



Putting Technology into Educational Context

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The Open University*

DEL4ALL Final Event

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WWW.DEL4ALL.EU

Goals

Technology & Educational Application

- Mapping between them
- *Families* of technology
 - OU Institute of Coding/Linkchains
 - Fraunhofer FIT Blockchain for Education
 - *Blockchain-verified certification*
- **Identify**
 - **Technology Activities**
 - **Projects/Systems/Companies**
 - **Experts**
- **Group and map**

Goals

DEL4ALL Technology vs Education Matrix

- Different technologies
- Educational
 - Activities
 - Experts

Goals

DEL4ALL Technology vs Education Matrix

- Different technologies
- Educational
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 - Experts

| | Tech. 1 | Tech. 2 | |
|------------|---------|---------|--|
| Activity 1 | | | |
| Expert 2 | | | |

Understand context



**BREAKING IT
DOWN**

Image: Makis E. Warlamis, CC-BY-SA3.0

https://commons.wikimedia.org/wiki/File:2010_Utopien_arche04.jpg

Example: OU Learning Context



Example: OU Learning Context



Adult
Learners

Example: OU Learning Context



Adult
Learners

Higher
Education
Tutor

Example: OU Learning Context



Adult
Learners

Higher
Education
Tutor

Distance
Higher
Education

Example: OU Learning Context



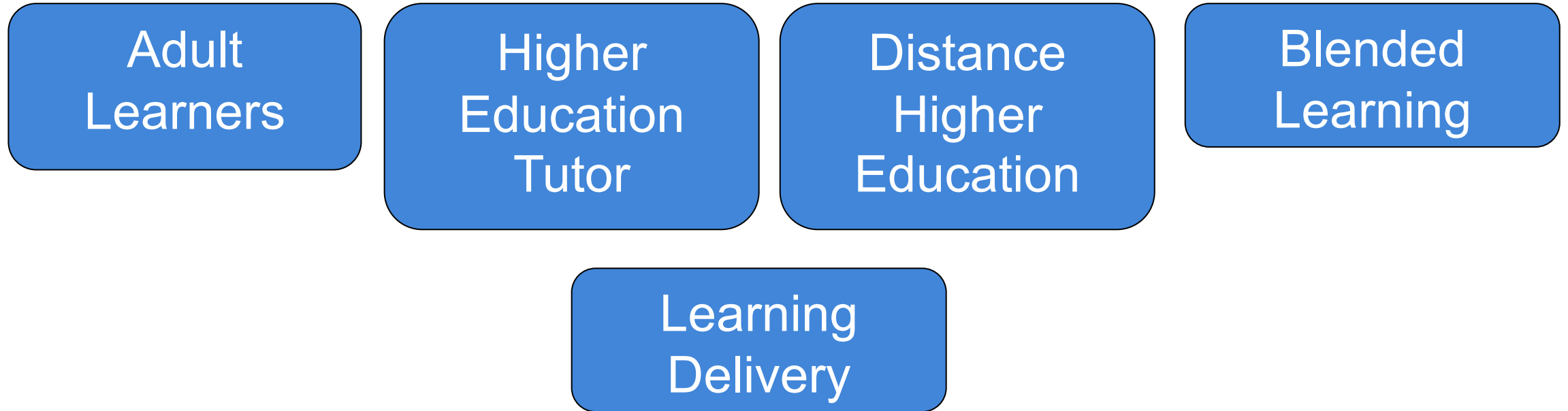
Adult
Learners

Higher
Education
Tutor

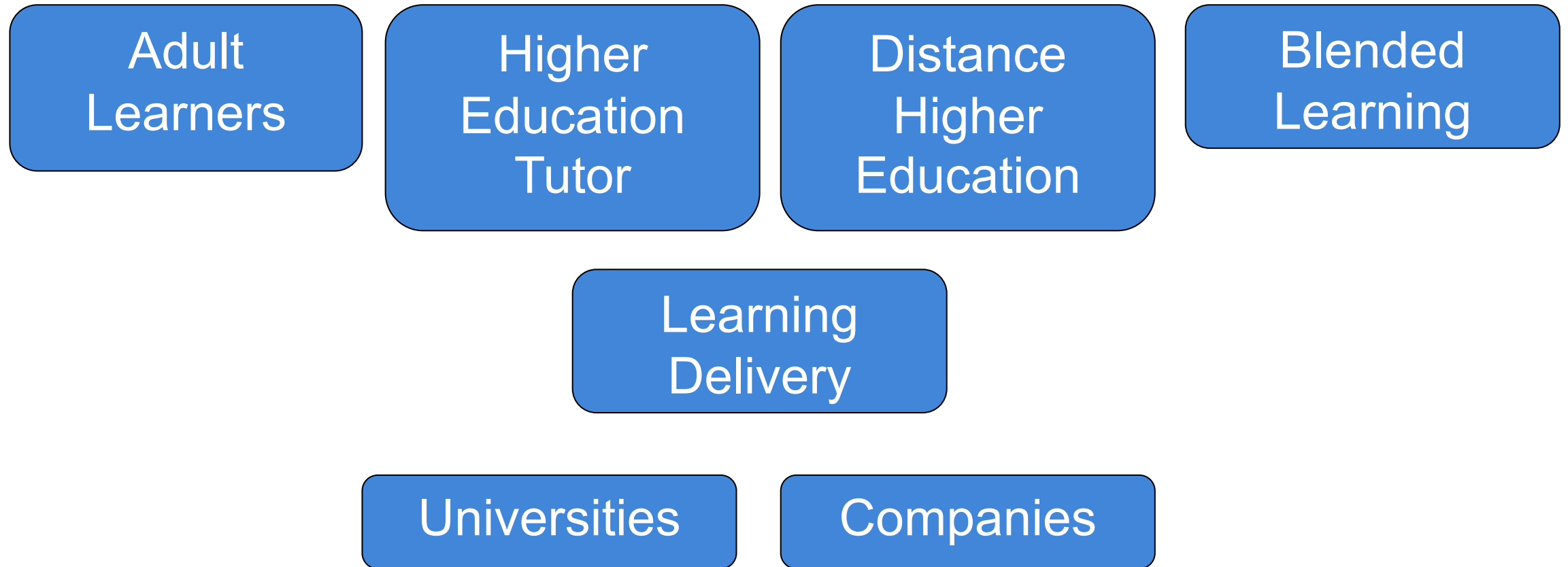
Distance
Higher
Education

Blended
Learning

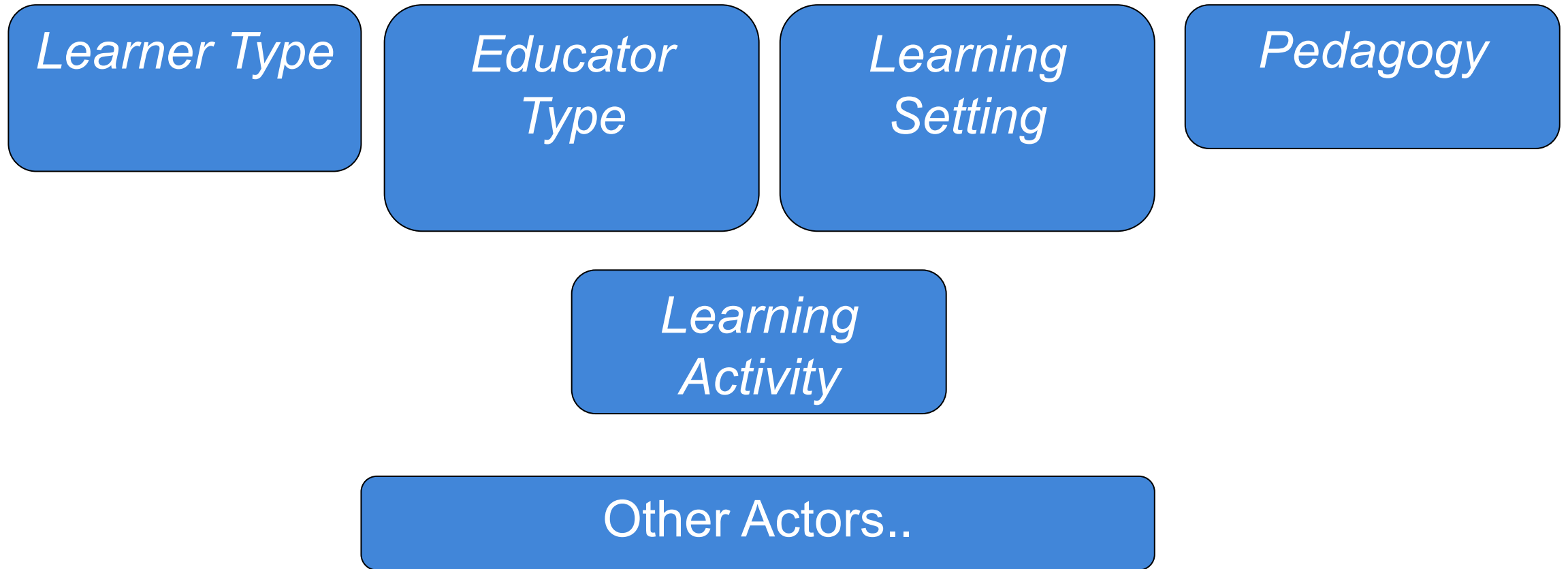
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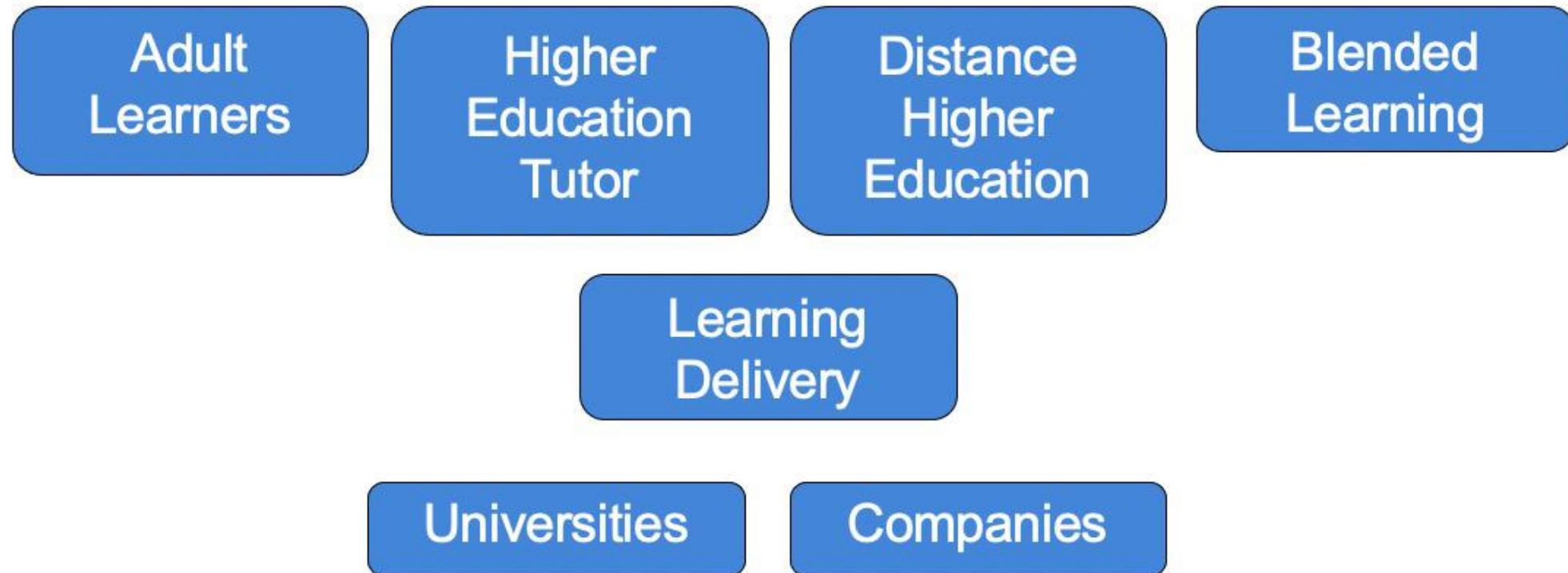
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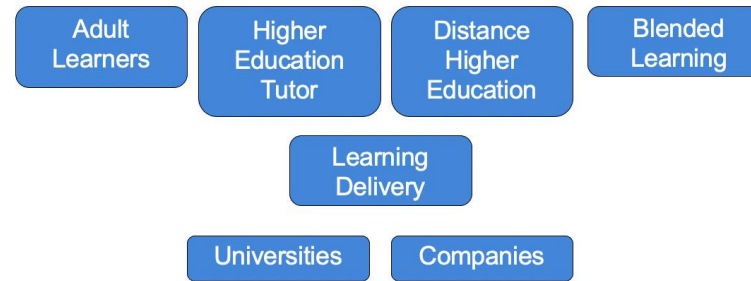
Learning Context



