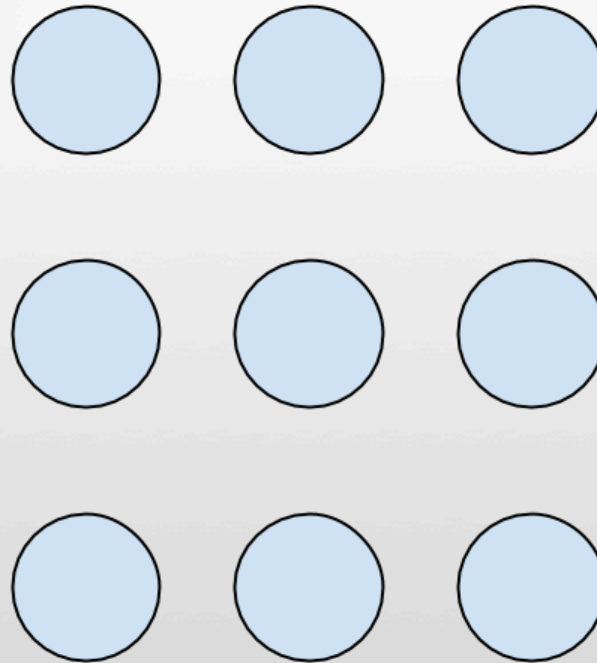


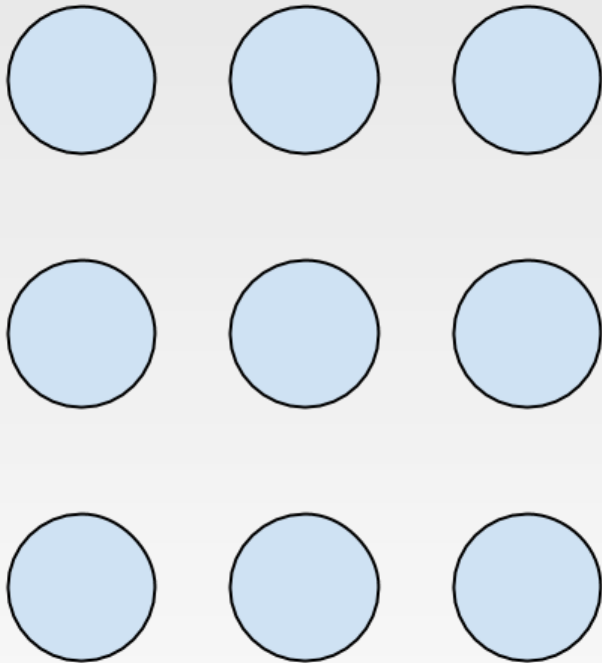
Think outside the box

Teaching, Learning and Innovation



While you
are waiting.
Try our
challenge

**Draw four straight lines (without lifting the pencil from the paper)
which cross through all nine dots.**



Teaching, Learning and Innovation

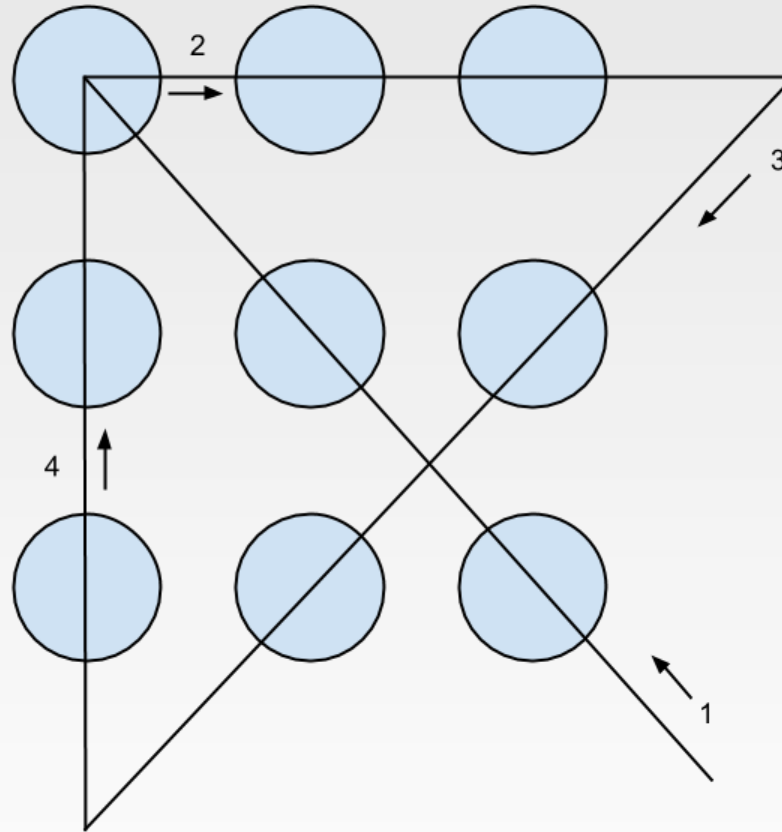
“What does it mean to innovate in teaching and learning at HCT?”

