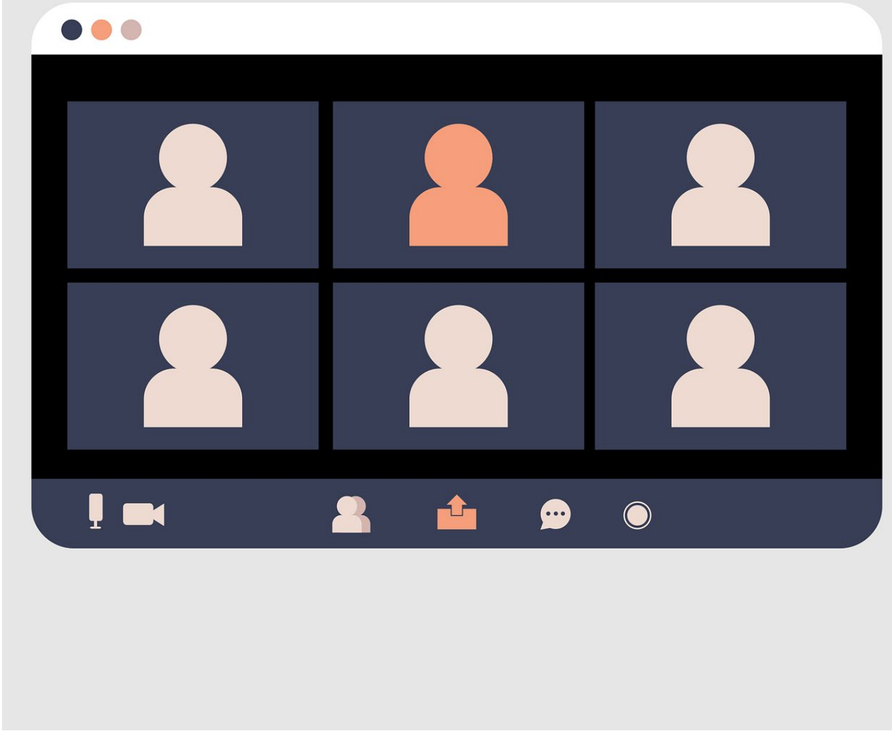
1. **Reduced personal connection**: in online settings, it's harder to build personal rapport with students, which can impact engagement and motivation. Body language, eye contact, and informal interactions that naturally occur in physical classrooms are often missing or diminished.

2. **Screen fatigue and mental strain**: extended periods of screen time can lead to "Zoom fatigue." Staring at a screen for long hours can strain the eyes, affect concentration, and contribute to overall mental exhaustion, which may reduce students' focus and learning effectiveness.

3. **Limited hands-on learning**: many fields of study, especially those requiring labs, practical applications, or real-world demonstrations, are difficult to translate effectively to a virtual platform. Students miss out on hands-on experience, which can impact learning in subjects like agriculture, engineering.

4. **Dependence on technology and internet access**: online learning requires reliable internet and access to devices, which may not be available to all students, especially in rural or under-resourced areas. This digital divide can lead to unequal access to education and a disparity in learning outcomes.

5. **Increased distractions and reduced accountability**: at home, students may face distractions that are absent in a classroom setting, such as household responsibilities, noise, or other online temptations. This can lead to reduced attention and less accountability for participation and learning.



9. Issues with online learning

6. Challenges with student engagement and participation: it can be harder to maintain student engagement in an online environment. Some students may feel uncomfortable participating on camera, or they may simply log in without truly engaging. Instructors also face challenges gauging student understanding and adjusting teaching approaches accordingly.

7. Privacy and security concerns: online platforms can pose privacy risks. Students and educators may worry about data privacy, unauthorized recordings, or "Zoom-bombing," where unauthorized participants disrupt sessions. These concerns can deter full participation.

8. Technical issues and interruptions: online platforms depend on stable internet and functional devices. Technical issues, such as poor connections, audio problems, or platform malfunctions, can interrupt classes and hinder the flow of learning, causing frustration for both students and teachers.

