



Créateurs d'avenirs

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# HOW TO USE TECHNOLOGY TO IMPROVE TEACHING AND LEARNING

ANGERS  
PARIS  
BUDAPEST  
SHANGHAI

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[WWW.ESSCA.FR](http://WWW.ESSCA.FR)

- Education is not a mechanical system
- It is a human system
- Some people do want to learn
- Some people don't
- Some people find it boring
- Some people find it irrelevant

- Some students are hearing
- Some students are visual
- Some students are both hearing and visual

There are trends

But their stories are unique and we have to offer many possibilities.

Today, two tools offer us tremendous opportunities to develop effective and personalized teaching strategies :

- Elearning
- Classroom design

# 1- E-learning environment to increase students' motivation

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- Motivation is a very important topic of pedagogy
- Ramsden has shown that motivation of learners conditions their vision of their studies.
- Brophy has shown that motivation is an essential element for students' success
- University students motivation decreases with time
- Literature shows that motivation can be increased through the environment

# 1- E-learning environment to increase students motivation

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Indeed, Motivation can be well-described in three dimensions :

- Motivation is related to the consequences of the action
- Motivation is linked to needs
- Motivation is proportional to the sense of personal competence which the student feels facing a learning task

Then we have :

**Motivation=[competencies perceived by the student] X [value attributed to the activity]**

# 1- E-learning environment to increase students motivation

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Viau shows that pedagogical activities should therefore :

- Be significant to the eyes of the students
- Be diverse
- Represent a challenge for the student
- Be authentic
- Demand cognitive involvement from the student
- Allow the student to interact and to collaborate with others
- Have clear guidelines

# 1- E-learning environment to increase students motivation

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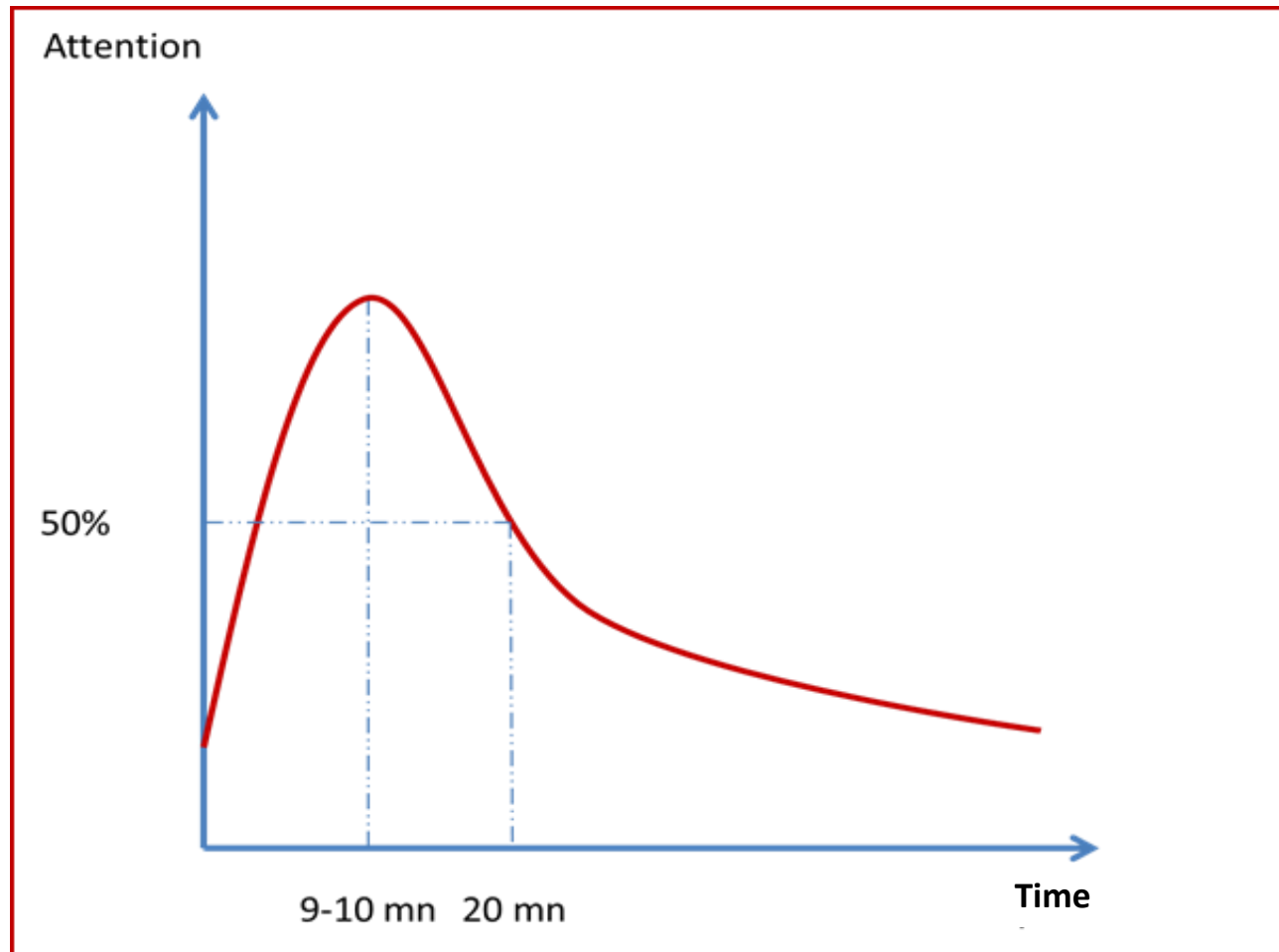
E-learning allows that because of :