Facilitators: Aisha Alteneiji
Maryam Al Shamsi
Muna Alsuwaidi
Nadya Moosa

Presenters: Dr Rozz Albon
Danny Munnerley
Dr Janet Martin



solution



NEXT

Draw 3 straight lines which will cross through all nine dots.



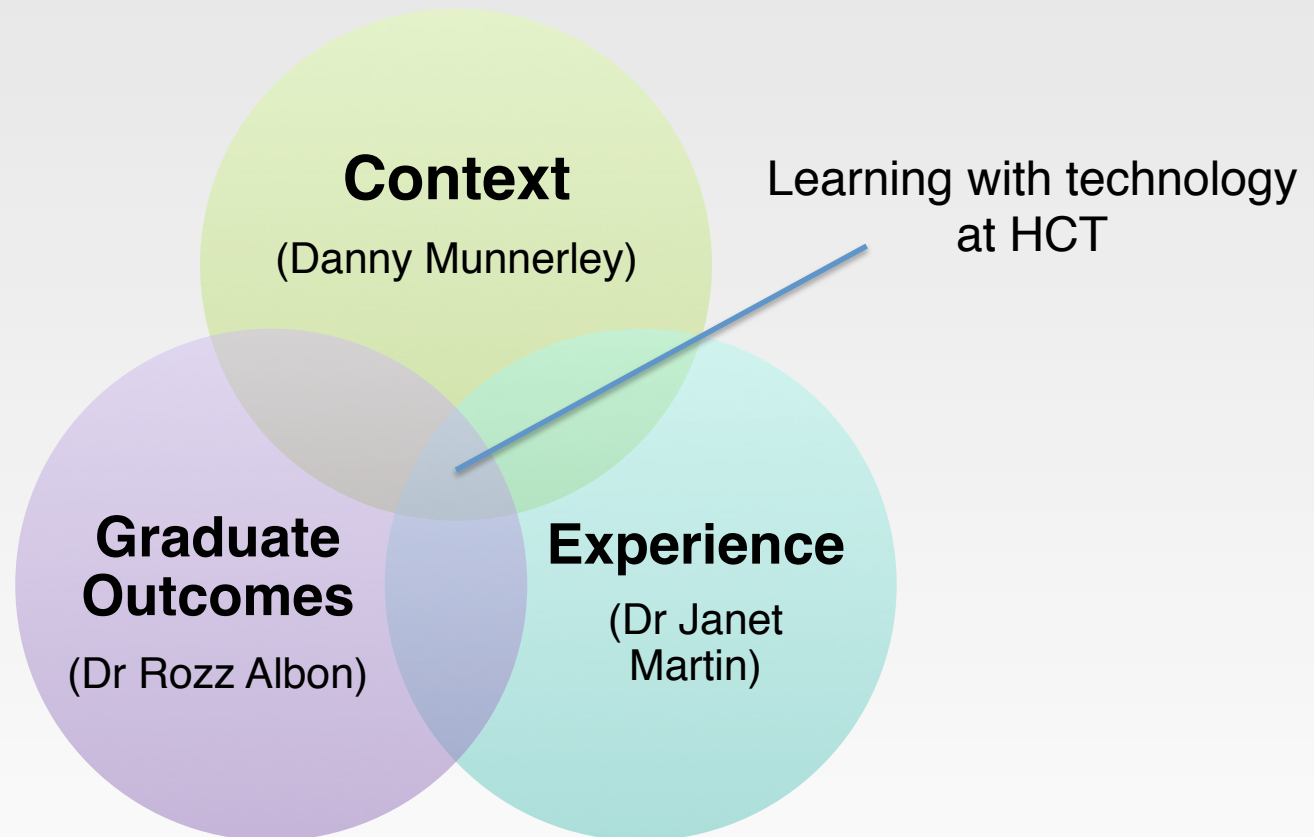
‘It’s not all about the technology’



- effective **pedagogies**,
- learning **design**,
- understanding the **context** and
- engaging students in learning by doing.

