

Educational Innovation Management. A Case Study at the University of Salamanca

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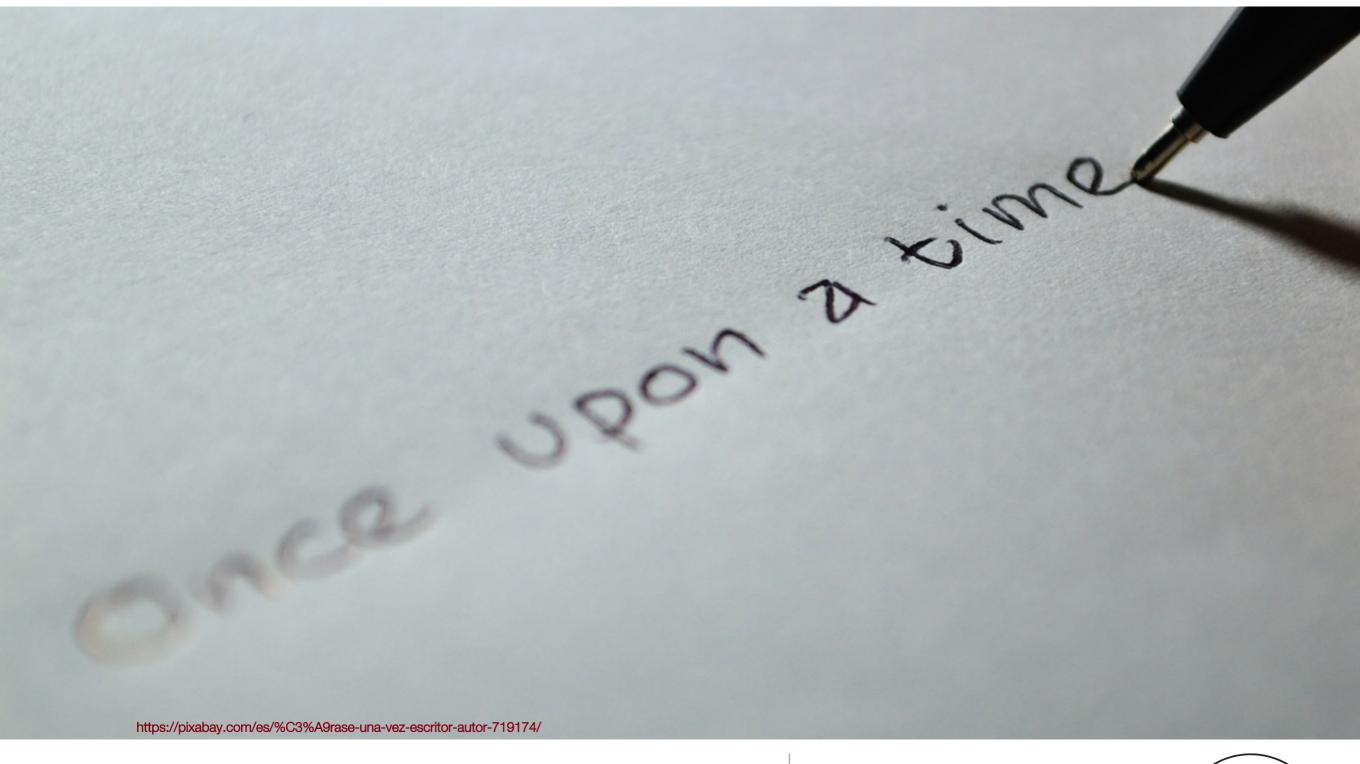
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Outline

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- 3. BRACO
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1. Introduction





Introduction

Making a conceptualization of the knowledge with the aim of transferring and using it usually generates significant advantages in the organizations (Nonaka et al., 2008)



Introduction

This work is devoted to present how the University of Salamanca (Spain) shares its educational innovation knowledge base throughout a knowledge management system

A process has been applied that is based on the Nonaka's knowledge spirals (Nonaka & Takeuchi, 1995) integration and theoretically defined in (Fidalgo et al., 2014)

Introduction

- The method of the knowledge spirals is used to create organizational knowledge from the individuals of the organization
- There are two types of spirals
 - The first one is the epistemological spiral, which means interaction between types of knowledge, i.e. transformation between tacit and explicit knowledge (Sein-Echaluce et al., 2013)
 - The second one is the ontological spiral, which means interaction between knowledge of persons and the organization (Fidalgo et al., 2015)



Introduction

Educational innovation tries to improve the competitiveness of the teaching process itself and the necessary transformation of the knowledge created by faculty into organizational knowledge and integrate it with external knowledge deriving from other universities



