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Transforming education for next generation learners

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LILAC: Librarians’ Information Literacy Annual Conference

Transforming Education for Next Generation Learners

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University of Cardiff
Cardiff, Wales
March 31, 2009
• students and parents

• employers

• legislature

What are we getting for our investment?
Commission on the Future of Higher Education (Spellings Commission)

- access
- affordability
- quality
- accountability

- How can we ensure that college is affordable and accessible?
- How well are institutions of higher education preparing our students to compete in the new global economy?
Reinventing Undergraduate Education: A Blueprint for America's Research Universities

The ideal embodied in this report would turn the prevailing undergraduate culture of receivers into a culture of inquirers – a culture in which faculty, graduate students, and undergraduates share an adventure of discovery…

http://naples.cc.sunysb.edu/Pres/boyer.nsf
students improve much less than they should in: writing, critical thinking, quantitative skills, and moral reasoning…

Large majorities of college seniors do not feel that they have made substantial progress in: …learning what they need to know to become active and informed citizens…

Overall, despite their vastly increased resources, more powerful technology, and hundreds of new courses, colleges cannot be confident that students are learning more than they did fifty years ago…
An ability to

- recognize and define problems clearly
- identify the arguments and interests on all sides of an issue
- gather relevant facts and appreciate their relevance
- perceive as many plausible solutions as possible
- exercise good judgement in choosing the best of these alternatives after considering the evidence and using inference, analogy, and other forms of ordinary reasoning to test the cogency of the arguments
Liberal Education and America’s Promise (LEAP)
10 year “campaign”
33 person National Leadership Council
university presidents, corporate senior executives, labor leaders, education researchers, and a governor
College Learning for the New Global Century

...the kinds of learning that will truly empower them to succeed and make a difference in the 21st century...

How Should Colleges Prepare Students To Succeed In Today’s Global Economy?

Peter D. Hart Research Associates

http://www.aacu.org/advocacy/lead/documents/PollFindings.ppt
63% of employers agree that “too many recent college graduates do not have the skills to be successful in today’s global economy.”
Employers: Top Priorities For Increased Emphasis By Colleges

% saying colleges should put more emphasis on each learning outcome

- Science and technology developments: 82%
- Teamwork skills in diverse settings: 76%
- Applied knowledge in real-world settings: 73%
- Written/oral communication: 73%
- Critical/analytical thinking: 73%
- Global issues: 72%
- Information literacy: 70%
- Creativity/innovation: 70%
Recent Graduates: Top Priorities For Increased Emphasis By Colleges

% saying colleges should put more emphasis on each learning outcome

- Applied knowledge in real-world settings: 67%
- Science and technology developments: 59%
- Global issues: 56%
- Critical/analytical thinking: 55%
- Written/oral communication: 55%
- Creativity/innovation: 54%
- Ethics and integrity: 52%
- Foreign language skill: 51%
Recent Graduates: Other Areas In Need Of More Emphasis By Colleges

% saying colleges should put more emphasis on each learning outcome

- Complex problem solving: 49%
- Information literacy: 48%
- Teamwork skills in diverse settings: 47%
- Cultural values/traditions: 46%
- Civic engagement: 46%
- Democracy/government: 39%
- U.S. role in the world: 38%
- Quantitative literacy: 34%
Students will continue to pursue different specializations in college. But across all fields, . . . higher education [should] help college students become **INTENTIONAL LEARNERS** who can adapt to new environments, integrate knowledge from different sources, and continue learning throughout their lives.
About Inquiry Learning…

The foundations for inquiry, investigation, and discovery should be laid early and reinforced… through inquiry projects, students should learn how to find and evaluate evidence, how to consider and assess competing interpretations, how to form and test their own analyses and interpretations, how to solve problems, and how to communicate persuasively.
Beginning in school, and continuing at successively higher levels across their college studies, students should prepare for twenty-first-century challenges by gaining:

- Knowledge Of Human Cultures and The Physical and Natural World
- Intellectual And Practical Skills
- Personal And Social Responsibility
- Integrative Learning

through the application of knowledge, skills, and responsibilities to new settings and complex problems.
Intellectual and Practical Skills

- inquiry and analysis
- written and oral communication
- information literacy
- critical and creative thinking
- quantitative literacy
- teamwork and problem solving

Practiced extensively, across the curriculum, in the context of progressively more challenging problems, projects, and standards for performance.
Learning Reconsidered
A Campus-Wide Focus on the Student Experience

American College Personnel Association
National Association of Student Personnel Administrators
2004
Learning Reconsidered offers a campus-wide focus on the student experience

Learning is a comprehensive, holistic, transformative activity that integrates academic learning and student development, processes that have often been considered separate, and even independent of each other.
National Survey of Student Engagement (NSSE)

