

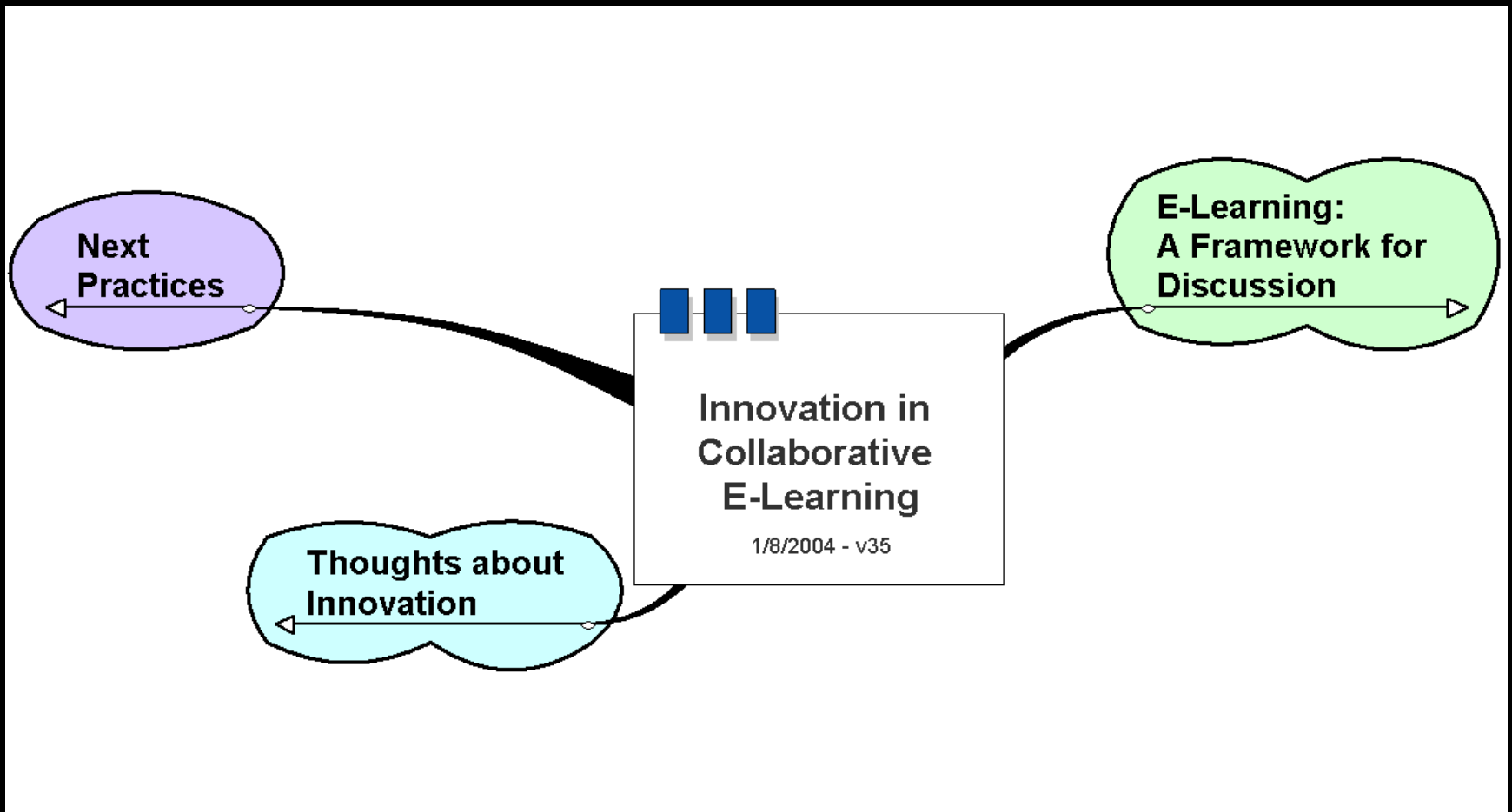


Innovation

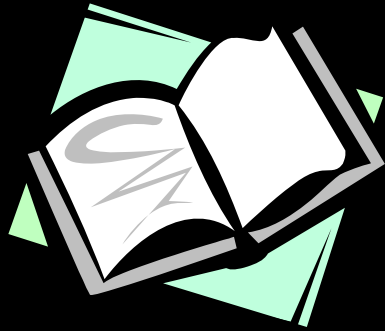
in Collaborative E-Learning

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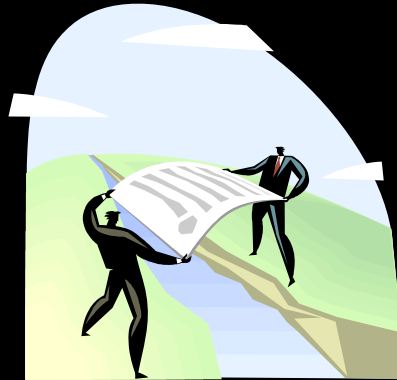
Innovation in Collaborative E-Learning