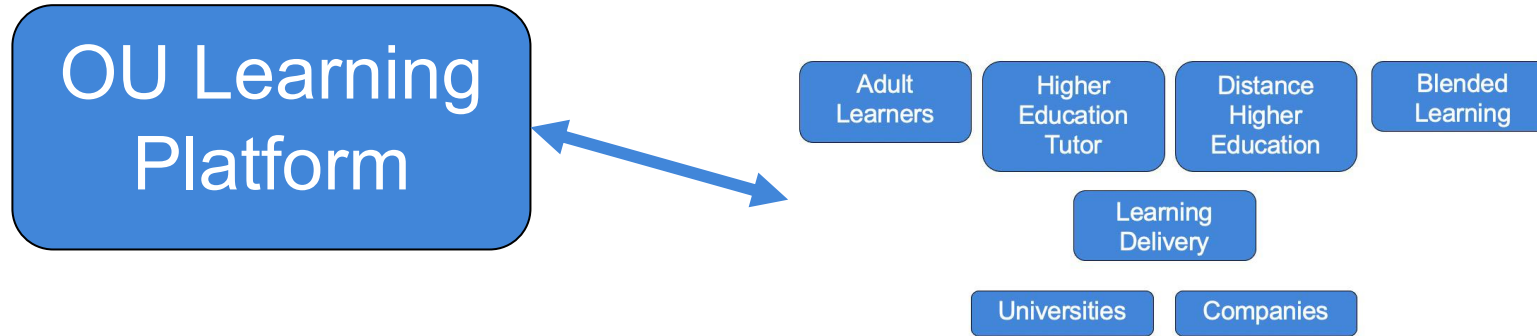
Activities & Experts & Context



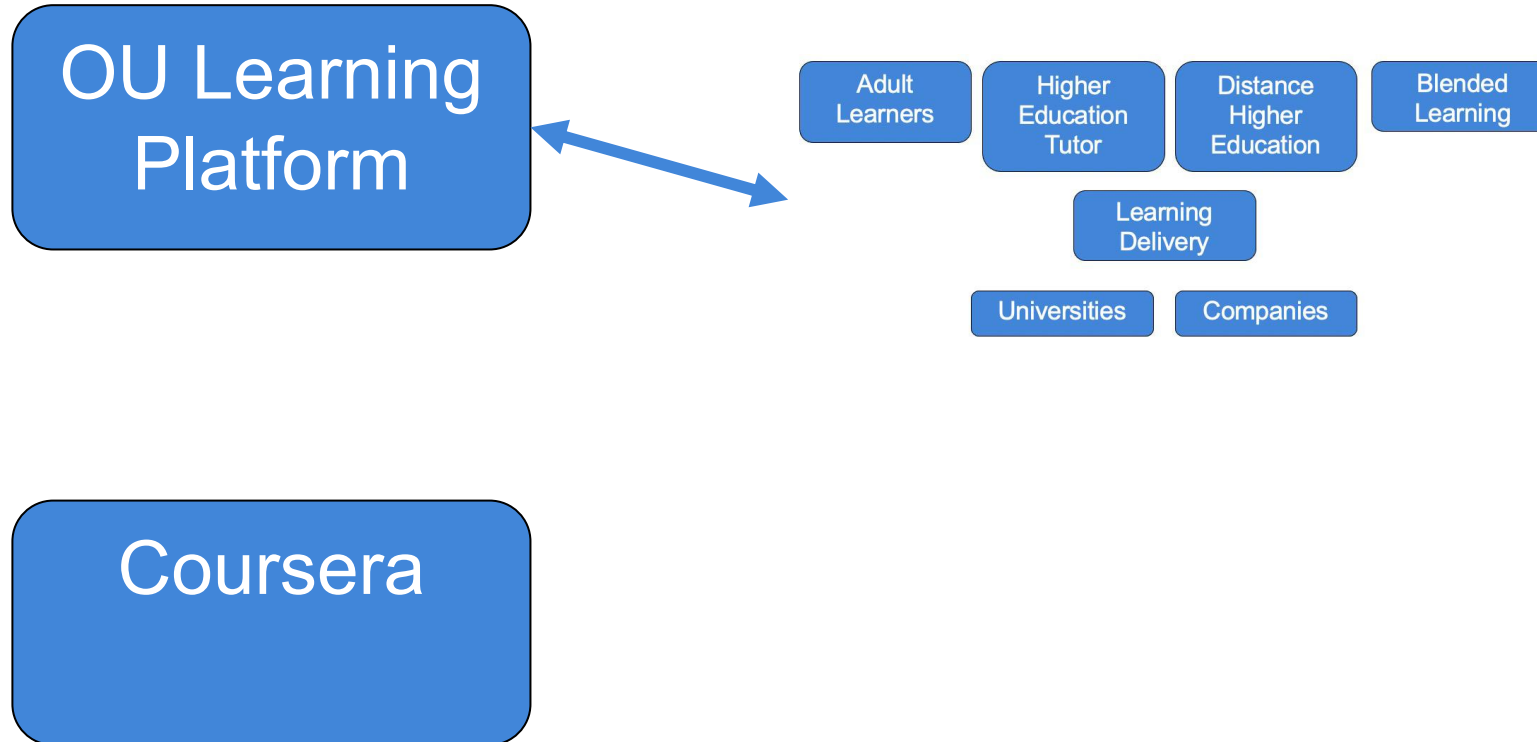
Activities & Experts & Context



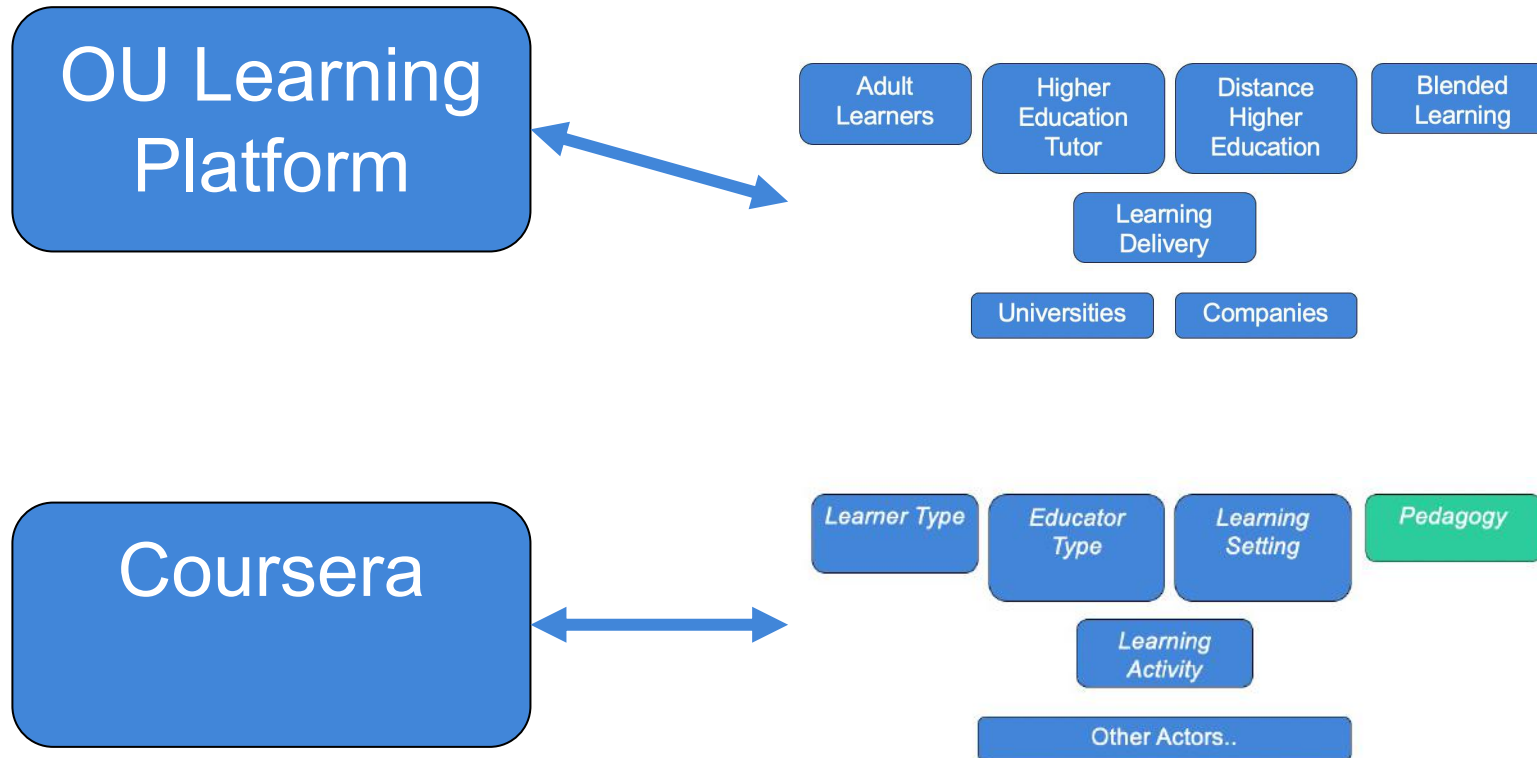
Activities & Experts & Context



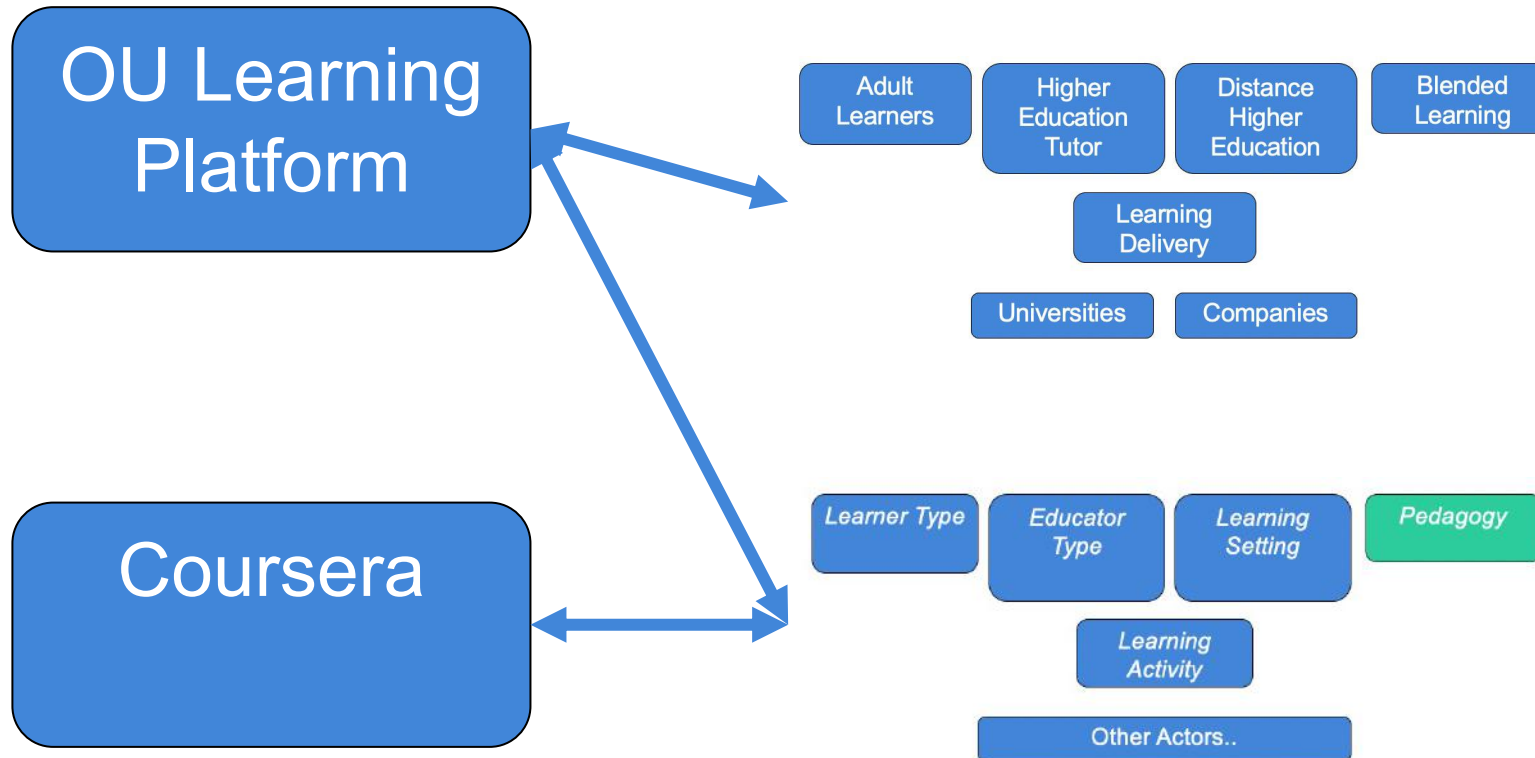
Activities & Experts & Context



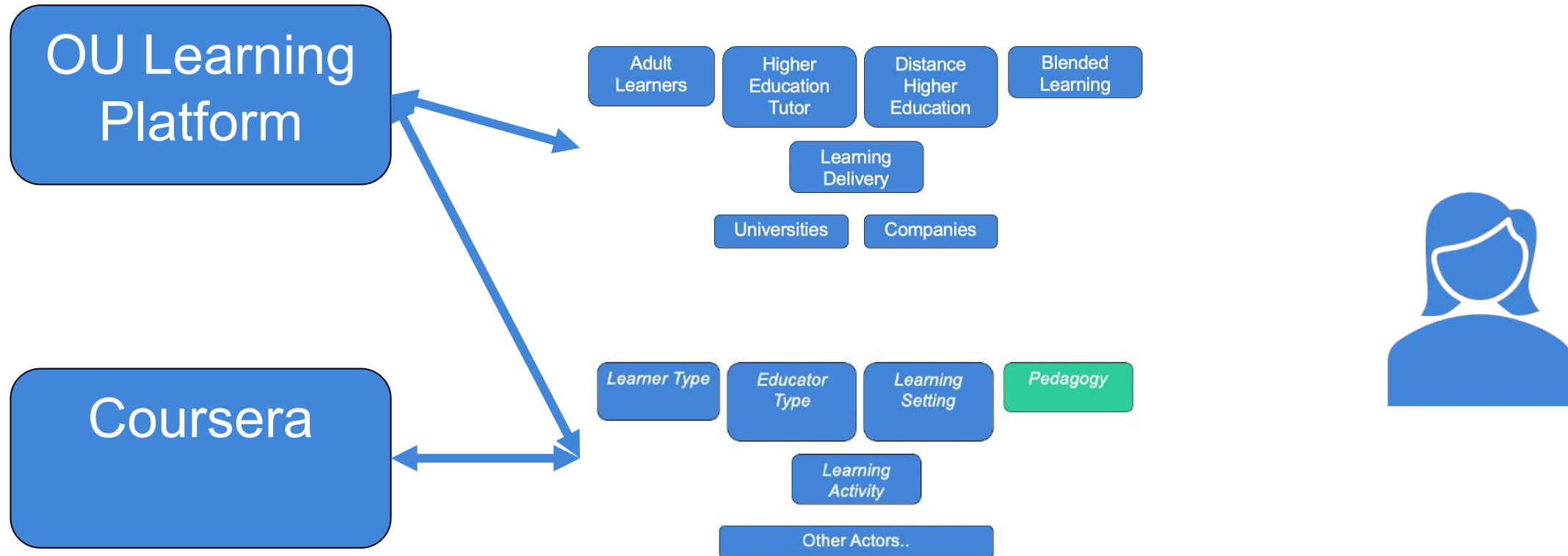
Activities & Experts & Context



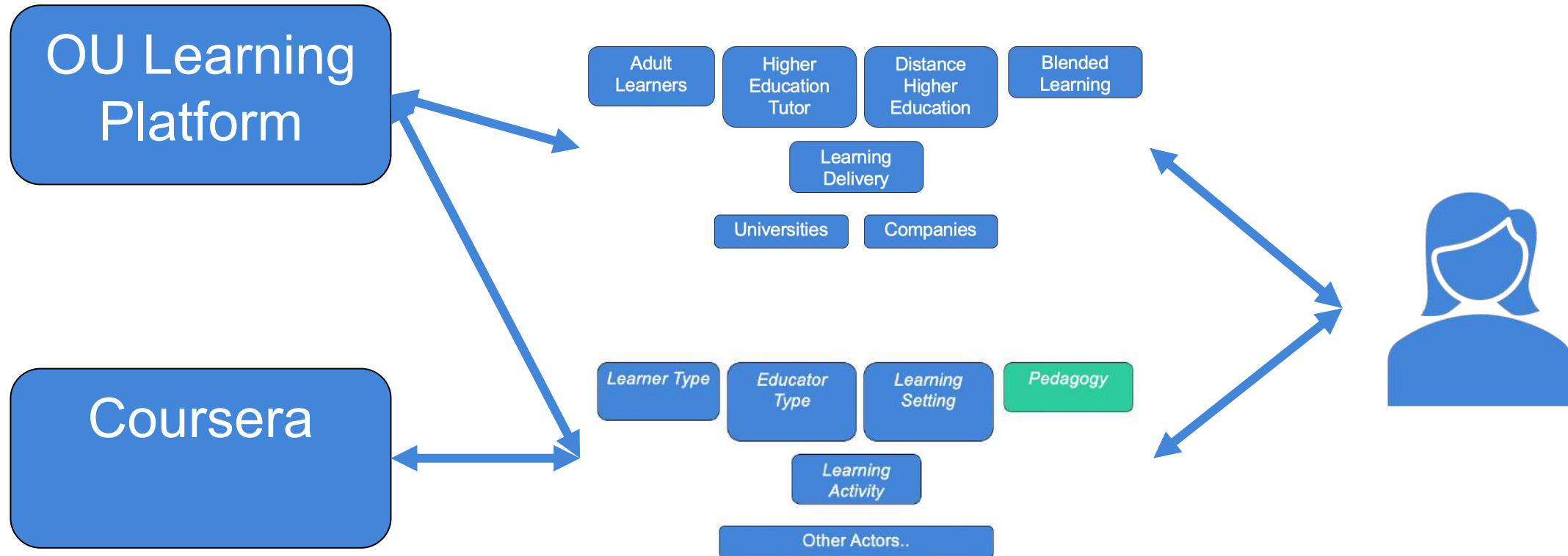
