Professional English For ET
Lecture 1:An Overview

Dr. Xianmin Yang
School of Information and Communication
Jiangsu Normal University

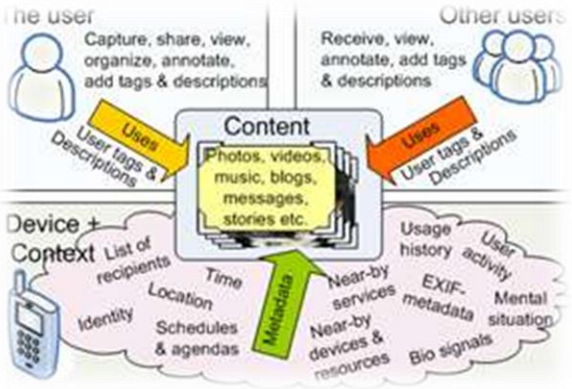
COURSE SYLLABUS

What you can get

- Read professional materials smoothly
- Translate academic papers accurately
- Communicate with domain experts abroad
- Follow the latest progress of ET through rich sources
- Write simple papers

What you will learn

- No required textbook for this class
- All materials are collected from the internet
- Four Units
  - Unit1: Learning & Training
  - Unit2: Media & Technology
  - Unit3: Resource & Environment
  - Unit4: Theory & Method



What you will learn

Unit	Week	Topic
	W1	Course Overview
Learning & Training	W2	Mobile & Ubiquitous Learning
	W3	Digital Game-based Learning
	W4	CSCL
	W6	Blended Learning
	W7	Online Training in Corporations
Media & Technology	W8	Social Media
	W9	Semantic Web
	W10	Cloud Computing
	W11	Electronic Schoolbag

What you will learn

	W12	Group Report
Resource & Environment	W13	Open Educational Resource
	W14	Mobile Learning Resource
	W15	Smart Classroom
	W16	Digital Campus
Theory & Method	W17	New Learning Theories
	W18	New Research Methods
	W19	Review for Examination

How you need to learn

- Listen
- Read
- Translate
- Discussion
- Collect materials
- Classroom Report
- Online homework