Innovations that Changed E-Learning



**Online libraries
& bookstores**



**Online journals,
articles &
documents**

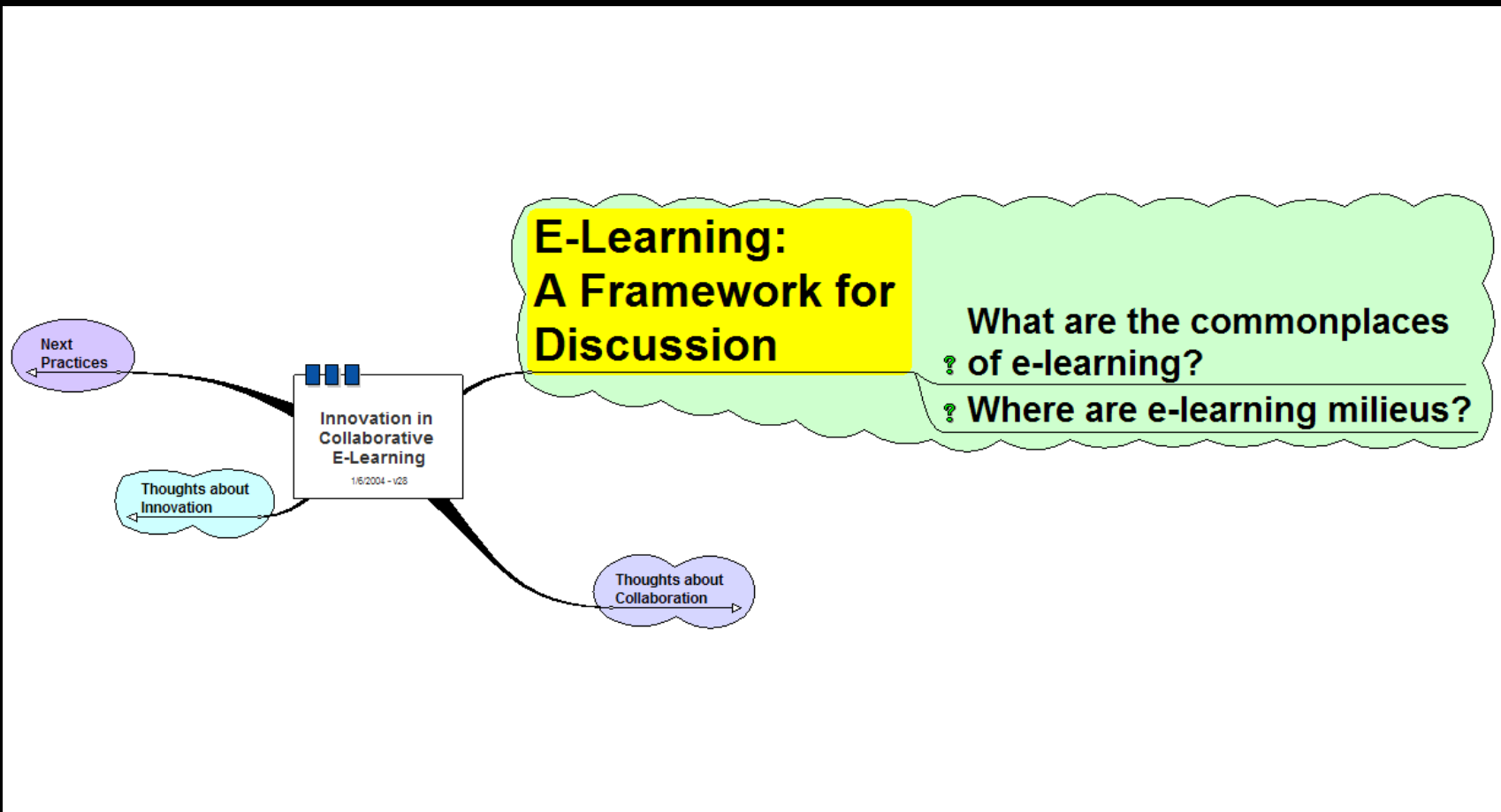


**Software and
bandwidth for
improved
communications**

Let's have a conversation about innovation.

- What innovations have changed the way you work or teach in e-learning?
- What innovations are you experimenting with in your classes or organizations?
- What areas do you feel are ripe for new approaches?