Activities & Experts & Context



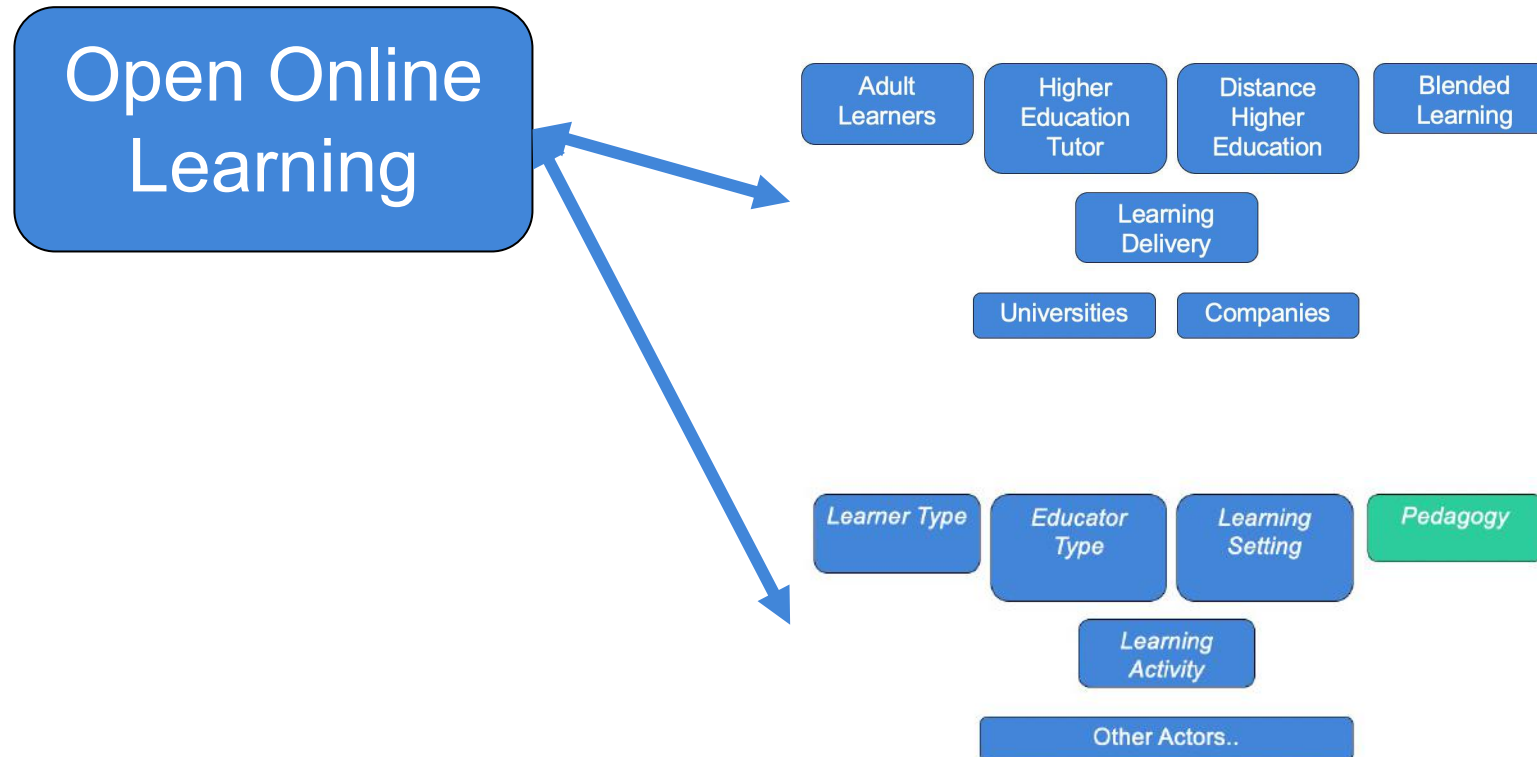
Activities & Experts & Context



Activities & Experts & Context



Families of Technology



Technology vs. Education Matrix



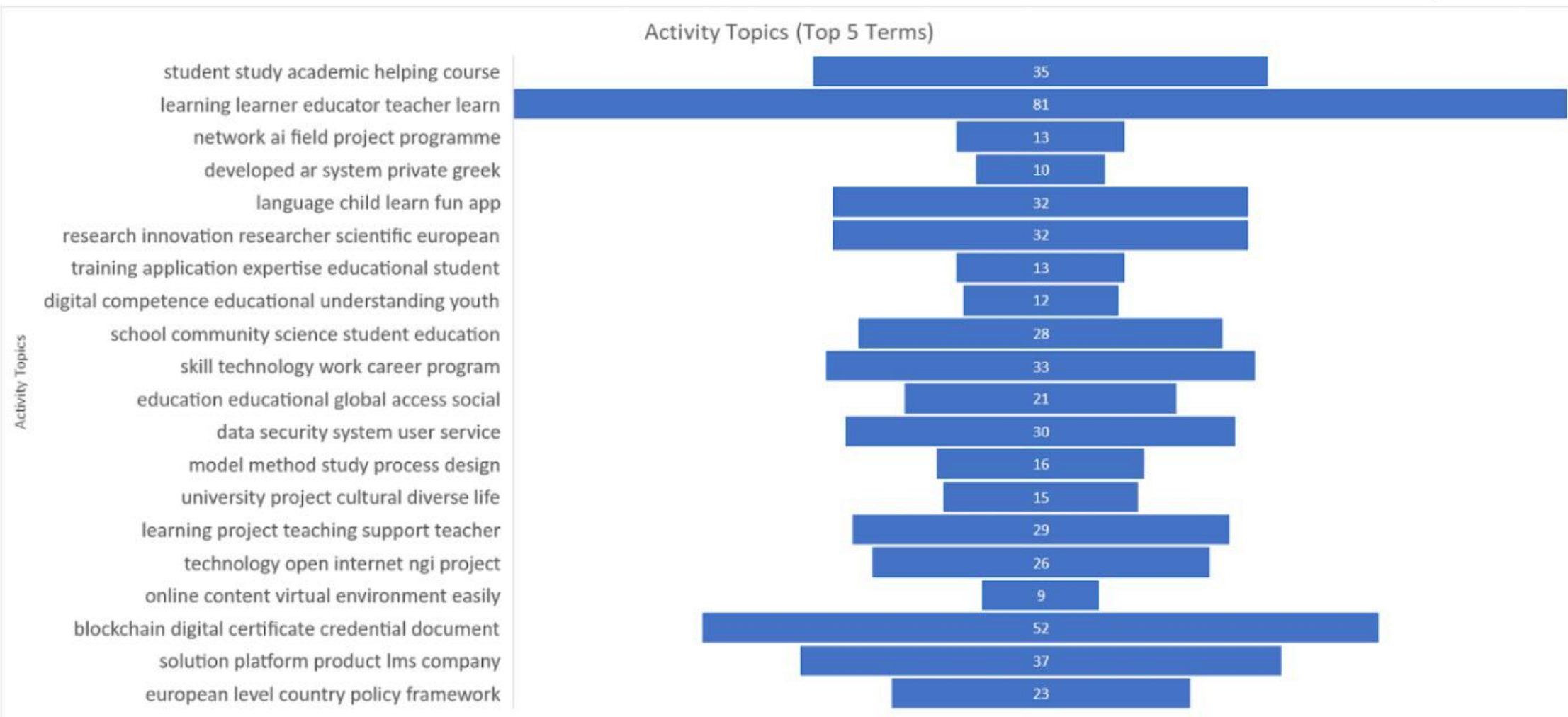
| Tech. | Example | Tech. Feature | Learning Setting | Learning Activity | Pedagogical Framework | Stakeholders | Stakeholders Details | Benefits | Challenges |
|-------------------------|----------------------------------|-----------------------------|------------------|-------------------|-----------------------------|------------------------------|--------------------------------------------------|----------------------------------------------------------------------------------------------------------|----------------------------------------------------------|
| Artificial Intelligence | Content adaptation | Natural language generation | | Content creation | | Content Creator, Institution | | Pedagogical: context tailored content, more inclusive materials, more efficient use of limited resources | Technological: quality and user experience, data sources |
| Artificial Intelligence | Automation of Human conversation | Natural language generation | Online | Content delivery | Online and blended learning | Learner, Content Creator | Online/blended learners, online/blended teachers | Pedagogical: more effective use of limited resources, any-time access to learning materials | Technological: quality and user experience |

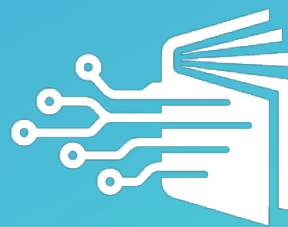


Bottom-up topics



Activity Topics (Top 5 Terms)





THANKS



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