UNITE

SHARE

What you need to do

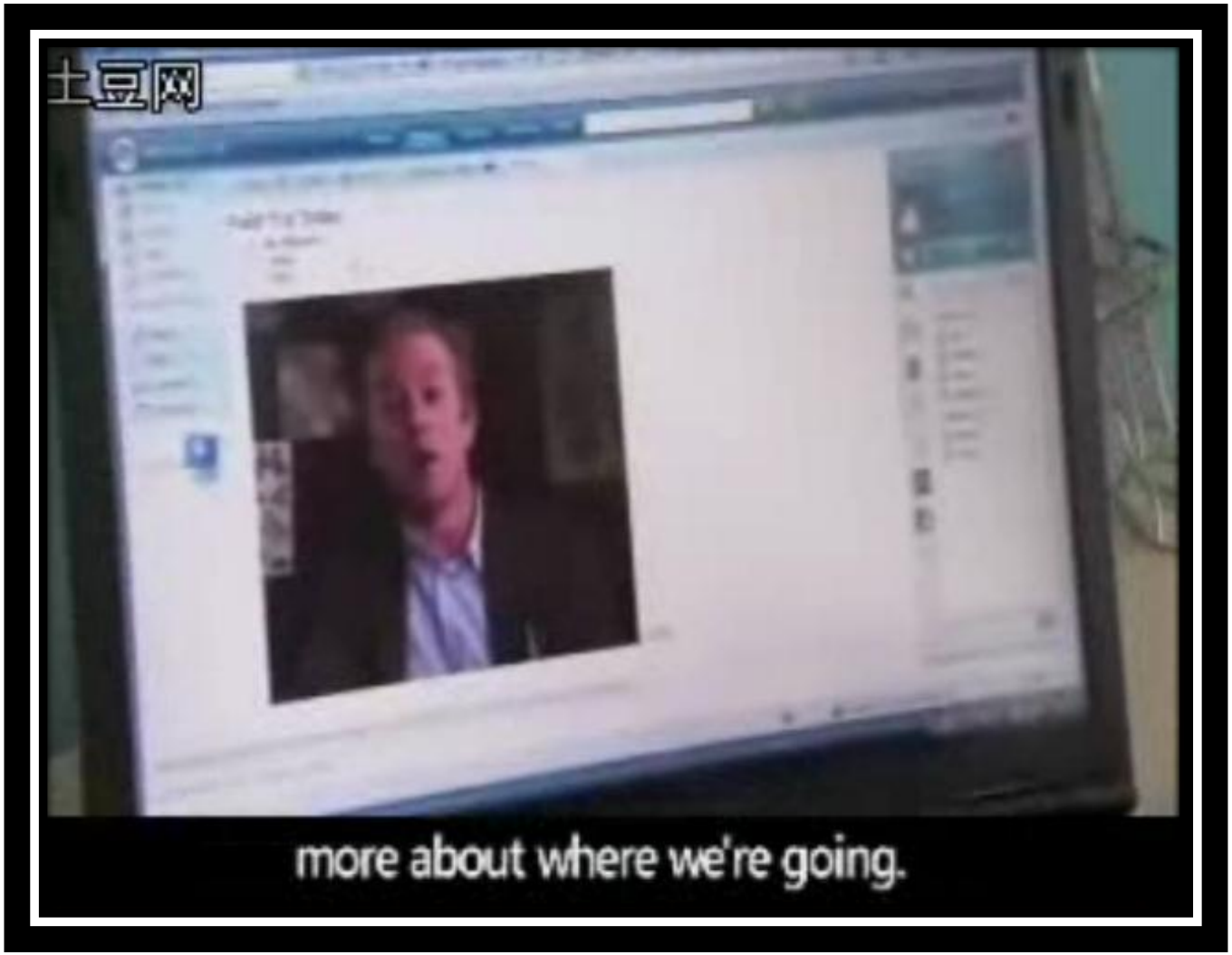
- Attendance is mandatory!
- Three unexcused absences will not pass the final assessment!
- Engage yourself in this class!
- Contact with me if needed
  - Office Room: #403
  - Office Time: Thursday p.m. & Friday a.m.

How to teach & how to learn?

- A survey
  - English Level
  - LMS
  - Computer
  - Learning Preference
- Assessment method
  - Form
  - Indicator

WATCH SOME VIDEOS
--Enjoy them for relax

Future Education



Future Life


CORNING
HANDHELD DISPLAY GLASS
Thin & Lightweight, Damage Resistant, Touch Sensitive

PICK UP PROFESSIONAL WORDS

--About Learning

Multimedia Learning

- Multimedia learning is where a person uses both auditory and visual stimuli to learn information (Mayer 2001).
- This type of learning relies on dual-coding theory (Paivio 1971).

Electronic Learning

- Electronic learning(e-learning) is a general term used to refer to Internet-based networked computer-enhanced learning.

Mobile Learning

- Any sort of learning that happens when the learner is not at a fixed, predetermined location, or learning that happens when the learner takes advantage of the learning opportunities offered by mobile technologies.
- Learning with portable technologies including but not limited to handheld computers, MP3 players, notebooks and mobile phones. M-learning focuses on the mobility of the learner