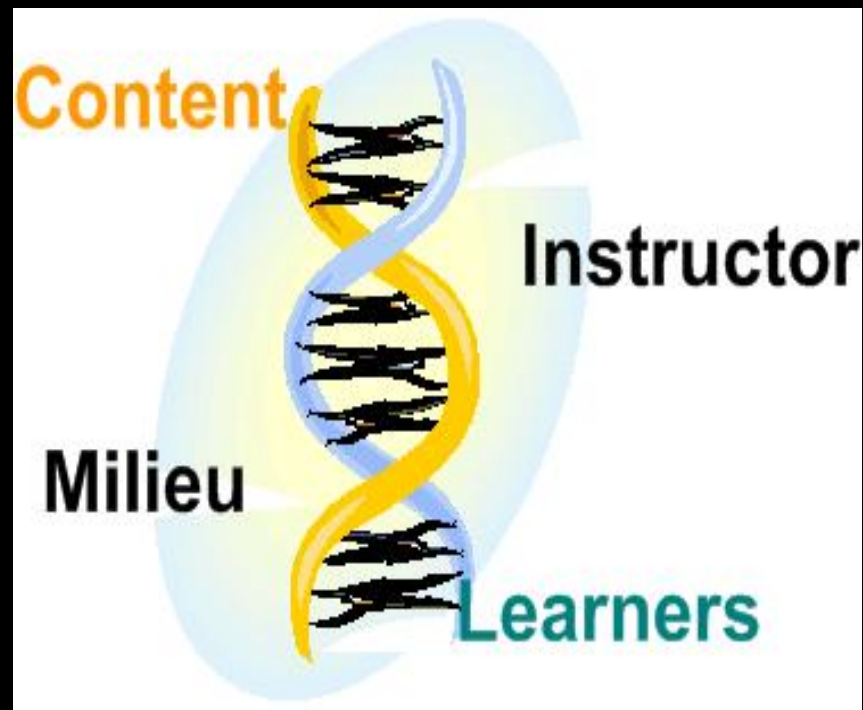
E-Learning: Framework for Discussion



E-Learning and Learning Commonplaces

(Schwab, 1973)

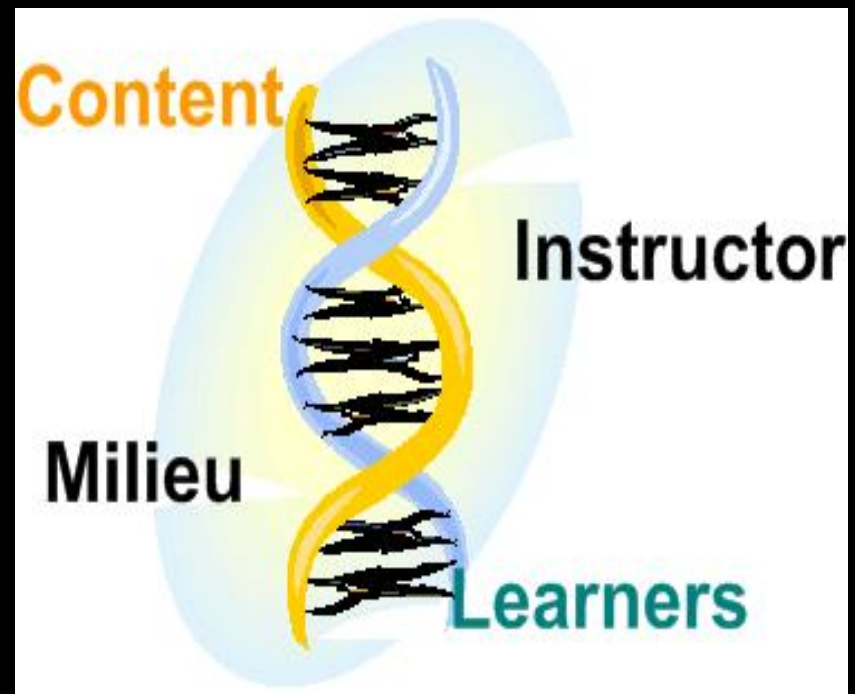
- Commonplaces are basic ingredients for effective teaching and learning.



