The Agora: University of Guadalajara program for Student Centred and Mobile Learning

This program is designed to provide University of Guadalajara professors with the knowledge and application of student centred and mobile learning. The program has three phases, structured around hands on learning sessions and activities.

The goal of this faculty development program is for University of Guadalajara professors to confidently integrate student centred and mobile learning strategies and activities in their courses. Through the use of practical examples, challenges and experiential learning, the program will provide learners with the tools they need to meaningfully plan, design, implement and share student centred and mobile learning in their courses. Learners will be expected to collaborate, share, and contribute openly to a community of practice that fosters the enrichment of student centred learning experiences with the use of mobile learning technologies (iPads).

The program adopts the Agora as a metaphor for an open, collaborative, community space where learning happens through interaction and engagement with others. The Agora for this program are both face-to-face (f2f) and online spaces.

F2F Part A: Getting Started: Introduction to the Agora
This week of f2f activities includes a variety of Studios with an emphasis on exploring the possibilities of mobile and student centred learning. Learners will undertake challenge activities that will allow them to engage in hands -on learning and share what they create with the Agora site. At the end of this week learners will have completed 8-10 studios and several topic-focussed sessions. The emphasis of this week is to explore, create, and to begin sharing as a community.

Online: Shared Exploration and Implementation
The online portion will last 8 weeks and will have learners actively integrating student-centred strategies into their classes and getting student feedback that is shared back with the community. This portion is built around challenges that are completed in conjunction with their teaching, helping learners advance their own skills, knowledge, and confidence with guidance from JIBC facilitators, coaches, and their own learning community. Learners will be actively contributing to open resource/s and in the process contributing to a larger open community.

F2F Part B: Putting it all Together, Celebrating Successes and Failures
The second F2F portion will be 2 days of activities, with the emphasis on having the learners be responsible for presenting, teaching, and showcasing the topics.   An *Unconference* with all 150 learners will be planned for the last day as a way of wrapping up and sharing knowledge across disciplines and groups.

Studio Topics

Studios are either Foundational (required) or learner selected.

Foundational:

Prepping Your Toolbox: This studio covers key skills to track your progress during the program, including the role of Twitter and how to stay connected through Twitter, and organizing your files within an ipad/cloud workflow.

The Possibilities of Collaborative Learning: This studio introduces collaborative learning techniques including collaborative content creation, collaborative activities, and collaborative assessments.

Course Redesign: This studio introduces a course design process that will allow you to think about how to begin redesigning your course to be more student centred and to create more opportunities for mobile learning.

Studio Series (student selected)

During the daily Studio Series block, 5-6 studios will be running at the same time, and you will choose which one you want to attend. You will select 5 of these to attend during the week. Topics include:

Personal Learning Networks
Assessment Tools
Alternative Assessments
Scenario-based learning
Liberating Structures (Estructuras Liberadoras)
Getting Creative with Audio
Moving Pictures: Video and Animation
Free Stuff: Finding, Sharing, and Reusing Open Resources
Mini-media: finding and sharing images, memes, animated GIFs
Visual Facilitation
Office Hours

What to bring and what to expect in July:

The program is designed around the ipad, but you are encouraged to bring other mobile devices such as a laptop or a smartphone. Some activities, such as media creation are easier to do on a laptop.

Before the program begins, it is important that you:

- know how to take a photo on your ipad
- know how to capture a photo of your ipad screen
- know how to take a short video
- are familiar with the ipad keyboard
- have an Apple app store account
- can download and launch an app from the App Store
- have spent some time with your ipad and are familiar with the Settings

You will also need to have:

- a Google account set up
- a Twitter account set up

App Setup: You will be downloading a lot of apps during this program. Many of these apps require that you set up and register an account. This can be time-consuming but many of the apps allow you to use your Google or Facebook login to create accounts. This is the recommended approach to use for this program.

iPad Workflow: You will be trying a lot of new things during this program. Working with mobile devices requires a shift in workflow and can be frustrating at first. We will walk through some best practices, but you may be frustrated by until you've spent some time doing it. Ipads are easier to work with once you understand that creating and sharing on the ipad requires being able to send to a cloud drive where a link can be grabbed. The flow for many of the studio challenges that you will do summarized is: create→ send to cloud (eg. Drive/dropbox)->grab a link ----> share the link.

Sharing and Connecting: This program is designed around open collaboration and sharing. We have built in opportunities for you to connect with colleagues, and share your work. Our goal is to build a supportive, collaborative community where we can build on each other's ideas and work together. This is especially important when you move to the online phase.

Reflecting on Success and Failure: Trying new things requires being able to sometimes fail. We believe in celebrating both successes and failures, and are trying to create an environment where you spend the first week trying as many new things as possible. At the same time, the program encourages you to reflect on where mobile devices can be useful in your teaching, and to constantly be asking yourselves "why" use an app, a technology, a technique, or a student centred approach.

Pre-Week Activities

Once you receive your ipad and have a Twitter account set up you should begin following #UDGAgora on Twitter. You will see Daily Try's that are mini, quick challenges designed to help you practice new skills before the start of the program.

You will also receive an email from the teaching team with any additional instructions or suggestions.

Bienvenidos al Agora!