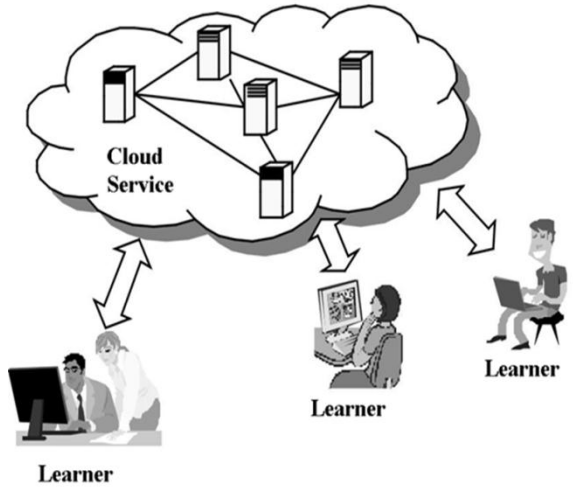


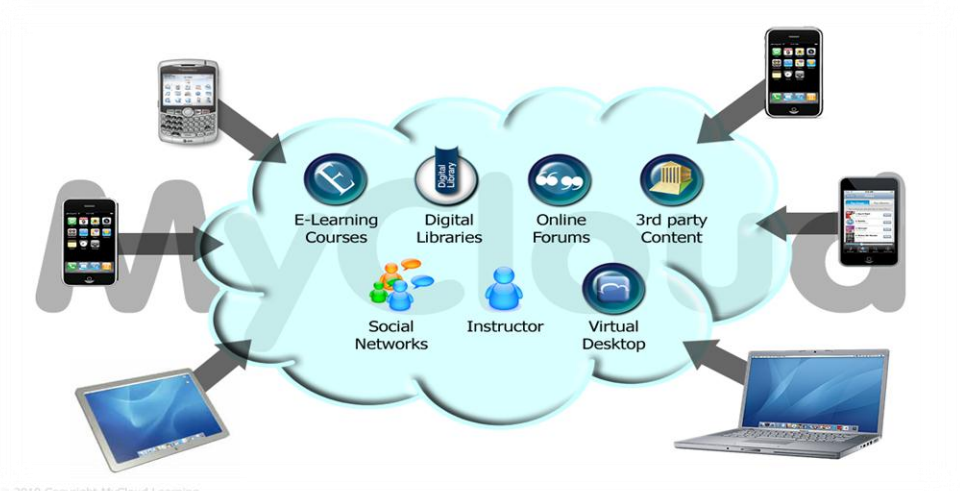

Ubiquitous Learning

- Ubiquitous learning (u-learning) is equivalent to some form of simple mobile learning, e.g. that learning environments can be accessed in various contexts and situations.
- The ubiquitous learning environment (ULE) may detect more context data than e-learning. Besides the domains of eLearning, u-learning may use more context awareness to provide most adaptive contents for learners.

Cloud Learning

- Cloud learning is a kind of learning based on cloud computing technology.
- A shared pool of learning courses, digital assets and resources are provided to learners and instructors, via computers and other devices on-demand, similar to a public utility - you can plug into it from anywhere





Cooperative Learning

- **Cooperative/Collaborative learning** is a situation in which two or more people learn or attempt to learn something together. It differs from group work, and it has been described as “structuring positive interdependence.”
- The teacher's role changes from giving information to facilitating students' learning.

- http://lcell.bnu.edu.cn/do/lcpage?action=view&koId=2385

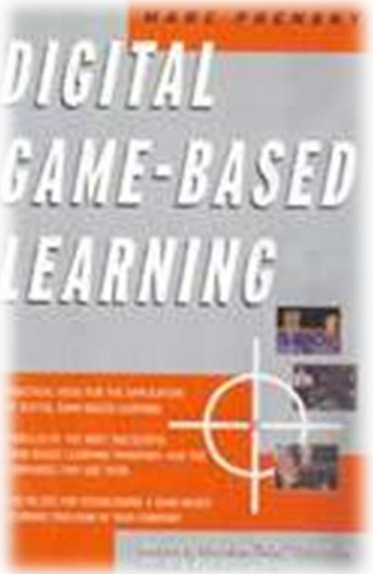
CSCL

- **Computer-supported collaborative learning** (CSCL) is a pedagogical approach where in learning takes place via social interaction using a computer or through the Internet.
- This kind of learning is characterized by the sharing and construction of knowledge among participants using technology as their primary means of communication or as a common resource.

