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An Overview

Places

Same

Community

Family

Outreach

E-classroom

E-library

E-lecture Theatre

Same

Time

Different

Asynchronous Learning

Synchronous Learning

Different

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Examples: Real space dominant

Places

Same

E-classroom

E-library

E-lecture Theatre

Community Family Outreach

Interactive Whiteboards/Projection Voting terminals Simulations – Serious Games Location-based observations

Same

Different

Time

Asynchronous Learning

Synchronous Learning

Different

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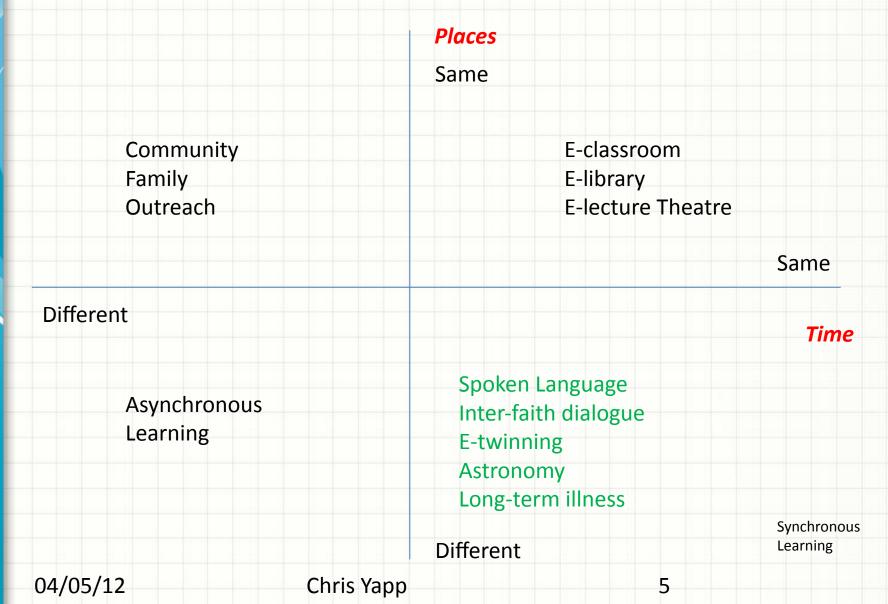
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Example: Time dominant

		Places		
Community		Same		
Family Outreach				
EFL			E-classroom	
Father-son reading		E-library		
	ory/archives	E-lecture Theatre		
Enrichmen	nt			
Work expe	erience			Same
Different				Time
				71111
Asynchror	nous		Synchronous	
Learning			Learning	
		Different		
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Examples: Interconnected places



Examples: Virtual dominant

Places Same Community E-classroom Family E-library **E-lecture Theatre** Outreach Same Different Time Not school **Synchronous** In absentia... Learning Homework support Project work Asynchronous Learning Different **Chris Yapp** 04/05/12 6

Educational Purposes

Places Community E-classroom Family Same E-library E-lecture Theatre Outreach **Group Working** School-"community" links Social Learning Family Learning Contact Shared experience Same Different Time Scarce Resource Homework/Learner support **Knowledge Building** Remote Resource Lifestyle/flexible learning Cultural understanding Motivation **Private Study** Visit preparation **Synchronous Asynchronous** Learning Learning Different

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Thank You



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