Uncommon ways to look at Learning Commonplaces:

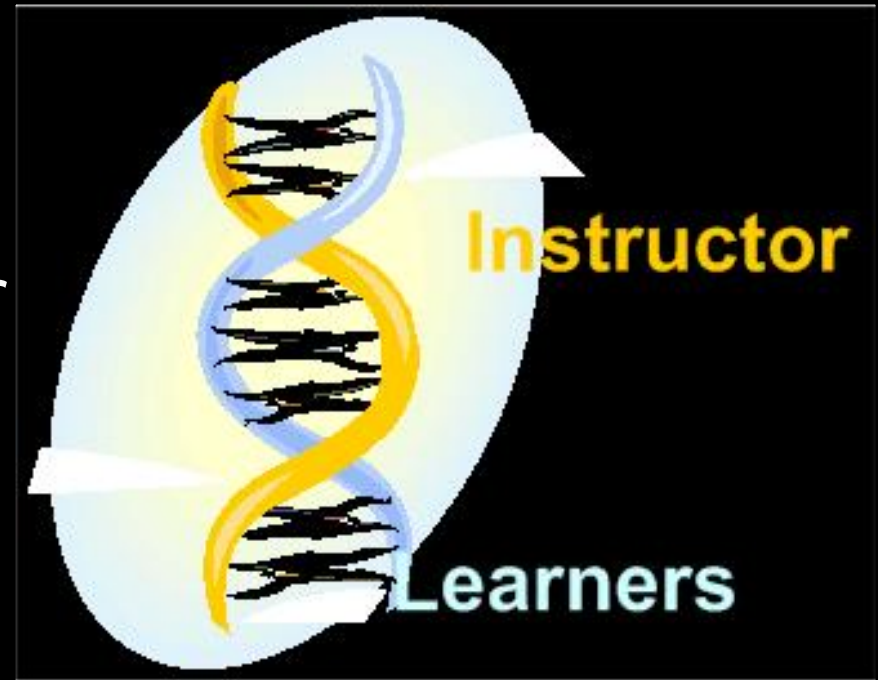
Each Commonplace offers potential for collaboration and innovation.

Collaboration enables important connections between commonplaces – illustrated here as a DNA strand.



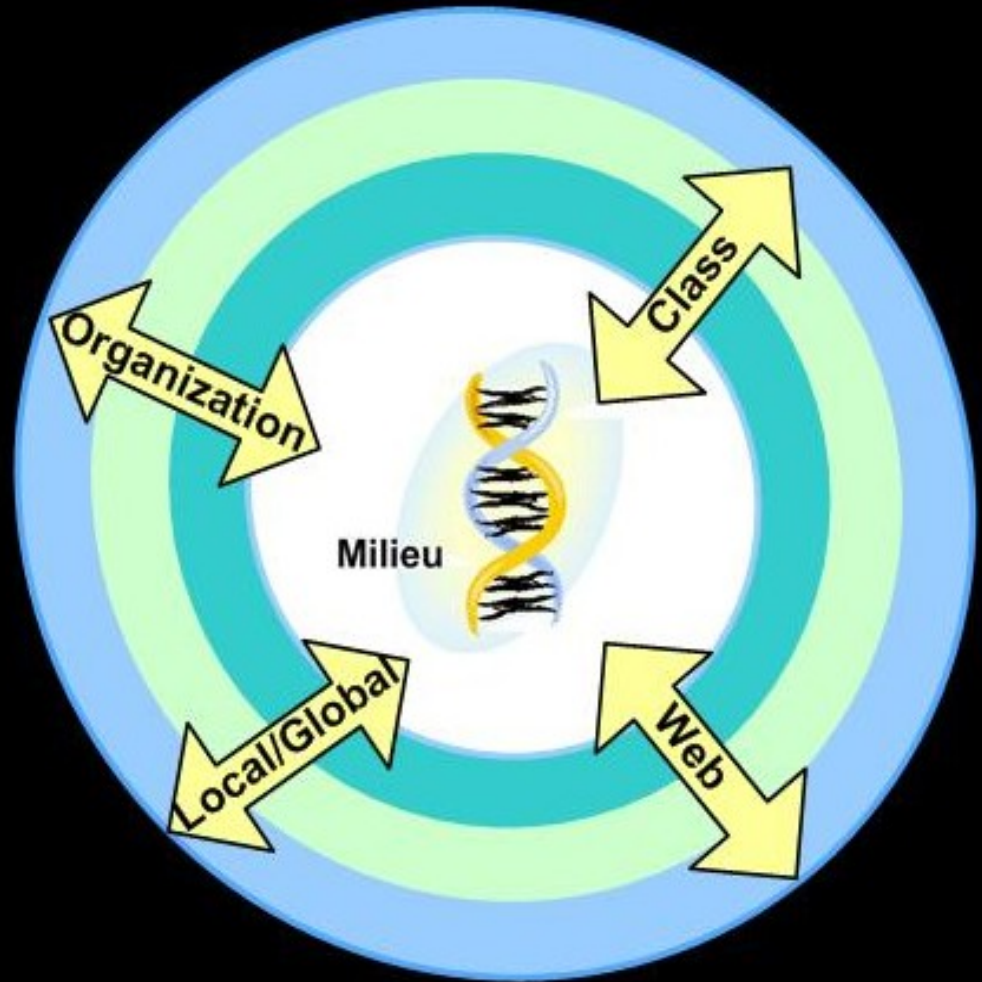
Learners and Instructors

- Can e-learning include instructor-learner *and* learner-learner collaboration?