- New Learning Management System (LMS) such as Moodle for example
- Virtual classroom
- Chat session
- Forum discussion
- Interactive online whiteboard
- And so on...



## 2- Classroom design to improve learning and teaching

**A picture speaks a thousand words :**



## 2- Classroom design to improve learning and teaching

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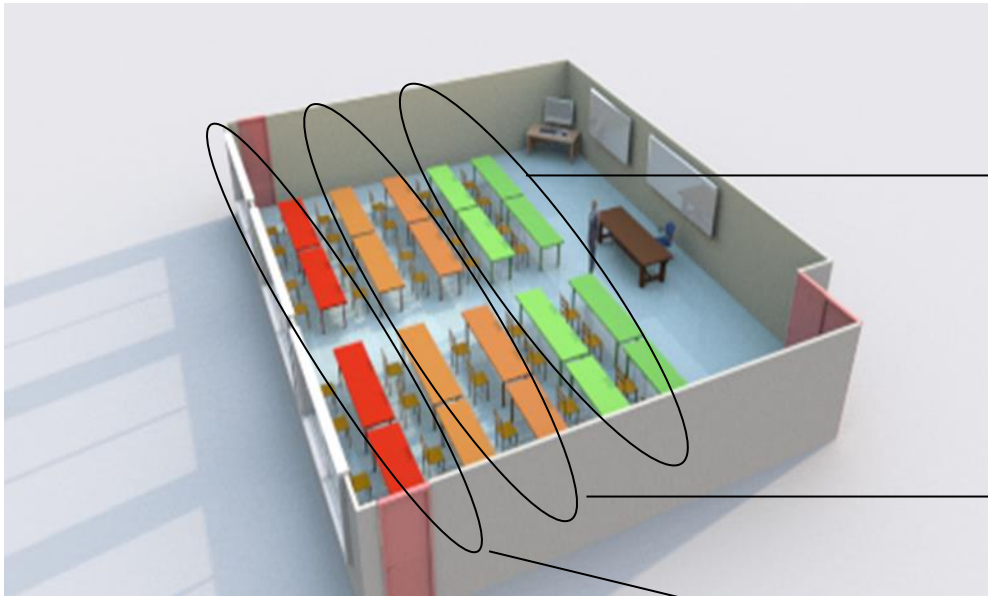
**2 or 3 decades ago, we thought that :**

- Students learn only by listening  
But it's false
- Topics we teach are interesting enough to captivate students' attention  
But it's false
- Students are sure enough of themselves to tell us if they don't understand  
But it's false
- Students can put into practice what they hear  
But it's false

## 2- Classroom design to improve learning and teaching

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### What happens in an “in-rows” classroom?