9. Reduced sense of community: virtual classes can feel isolating, reducing the sense of community among students. Social interactions, group projects, and casual discussions are limited online, which can impact the collaborative learning experience and reduce students' feelings of belonging.

10. Difficulty in assessing learning outcomes: online exams, quizzes, and assignments are more challenging to professors, which can lead to academic integrity issues. Moreover, assessing students' understanding without in-person cues may affect the accuracy of evaluations.

10. Questions session

1. What has been your overall experience using Zoom as a teaching tool?

2. Which Zoom features do you find most beneficial for teaching? (e.g., breakout rooms, screen sharing, polling)

3. What technical challenges have you faced when using Zoom, both for yourself and your students?

4. Have you noticed a difference in student participation levels compared to face - to - face classes? If so, how?

The future of education is not about technology; it's about how we use technology to create a more inclusive and engaging learning environment!

***FR:** L'avenir de l'éducation ne concerne pas la technologie; il s'agit de la manière dont nous utilisons la technologie pour créer un environnement d'apprentissage plus inclusif et engageant!*

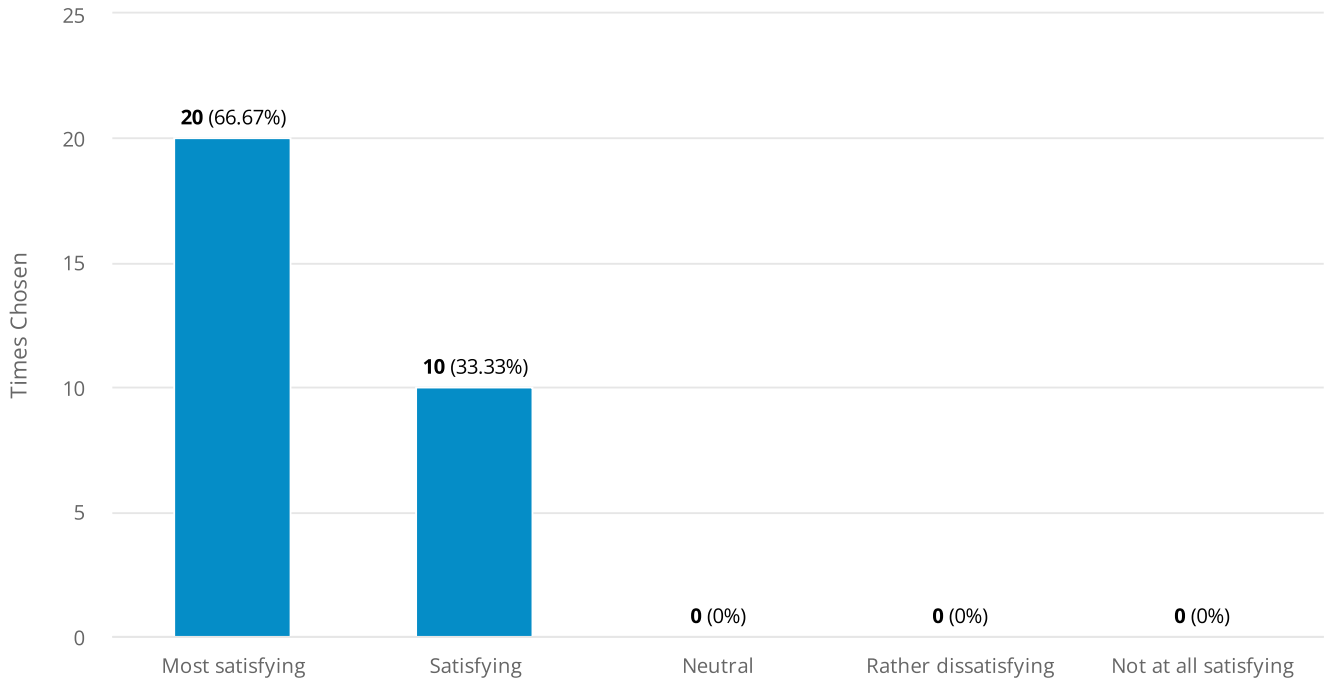
GOOD LUCK! BONNE CHANCE!

