



COMMONWEALTH
of LEARNING

Teacher
Education

Teacher**Futures**

Introduction to Microlearning

DEFINITION & BENEFITS

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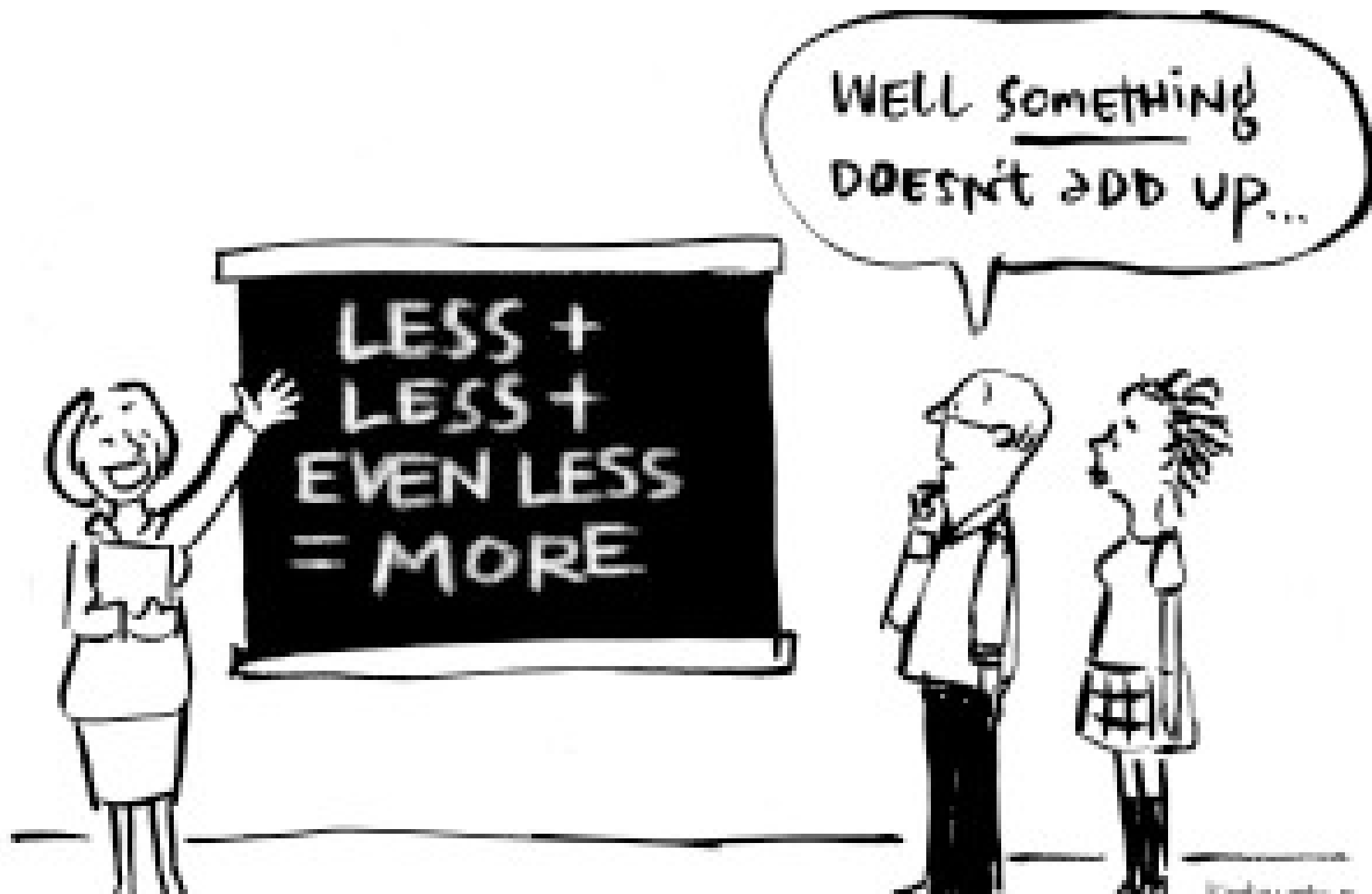


Overall aim

By the end of this session, participants will be able

- To understand the concept of microlearning and apply this to develop their own individual content
- to use mobile technology to produce print based microlearning materials
- to integrate the technological, pedagogical and content knowledge to produce microlearning objects

AIM: Using mobile technology to promote microlearning, as well as, stimulate peer collaboration through networked learning and Communities of Practice (COPs).



Memory

Read the list only,
concentrating briefly for a
few seconds on each word.

Vase

Teapot

Tiger

Camera

Book

Ice Cream

Cushion

Spade

Piano

House

Hat

Orange

Memory

How many words can you recall?