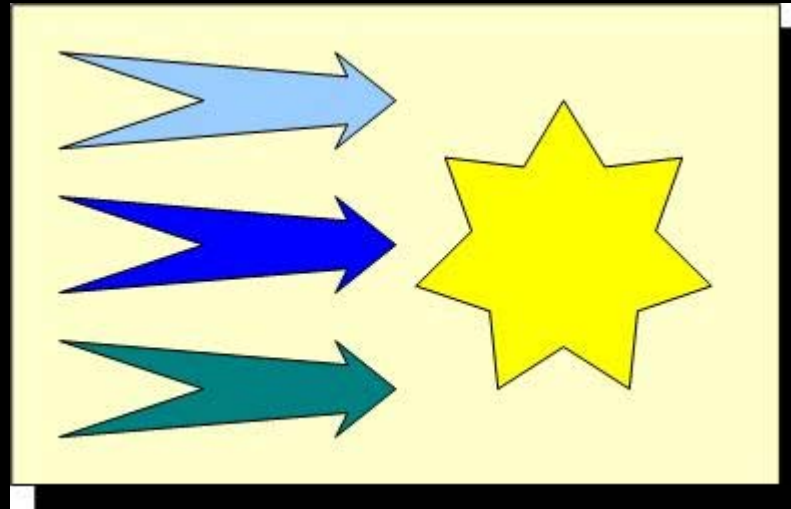


Milieu

- While the e-learning class may take place in an online, how can collaborative learning projects extend beyond the classroom?

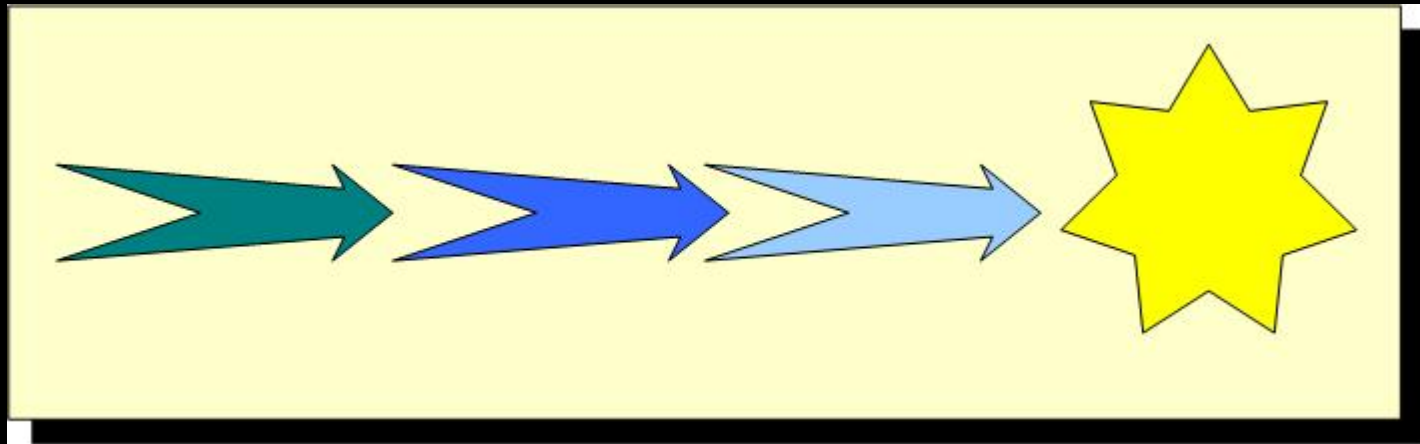


Level of Collaboration: Parallel



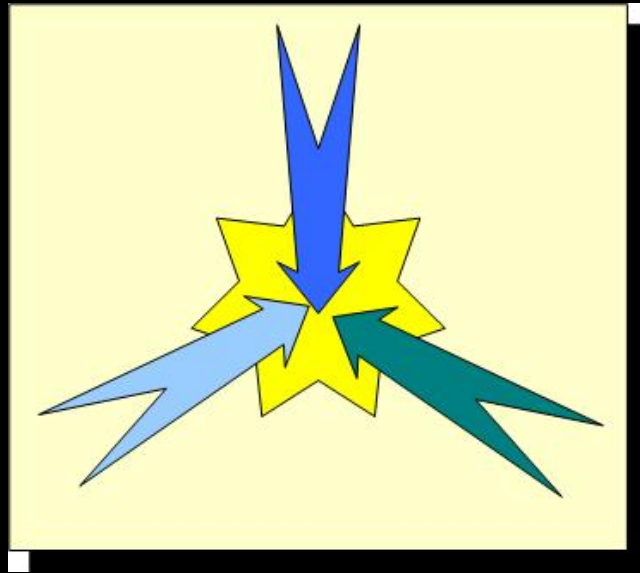
Learners each complete a component of an assignment, which is combined into a collective final product. Learners may be assessed on individual and collective aspects of the assignment.