IASI UNIVERSITY
of LIFE SCIENCES
1842

Evaluation_E-learning and use of digital tools in teaching and learning Seminar

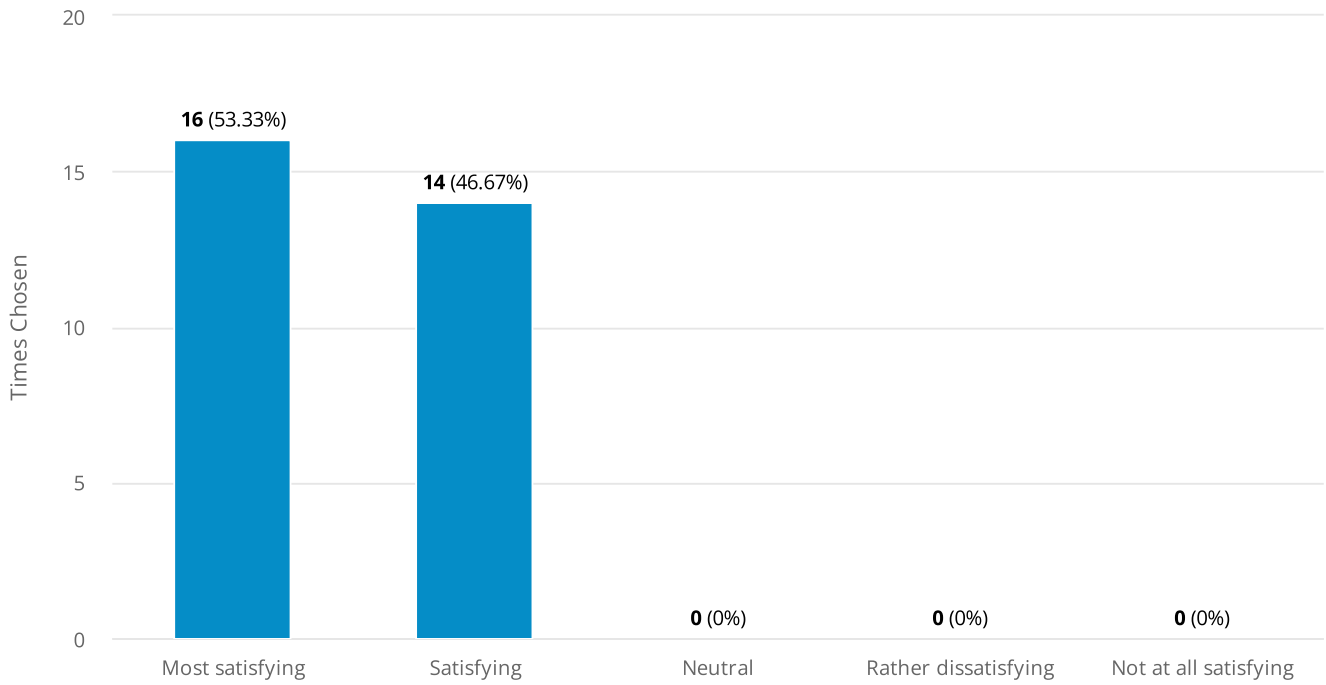
The event administration, structure and invitation were ...