Score between 5-9 is the average capacity

Working memory

Learning is the process of acquiring new information in your **working memory** and integrating it with existing information in your **long term memory**.

Once in the long-term memory, you can **recall** and **apply** it to the real world.

Cognitive load

Total amount of mental effort being used in the working memory

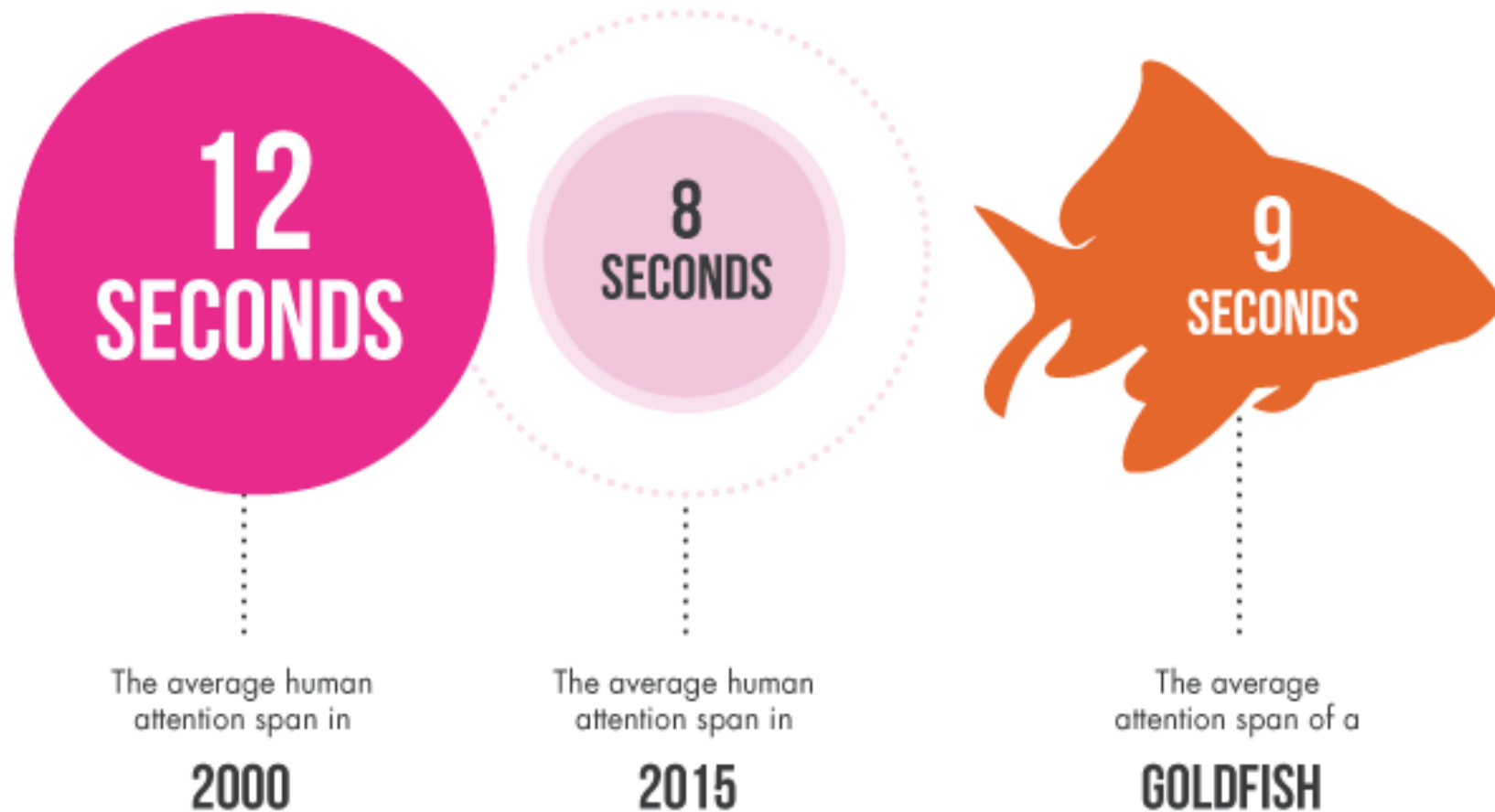
Extraneous material ‘distracts, disrupts. Seduces.’

Harp and Mayer 1998

The coherence principles means avoid adding any material that does not support the instructional goal

Clark and Mayer 2011

WE KNOW HUMAN ATTENTION IS DWINDLING



SOURCE: STATISTIC BRAIN

Characteristics

- Low time commitment
- Small chunks
- Short effort
- Narrow topics (part of a complex whole)

Method of training involving short, bite-sized, digestible, well-planned learning activities that learners can consume via digital media.