- http://en.wikipedia.org/wiki/Computer_Supported_Cooperative_Learning

Digital game-based learning

- Digital game-based learning (DGBL) is an instructional method that incorporates educational content or learning principles into video games with the goal of engaging learners.



Others

- formal learning；informal learning; problem-based learning; inquiry learning; project-based learning; self-directed learning; blended-learning; situated learning; random access learning; anchored learning; distance learning; open learning; online learning; one to one learning…..

TOUCH MASTERS' THOUGHTS

--Know Robert Mills Gagne

Robert Mills Gagne

- **Robert Mills Gagné** (August 21, 1916–April 28, 2002) was an American educational psychologist best known for his "**Conditions of Learning**".
- Gagné pioneered the science of instruction during WWII when he worked with the Army Air Corps training pilots.
- He went on to develop a series of studies and works that simplified and explained what he and others believed to be 'good instruction.'
- Gagné was also involved in applying concepts of instructional theory to the design of computer-based training and multimedia-based learning.

Five Categories of Learning

1. Intellectual skills: Create individual competence and ability to respond to stimuli.
2. Cognitive strategies: Capability to learn, think, and remember
3. Verbal information: Rote memorization of names, faces, dates, phone numbers, etc..
4. Motor skills: Capability to learn to drive, ride a bike, draw a straight line, etc..
5. Attitudes: Ingrained bias towards different ideas, people, situation, and may affect how one acts towards these things.

Eight Ways to Learn

1. Signal Learning: A general response to a signal. Like a dog responding to a command.
2. Stimulus-Response Learning: A precise response to a distinct stimulus.
3. Chaining: A chain of two or more stimulus-response connections is acquired.
4. Verbal Association: The learning of chains that are verbal.
5. Discrimination Learning: The ability to make different responses to similar-appearing stimuli.
6. Concept Learning: A common response to a class of stimuli.
7. Rule Learning. Learning a chain of two or more concepts.
8. Problem Solving. A kind of learning that requires "thinking."

Steps of Planning Instruction

1. Identify the types of learning outcomes: Each outcome may have prerequisite knowledge or skills that must be identified.
2. Identify the internal conditions or processes the learner must have to achieve the outcomes.
3. Identify the external conditions or instruction needed to achieve the outcomes.
4. Specify the learning context.
5. Record the characteristics of the learners.
6. Select the media for instruction.
7. Plan to motivate the learners.
8. Test the instruction with learners in the form of formative evaluation.
9. After the instruction has been used, summative evaluation is used the judge the effectiveness of the instruction. problem solving

Nine Steps of Instruction

1. Gain attention: Present stimulus to ensure reception of instruction.
2. Tell the learners the learning objective: What will the pupil gain from the instruction?
3. Stimulate recall of prior learning: Ask for recall of existing relevant knowledge.
4. Present the stimulus: Display the content.
5. Provide learning guidance
6. Elicit performance: Learners respond to demonstrate knowledge.
7. Provide feedback: Give informative feedback on the learner's performance.
8. Assess performance: More performance and more feedback, to reinforce information.
9. Enhance retention and transfer to other contexts

Any question, please contact me:

Xianmin Yang

Ph.D.

Jiangsu Normal University

TEL:15862183989

E-Mail: yangxianmin8888@163.com

Vita:http://lcell.bnu.edu.cn/TeamMember/Yang/index.html

MicroBlog:http://t.sina.com.cn/yangxianmin8888

School of Information and Communication, Jiangsu Normal University

NO 57, Heping Road, Jiangsu Normal University, Xuzhou 221009

* Actions speak louder than words *

How to download PPTs?

- All slides will be uploaded in LCS (http://lcell.bnu.edu.cn/index.jsp).
- You can register a account and access this course.
- All the online interactions and homework will be conducted in LCS.