Number of responses: 30



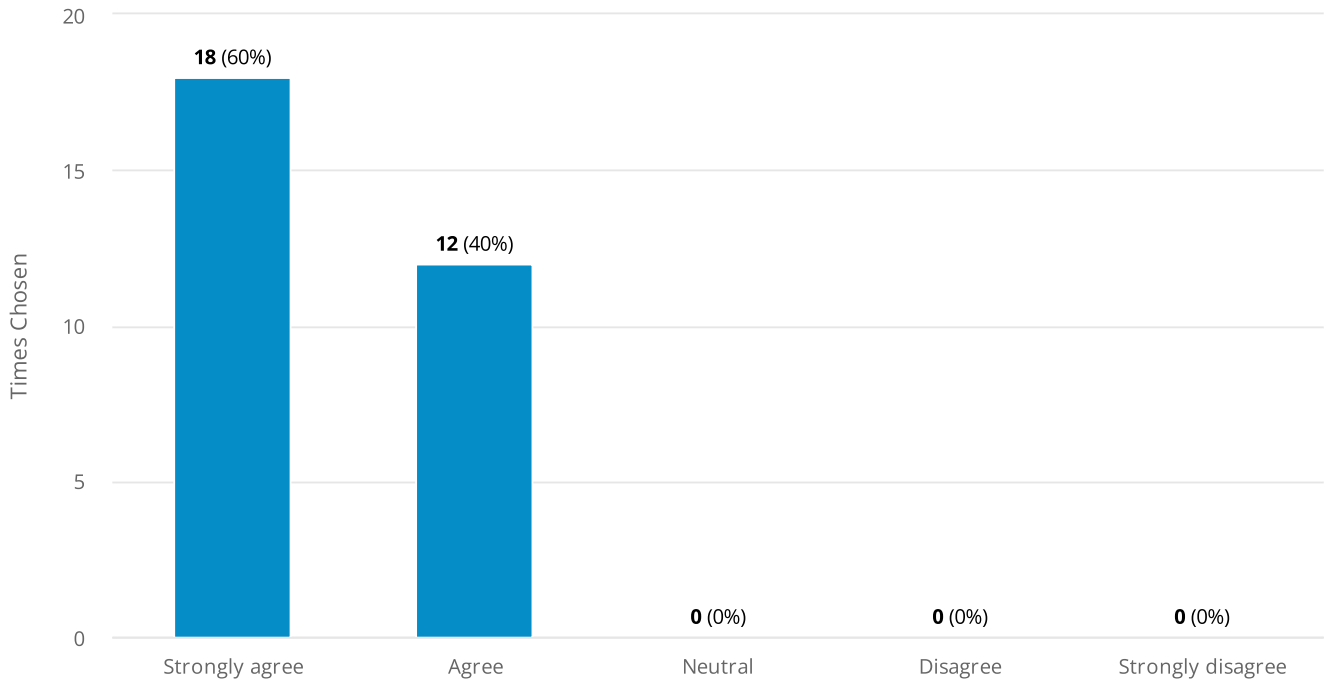
The program and covered topics were ...

Number of responses: 30



This event covered the topics I have expected.

Number of responses: 30



According to the first workshop day "E-learning and use of digital tools in teaching and learning on Friday 15.11.2024" I have the following comments, remarks or requests:

Number of responses: 20

Text answers:

Good presentation

-

it was good organized

Understanding new digital tools for teaching

It's was amazing

I was greatly motivated to use e-learning often

Very satisfying

E learning and use of digital tools are crucial in any project and really needed in developing countries like Nigeria.

The first workshop was good and time. If it can be repeated, it will good.

More trainings will be necessary.

The workshop was quite interactive and a learning experience.

Resume and share

The session was impactful.

The workshop was very helpful. There is need for more training in future

Comtent was quite well delivered

This workshop was useful due to the various actual and practical topics that were highlighted and explained.

The workshop on 'E-learning and Use of Digital Tools in Teaching and Learning' held on November 15, 2024, was excellently presented, with effective use of the Zoom platform and Google Teams. The sessions were informative and fostered engaging discussions on integrating digital tools in education.

It was a very interesting online meeting and very constructing discussion.

Nil

It gave an insight to more rubist aspects of digital learning tools and platforms

According to the second workshop day "E-learning and use of digital tools in teaching and learning on Tuesday 10.12.2024" I have the following comments, remarks or requests:

Number of responses: 19

Text answers:

Good

-

good organization and interesting new methods were presented

It's was amazing

Is it really advisable to use synchronous and asynchronous learning methods at 50/50.

Very satisfying and expected

E learning and use of digital tools are highly recommended in teaching and learning

My only comment is keep the good work

More regular trainings will be okay.

The facilitator was knowledgeable and exceeded my expectations

Resume and share

The two sessions were useful with knowledge of new tools for e-learning.

The workshop was very helpful. There is need for more training in future

The opportunity for participants to actively take part in the sessions were not adequately utilized.