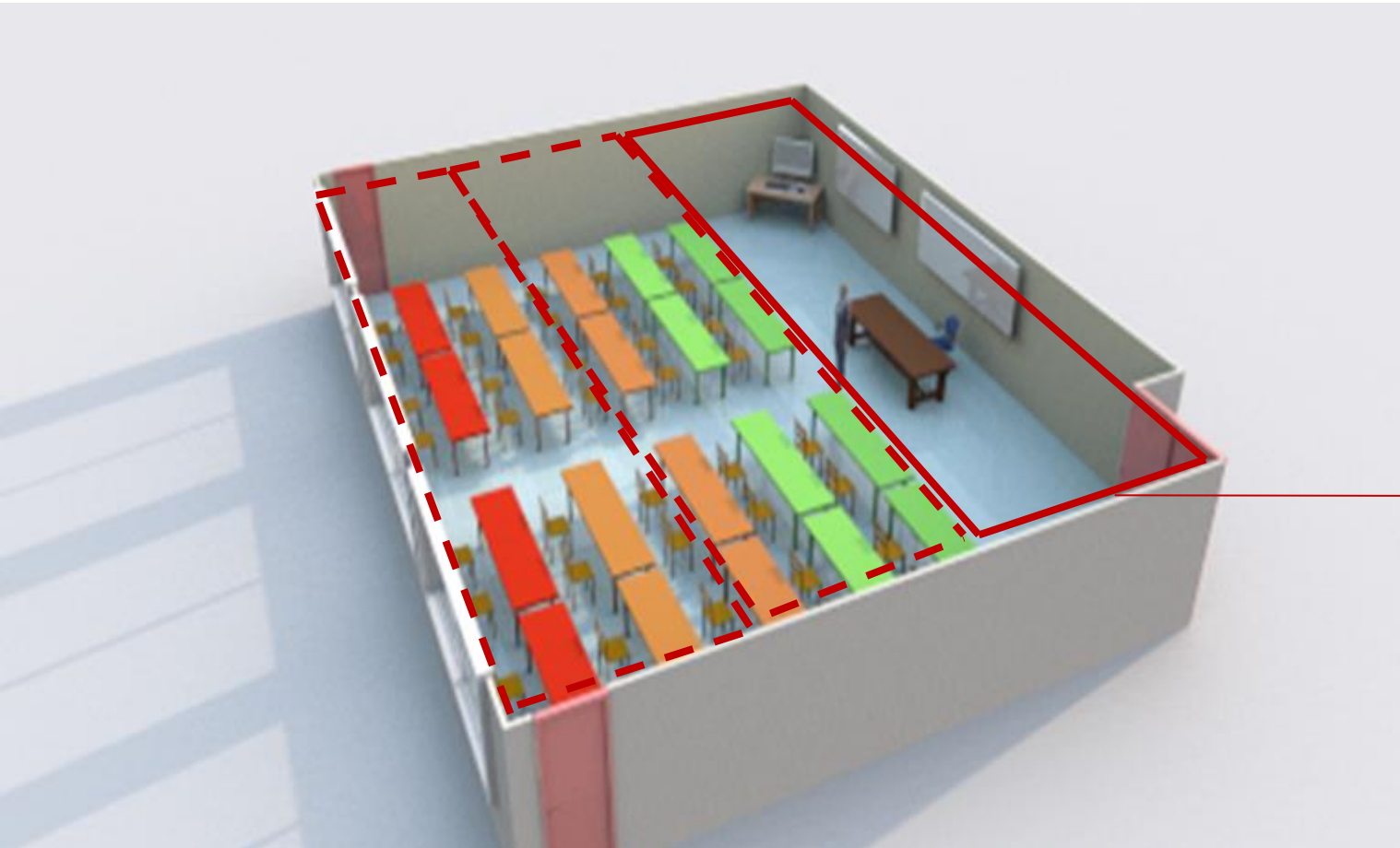


They want to listen and to participate

They want to listen but they don't want to participate

Neither one, nor the other

### What happens in an “in-rows” classroom?

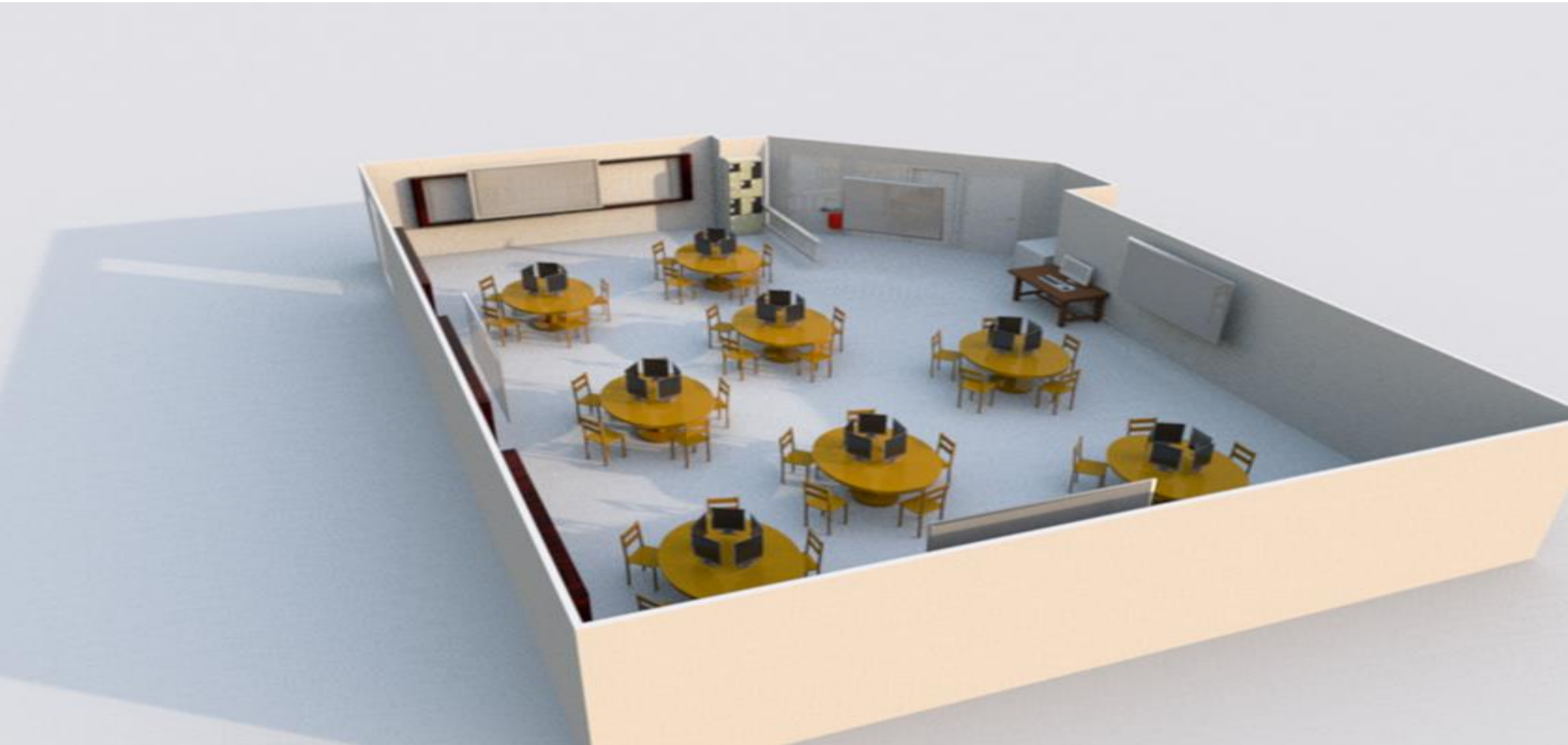


Teacher  
space

## 2- Classroom design to improve learning and teaching

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**What happens in “intelligent classroom”?**















The death Valley



The death Valley - Spring 2005