Level of Collaboration: **Sequential**



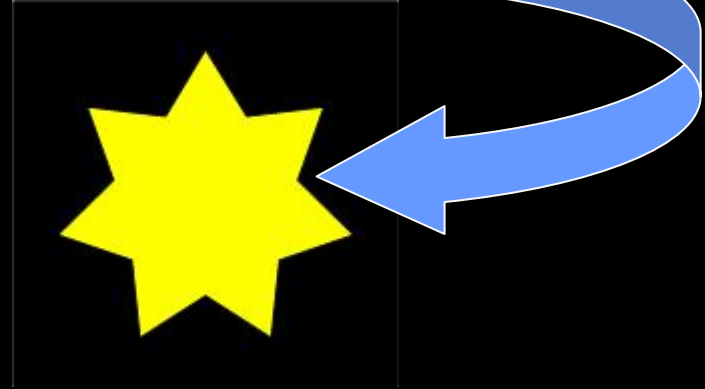
Learners each complete a component of an assignment, building on other learners' contributions. All are combined into a collective final product. Learners may be assessed on individual and collective aspects of the assignment.

Level of Collaboration: Synergistic



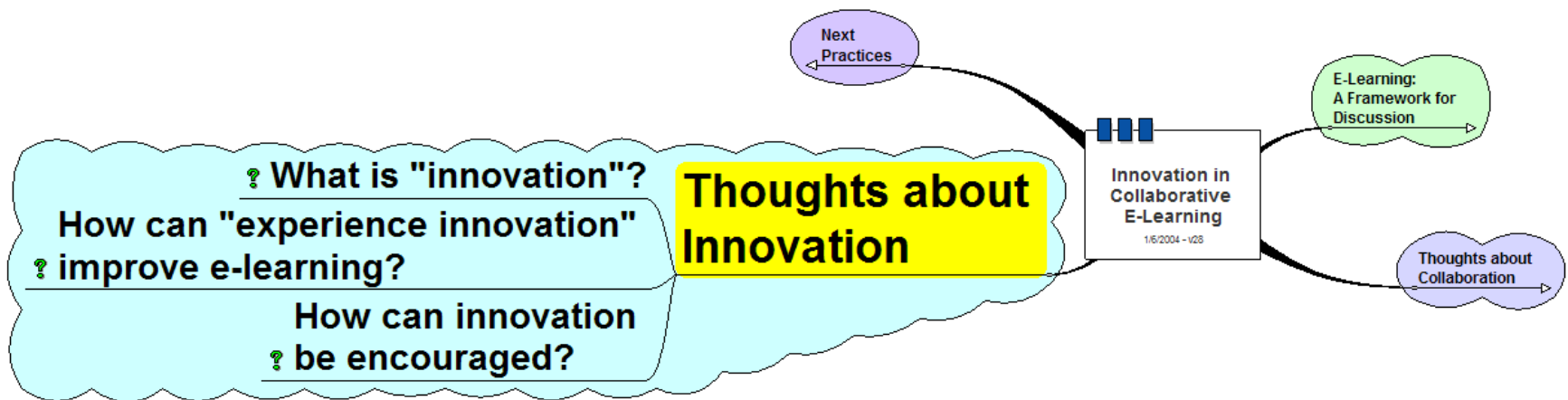
Learners collaborate fully in creation of a product that meshes each one's contributions into a whole. Learners are assessed on the collective outcomes.

Reaching desired outcomes.



- What level of collaboration will facilitate achievement of the learning goals?
- What innovative approaches to process, content, or roles will be needed for successful collaboration at the selected level?

Thoughts about Innovation



Innovation:

What does it mean?



Four inter-related components:

- **Creativity**-discovery of a *new* idea
- **Strategy**- determining it is a *useful* idea
- **Implementation**-putting the idea into *action*
- **Value**- seeing what *improvement* is added (at what cost)

(Dundon, 2002)

Innovation: Expand Your Definition

“Value-added implementation of strategic creativity”

(Dundon, 2002)

- Are creativity, strategy, implementation and value relevant components for innovation in online learning?
- What else would you add?
- What is *your* definition of innovation in the context of collaborative online learning?