All topics were extremely well structured, explained and, very importantly, exemplified.

The workshop on 'E-learning and Use of Digital Tools in Teaching and Learning' held on December 10, 2024, was excellently presented, with effective use of the microlearning and Moodle platform. The sessions were informative and fostered engaging discussions on integrating digital tools in education.

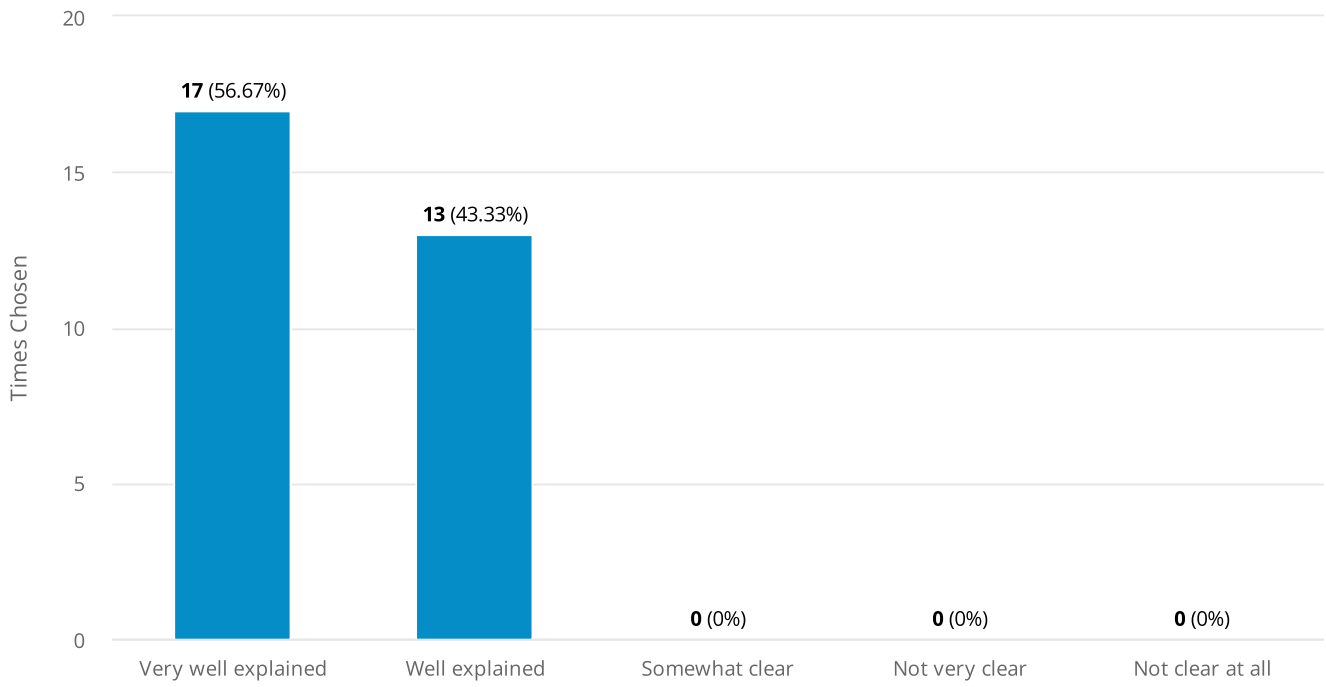
Both presentations were well done and very clear.

Nil

It was an eye opener to aspects of digital platform beyond use for only online meetings

How well were the contents explained and made understandable?

Number of responses: 30



At the workshop I liked the least: / I would like to recommend or improve:

Number of responses: 21

Text answers:

Non

-

to have more interaction

More detailed explanation

Some participants did not control or mute their microphones properly, which interfered with the training and the reception of the content by other participants. I expect greater engagement from some of African partner universities.

The length of time wasn't enough to assimilate all.

I recommend the off line version of the teachings shared

Some knowledge on digital learning equipment would be welcomed, even throught case studies.

Improvement in network availability.

More time should be given to questions and answers.

All sections were interesting.

None

OK

Nil

I recommend that more trainings to be done in future

Increased hands on participation by registered participants and should be engaged actively as the workshop progresses.