Since 2000 -- 1100 schools

Indiana University for Postsecondary Research with the Indiana University for Survey research

Director: George Kuh

Student self report of engagement in learning activities
Project DEEP (Documenting Effective Educational Practice)

- What students do – time and energy spent on “educationally purposeful” activities

- What institutions do – how they apply “effective educational practices” to engage students

- High Impact Educational Practices

http://www.uiowa.edu/admissions/fye/Kuh%20AACU%20High%20Impact%202008%20final.pdf
• require articulation of specific learning outcomes
• reflect higher order and lower order cognitive skills
• require application within and across disciplines
• developmental (sequenced over time)
• supported through curriculum content, instructional design, and co-curricular activities
• engage students
• assessed by demonstration of what students can DO
Consensus is Emerging
Student Engagement

Faculty
- teaching and learning
- Strategies
- faculty development
- mentoring
- modeling
- and more…

Curriculum
- academic programs
- general education
- first year experience
- capstone/culminating
- and more…

Co-Curriculum
- leadership
- living/learning Communities
- student support
- advising
- libraries
- student clubs
- athletics

Student Learning
Not ADD
but
EOE

Marc Prensky, Engage Me or Enrage Me: What Today's Learners Demand, 2005
http://www.marcprensky.com/writing/Prensky-Engage_Me_or_Enrage_Me.pdf
What does gaming offer?

- group work
- interaction
- exploration
- problem solving
- multimedia

Engaging the Digital Native
voices of gamers
What I heard

Community
Immersive
Control
Options/customization
Problem solving
Unpredictable
Visualization/effects
Can we create online learning communities that immerse individuals – that are highly customizable – that give learner control – that challenge with problem solving - that can be highly unpredictable – with great visuals and special effects?
It starts with engagement...
“shared experience environments”

“engagement has everything to do with relationships…”

“consumers draw environmental energy from their media experiences, which helps facilitate a deeper level of engagement.”

Dominiak, Mark  TelevisionWeek Oct 24, 2005
vol 24, iss 43, p 16
A Vegas Perspective
Gaming meets gaming

What have they learned?

Will we be competing?
experiential consumption
-one other leisure activity..

Chances, Trances, and Lots of Slots:
Gambling Motives and Consumption Experiences

-Cotte, June
Tablemaster combines the *excitement* of traditional tables games with the latest *interactive video technology* to create a revolutionary new gaming experience. It’s *fast-paced, exciting* game play and *eye-popping visuals* will entice your players to try their luck at table games, and its unprecedented levels of *customization* make it easier to create the perfect player atmosphere…

ShuffleMaster inc..
Fishin’ Buddies is a hosted multi-player table/slot game. This game offers players the social atmosphere of table games blended with popular multi-line slot play and an exciting two part bonus round. A single qualified player can take everyone to the Fishin’ round where players make a 50/50 bet on which Fishin’ Buddy will catch the biggest fish. Players then have a chance to win the guaranteed Kahuna Tuna Jackpot.
Bond trader makes its move on the gaming industry

BY DAVID MENDE
BUSINESS PRESS

Nevada gamblers will be able to place bets on Palm Pilot-like devices supplied by casinos as long as they are placed on gaming tables. The idea is to make it easier for gamblers to place bets on the go. It was announced last month by Assembly Bill 471, which New York-based Cantor Fitzgerald will introduce. The bill would permit "self-cashing with more than $200," pending the use of devices that would need to be vetted. No software or hardware devices have yet been designed by the Nevada Gaming Board, but the idea is gaining traction.逝世的

软件可能很快可以在黑莓上使用。

The New York Times

Losing Shirt At Casino Pool (It's Wireless)

By PUN BUTTERFIELD
NEW YORK TIMES

LAS VEGAS, July 1 — For most men to feel safe about their wireless phones, they have to have them on their lap or under a table. But now, for the first time, you can use your phone while watching a game on your phone while watching a game.

A decision signed by Nevada Governor Kenny Guinn extends the state's ban on the use of wireless devices in casinos to include the use of hand-held video devices in pools and other public areas. The measure, which will be effective in September, is the first of its kind in the country.

The measure, which has been approved by the Nevada Gaming Board, was introduced by Assemblyman Bill 471. The bill, which would ban the use of wireless devices in casinos, has the support of Cantor Fitzgerald, which recently announced plans to introduce the technology in its casinos.

Nevada Governor Kenny Guinn signing A.B. 471 with representatives of Cantor G&W.
Library Implications

participate in curricular review
improve instructional design
model good teaching
invest in faculty development
intentionally design co-curricular activities
use other experts