Microlearning is...

Single Focused: Targets single performance, or knowledge

Single Activity: Uses a single learning activity to achieve that objective.

Modular: Tied to a larger. Easy to design, produce, update and organize

Accessible: mobile devices, laptops, phones

Flexible: Learners can view or skip specific content

Holistic: Learners to get a full view of a topic.

Recursive: Learners attain a broad view of content before focusing on individual parts

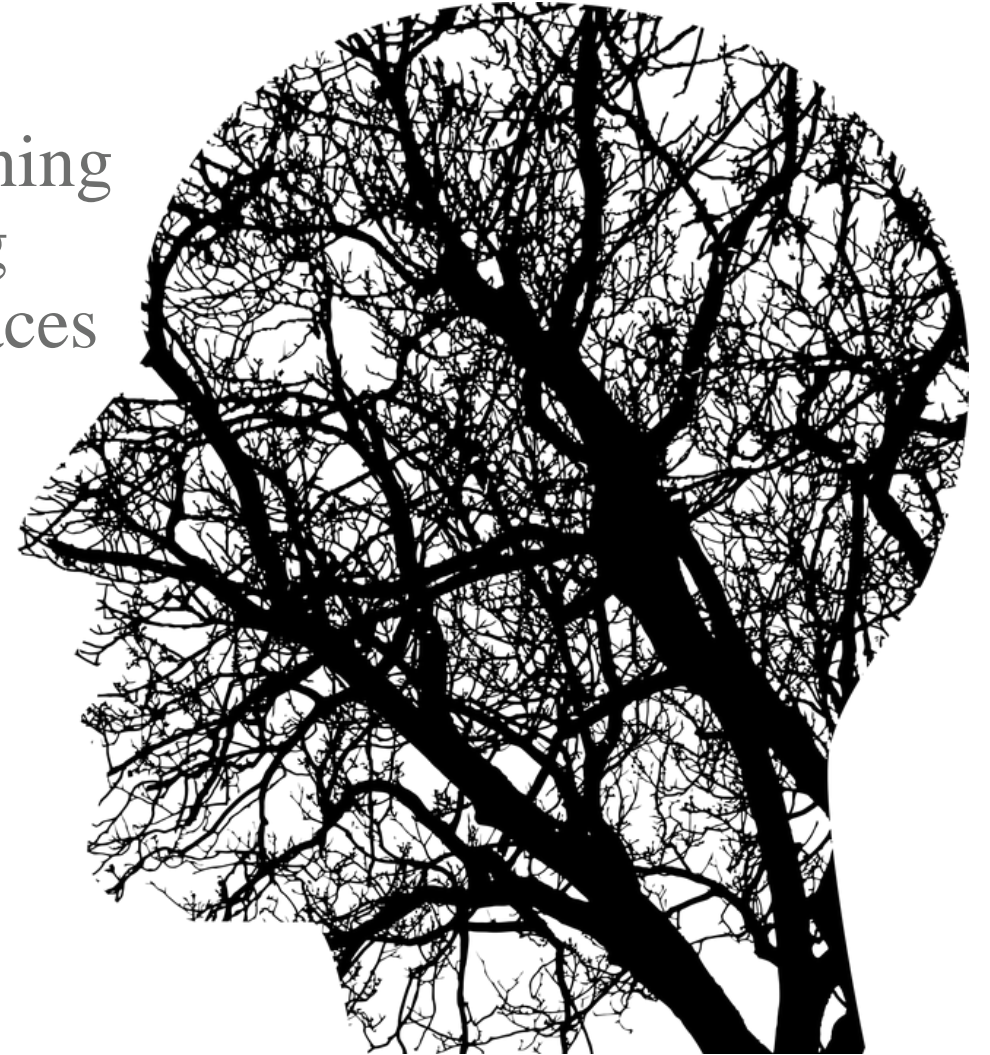
Reduce cognitive overload



The average human brain retains more information when the content is structured in short format chunks of not more than ten minutes – an ideal time to absorb microlearning lessons which are part of a larger learning track.

Varied Environments

- Learning can take place in informal learning environments, outside of formal learning environments but in mediated digital spaces
- Does not follow a specific curriculum
- Spontaneous



Self-paced, Just-in-time

Learner controls the pace at which they consume the content. Learners are in control of **what**, **where** and **when** they are learning and consume the content as often as they wish. Competence can be evidenced through microlearning assessments at the end of each module.

Learners can easily access specific kinds of contents, at a specific time of day.



Mobile-friendly



Piggy-backs on the affordances of existing web-technologies and new trends in eLearning and educational technology.