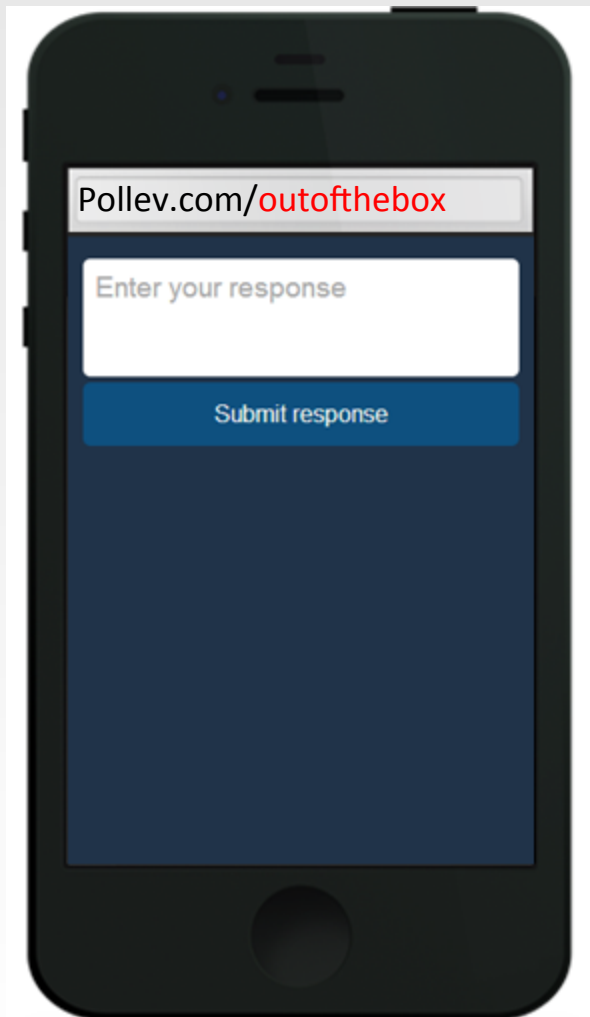


Aspects of learning with technology





Audience participation



- Turn on your mobile (silent)
or
- Open your laptop/iPad
- Browse to

<http://pollev.com/outofthebox>



Your poll will show here

1

Install the app from
pollev.com/app


2

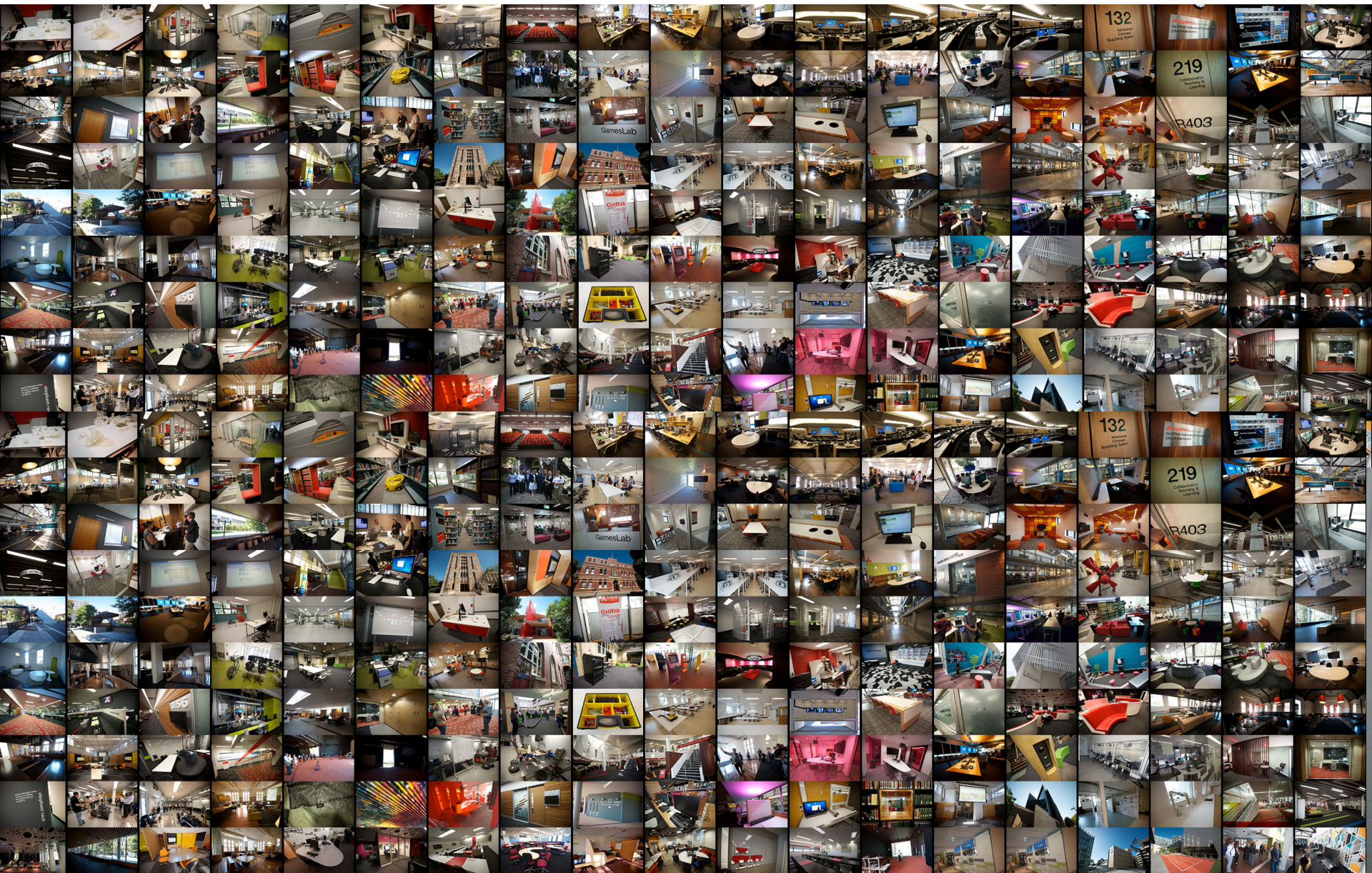
Make sure you are in
Slide Show mode

Still not working? Get help at pollev.com/app/help

or

[Open poll in your web browser](#)