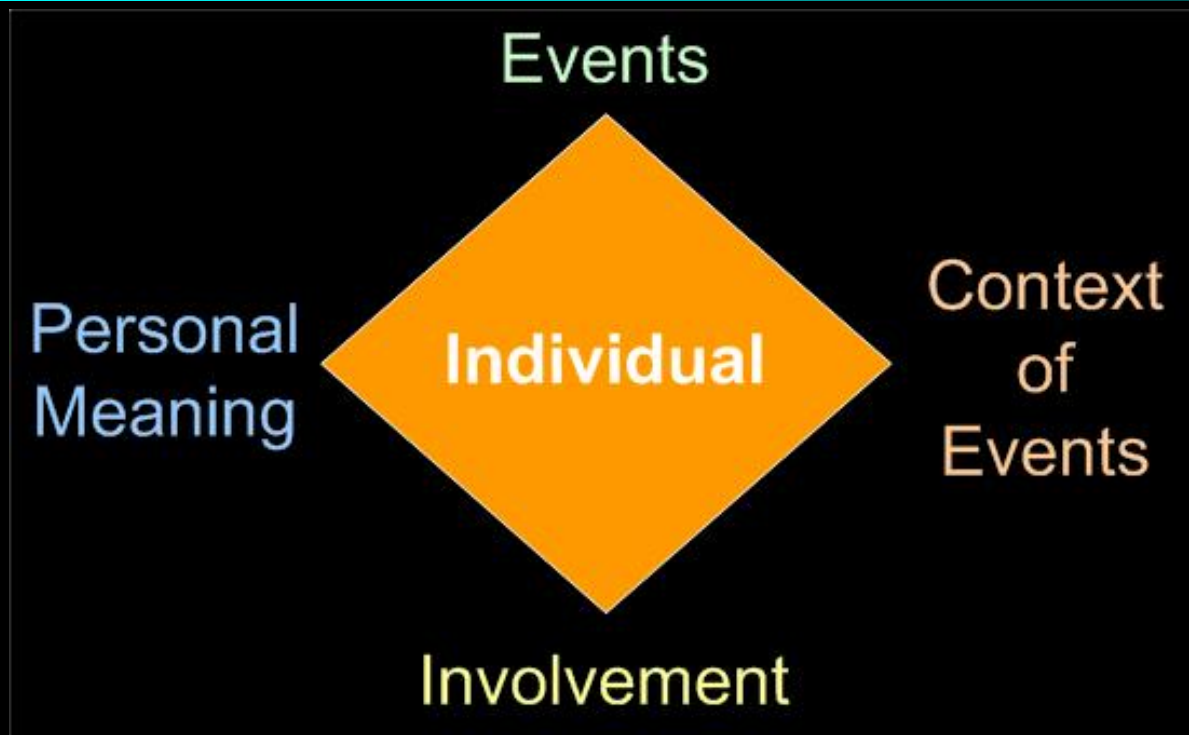
Experience Innovation: What does it mean?



A next practice that shifts focus from products and services to experience.

Customers co-construct their own experiences, co-creating unique value for themselves.

(Prahalad & Ramaswamy, 2003)



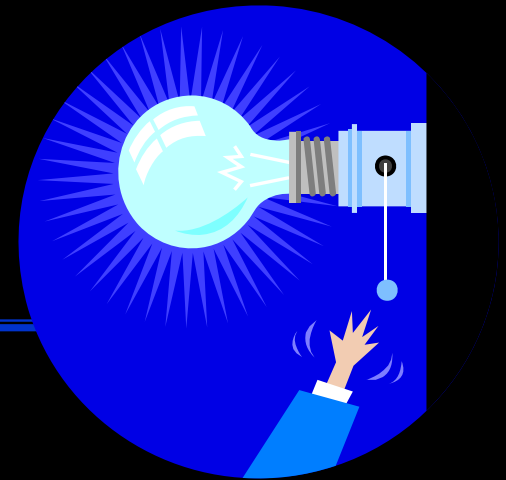
"In the experience space the individual is central and an event triggers a co-creation experience. The events have a context in space and time, and the involvement of the individual influences the experience. The personal meaning derived from the co-creation experience is what determines the value to the individual."

(Prahalad & Ramaswamy, 2003)

Experience Innovation

- Can the concept of experience innovation to be applied to e-learning?
- How could learners co-create meaningful experiences?
- What role would instructors take to provide the context or encourage involvement?

The Innovator's Dilemma



Sustaining Technologies: Innovations that result in improved performance.

Disruptive Technologies: Innovations that result in worse performance, in the short run.

(Christensen, 2000)

Fears about disruptive innovation are not new....