Content can be deployed, curated, accessed and shared by users on multiple devices and can be implemented in any learning environment

Learners use tools that they are already accustomed to and the tools leverage on pre-existing user behaviour.

Cost savings

Quick to produce, enable piloting of short lessons, gathering feedback, iteration and further planning for additional lessons especially where such content is rapidly being updated.



Not suitable for...

- Task that require complex technical skill building
- Novice learners

Examples

APPS

Print2Screen

audio books (Audible)

Twitter

Flashcards

Duolingo

GAMES

Immersive micro-learning simulations that last between 5-20 minutes.

VIDEOS

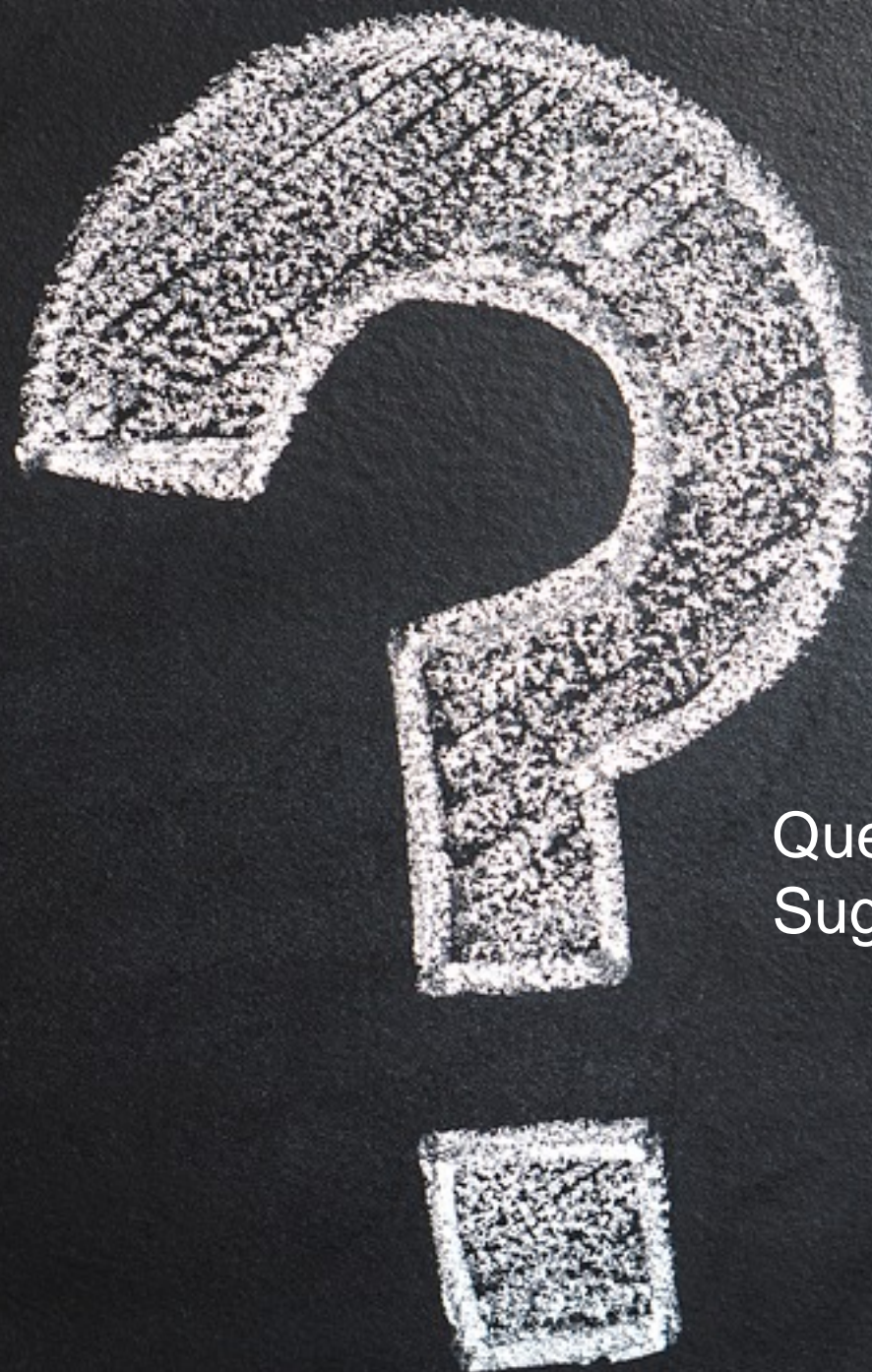
Brief videos

Interactive videos

Question and response

Learner recording a brief audio in response to a question

- Short quizzes and polls
- Infographic
- Activity notifications from online communities of Practice
- Challenge type interactive documents



Questions?
Suggestions?