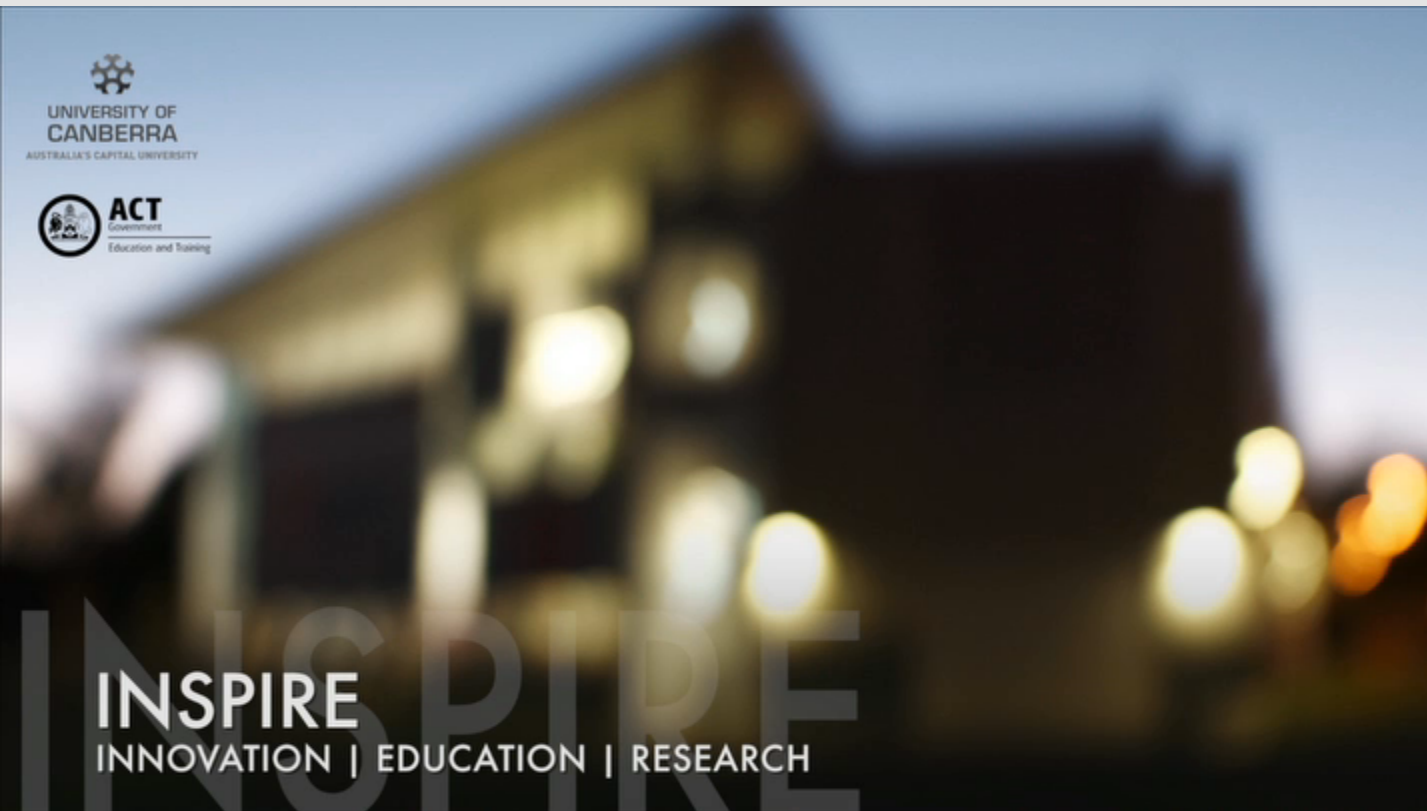


Q. Where was your favourite place on campus to learn as a student?

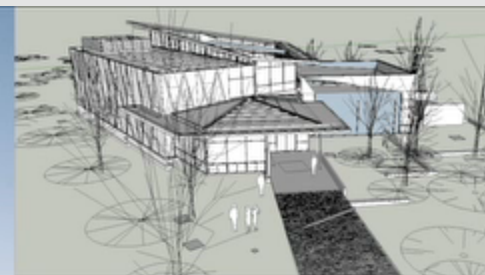






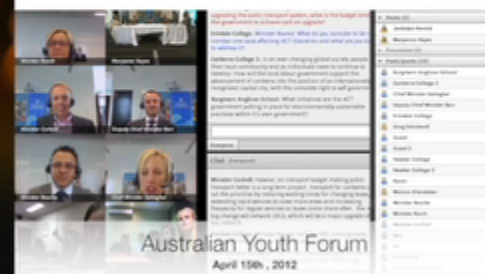


INSPIRE
INNOVATION | EDUCATION | RESEARCH



"We need to prepare students for
THEIR future not **OUR** past"

Ion Jukes (Futurist)



<http://youtu.be/1FdCUMER1yI>

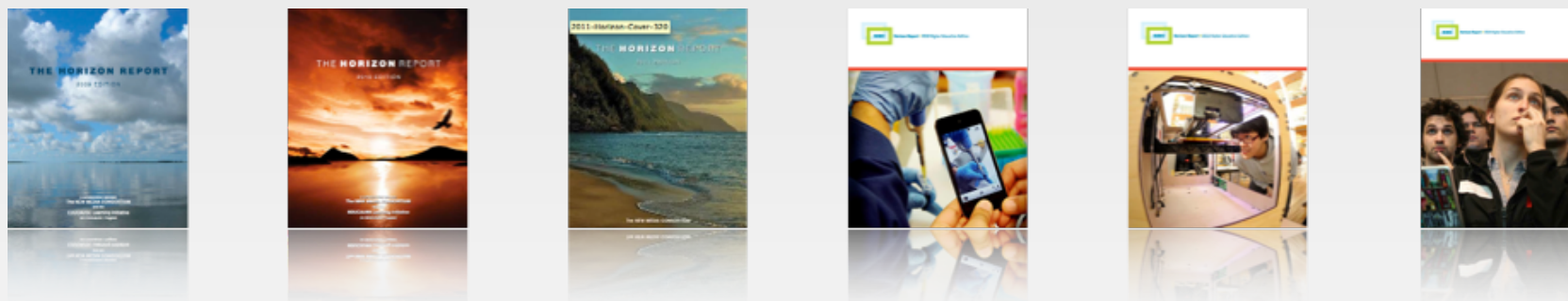


developing new opportunities
for mobile learners





Q. What new spaces do we need to support technologies for the road ahead?



	2009	2010	2011	2012	2013	2014
1yr	Mobiles Cloud computing	Mobile Computing Open content	Electronic Books Mobiles	Mobile Apps Tablet Computing	MOOCs Tablet computing	Flipped Classroom Learning Analytics
2-3yrs	Geo-everything The personal web	Electronic books Simple augmented reality	Augmented Reality Game Based Learning	Game based learning Learning Analytics	Games and Gamification Learning Analytics	3D Printing Games and Gamification
3-5yrs	Semantic-aware computing Smart objects	Gesture based computing Visual data analysis	Gesture based computing Learning analytics	Gesture based learning Internet of things	3D Printing Wearable Technology	Quantified Self Virtual Assistants

Time to adoption

Thank you