- "If we once start thinking no one can guarantee where we shall come out, except that many objects, ends and institutions are doomed. Every thinker puts some portion of an apparently stable world in peril and no one can wholly predict what will emerge in its place."
(Dewey, 1939)

What will happen?

- When innovation disrupts your class or training session?
- When innovation disrupts your institution or company?

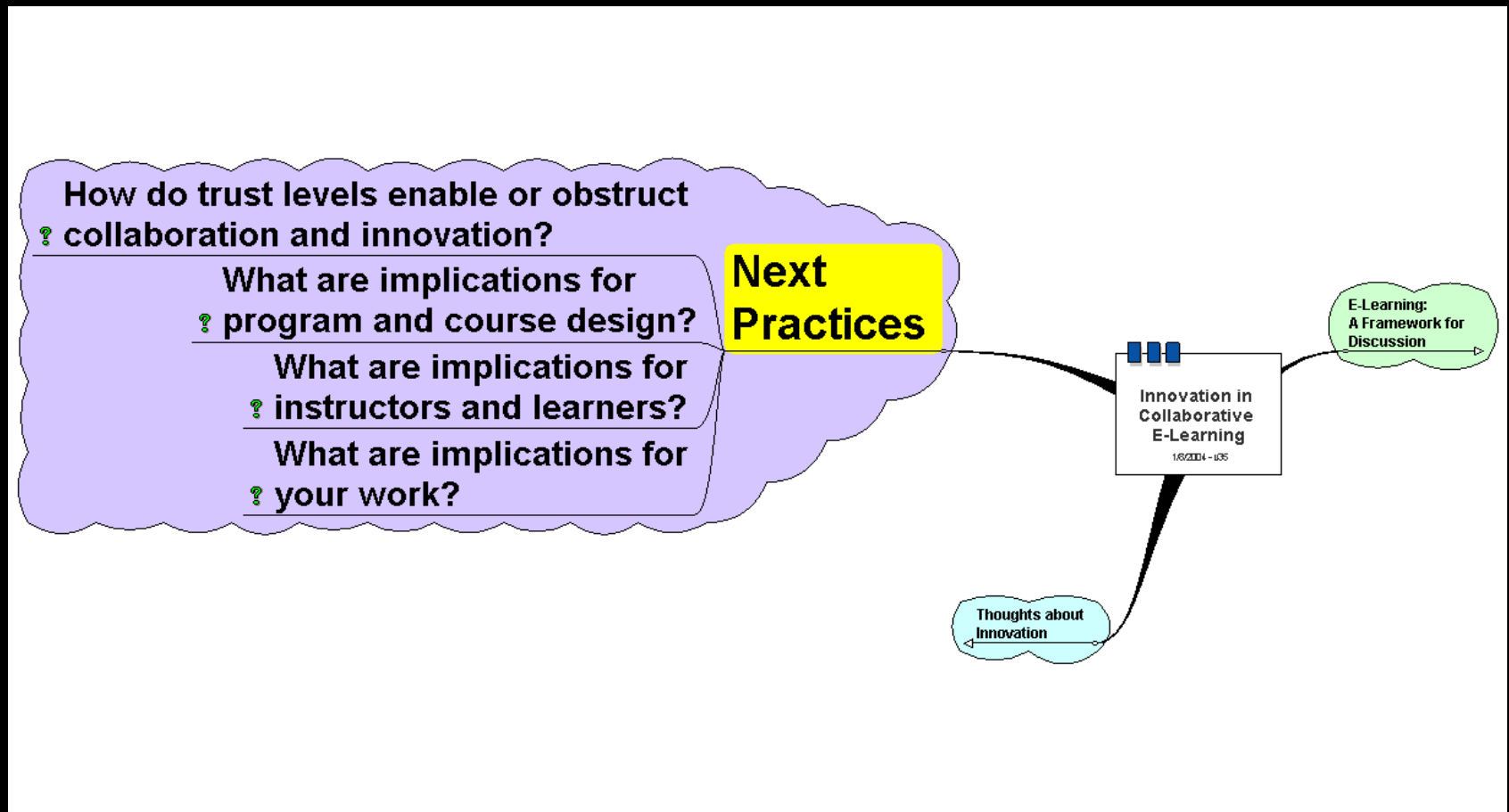
Does the fear of disruptive innovation obstruct the development of sustaining innovations?

Innovation, Collaboration & Trust



- How do trust levels effect the success of collaborative assignments?
- How do trust levels effect acceptance of innovative approaches?
- How can trust be developed in an online class or e-learning organization?

Next Practices





What is next?

- How and from where will the most influential innovations emerge?
- Which commonplace (or combination) has the most potential for innovation?
- What level(s) of collaboration offer best opportunities for innovative approaches?
- What innovative approaches will emerge from YOUR work?

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