I have no recommendation

-

no comment

Nil

All aspects of online teaching tools were clearly demonstrated

At the workshop I liked most: / The following parts were very helpful for me:

Number of responses: 21

Text answers:

All

-

new tools to work with students

Step by step teaching

Indication of practical application of the tools that were demonstrated.

The assignments helped me to learn better.

The teachings was very interactive

debates and shareable experiences

Stating the main objectives and specific objectives, and how to spread the tasks are helpful to me.

The discussion, question and answer

All the parts were very helpful.

The entire content was helpful

OK

The contents

Microlearning as a modern method of education in the digital
world.

Exposure to new digital and on-line tools.

Interesting aspects that were presented and discussed to this workshop improved my knowledge and skills regarding the E-learning and use of digital tools.

-

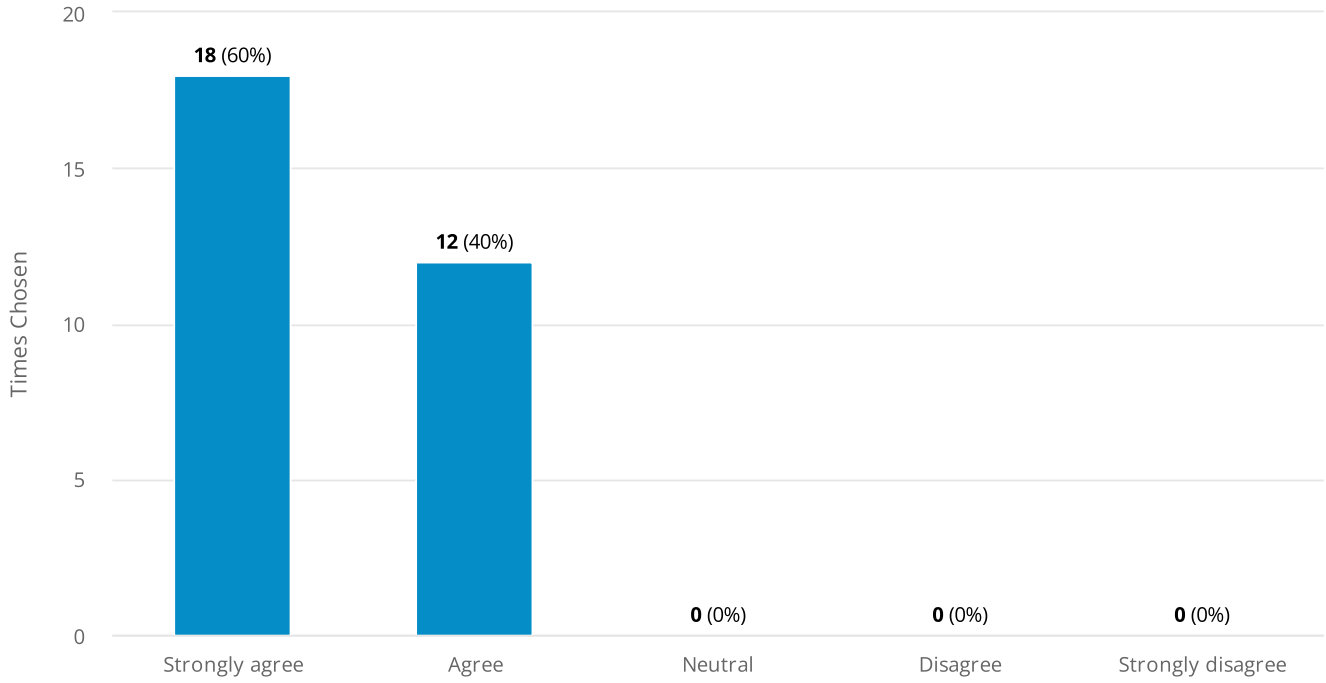
no comment

Nil

The white board sharing embedrd in the digital learning platforms

Overall, the workshop and the coverage of this topic was useful and relevant.

Number of responses: 30



I would rank the workshop series with the following number of stars:

Number of responses: 30