

PRACTICAL AIDS: CONCEPTUAL FRAMEWORK FOR ONLINE EDUCATION AND INFOGRAPHIC

by Hester Jelgerhuis (SURFnet)

So what do we actually mean by the term open and online education? This question prompted SURFnet to organise a 'definition session' in collaboration with ten experts from the field. The participants concluded that the current jargon can be confusing, and formulated the need for a conceptual framework and step-by-step plan to further explore the possibilities of online education.

Conceptual framework

This conceptual framework describes various key concepts in the area of online education, with an emphasis on the 'open' dimension. This concerns concepts such as OER, blended learning, web lectures, MOOCs and 'flipping the classroom'. In addition to brief definitions, often derived from internationally accepted definitions, the framework also explains various concepts in greater detail and provides links to sources offering further information. The objective is to provide a common conceptual framework and clarify the frequently confusing professional jargon.

Infographic on online education

The infographic (in the form of a poster) was developed for higher education staff members and contains two elements: a step-by-step plan for further exploration of the potential of online education, and a diagram outlining the various ingredients of this teaching format. The step-by-step plan on the front of the poster will help those seeking to develop online education explore three key questions: why do

you want to opt for online education, what will you be developing and how will you be approaching this process? Each question is elaborated into a series of sub-questions that jointly comprise a useful guideline for the design of online education.

The reverse side of the poster features various 'ingredients' that can be combined to create a personalised online course. This will consistently involve a combination of learning materials (such as web lectures or e-books), apps, ICT and tools (such as social media or the learning platform) and services (either based on human efforts or automated services such as supervision and automated feedback). These 'ingredients' can be viewed from various perspectives.

- 1) To what extent do we wish to offer these learning materials, tools and services in **blended** form: which components will be offered online, and which will be provided in face-to-face format?
 - 2) To what extent will the learning materials, tools and services be **open**: which components will be made freely accessible at no charge on the basis of an open licence?
 - 3) To what extent do we wish to apply **existing** learning materials, tools and services or – alternatively – opt to develop new ones?
- Conceptual framework: <http://tinyurl.com/o3vkgqy>
 - Infographic on online education: <http://tinyurl.com/oejshor>