Introduction

The followed process may be summarized in these steps

- Adaptation to the University of Salamanca context of an applicable ontology to the educational innovation at the university level
- Inclusion of a continual methodology that integrates the ontologies of knowledge generated in the epistemological and ontological spirals, with a KMS, as a driving force for the ontological spiral at the university level
- Choice of a KMS which, based on the previous contributions, enables the classification, organization and application of knowledge deriving from the educational innovation experiences carried out on behalf of the University of Salamanca faculty



2. Ontology definition





Previous works

This experience starts from the previous works done in this area by means of a project financed by the Ministry of Education, Culture and Sport of the Spanish Government, as a public and competitive call (Fidalgo, 2012)

These previous works had caused an ontological spiral produced by more 300 teachers with educational innovation experience (Fidalgo et al., 2014; 2015)

The ontology base is presented to twenty-five researches of the University of Salamanca that refines the ontology with a first epistemological cycle to adapt the starting base to the reality of the University of Salamanca scope

At the end of this cycle, an adapted ontology for the University of Salamanca was defined. But, after that, a refinement cycle was developed using thirty selected educational projects that were classified applying the ontology



Ontology structure

To define the University of Salamanca ontology the focus has been centered on the Learning context in order to produce a classification system organized into four characteristics

- 1. Activity
- 2. Technology
- 3. Methods and Techniques
- 4. Outcomes

Activity

- Academic works (course work, module, etc.)
- Assessment
- Collaboration among teachers
- Collaboration with external professionals
- Collaborative writing tools
- Creation and evaluation of materials
- Decision making
- External practices
- Field trips
- General dynamics of the degree
- General dynamics of the subject
- General information management
- Implementation of information systems to improve the coordination, monitoring and quality assurance
- Laboratory practical classes
- Master classes
- Microworks
- Outreach activities
- Relationship with companies or other bodies (professional practices, etc.)
- Software applications development
- Troubleshooting, cases, seminars, workshops, etc
- Tutoring, mentoring and coaching
- Virtual practices

Activity characteristic refers to the key element of the educational process that is addressed by a specific educational innovation project

Technology

- Another specific software
- Audiovisual devices
- CAD/CAM/CAE
- Collaborative work environments
- Collaborative writing tools online (blog, wiki, Google Drive, etc.)
- Concept mapping software
- Data analysis
- Database
- Digital whiteboards
- Geographical software
- Hardware devices
- Learning objects
- LMS (Learning Management Systems)
- Mathematical Software
- Mobile devices
- Open software
- PLE (Personal Learning Environments)
- Presentation Software
- Repositories
- Simulators
- Social networks and communities of practice
- Software for questionnaires and surveys
- Software project management
- Technological ecosystems
- Virtual worlds
- Without technology

Technology characteristic refers to the main technologies used in the educational innovation project

Methods and techniques Academic and learning analytics

- Active participation of students in the assessment process
- Adaptive methods
- Assessment rubrics
- Autonomous learning
- Case based learning
- Case method
- Competences assessment
- Cooperative/collaborative learning
- Debate and discussion groups
- Diagnostic evaluation
- Formative assessment
- Game-based learning (role games, serious games, etc.)
- Gamification
- Learning agreement
- Logical framework approach
- Methods of data collection
- Online methodologies
- Oral exposition
- Organizational learning
- Problems/projects based learning
- Role playing
- Self-assessment
- Student participation in teaching
- Teaching portfolio
- Texts, works and projects analysis

The Methods and Techniques refer to the educational methodology that is used in the educational innovation projects

Outcomes

- Approach to the professional practice
- Setting the student workload
- Increase of the student motivation
- Interdisciplinary and multiculturalism
- Improvement of the student autonomy
- Improvement of the teachers' skills
- Improvement of the specific skills
- Improvement of the generic or transferable skills
- Improvement of student recruitment
- Improvement of the coordination among teachers
- Improvement of the efficiency (success rates and performance)
- Improvement of the learning process
- Improvement of the assessment process
- Improvement of the quality assurance system
- Improvement of the management system for educational innovation
- Active participation of students in teaching
- Penetration and technology acceptance
- Recognition of informal learning

The Outcomes characteristic refers to the expected results at the end of the educational innovation project

BRACO BUSCADOR DE RECURSOS ACADÉMICOS COLABORATIVOS Entrada al sistema Usuario: fgarcia Clave: Entrar Registrarse Olvido Contraseña GRUPO DE INVESTIGACIÓN E INNOVACIÓN GRUPO DE INVESTIGACIÓN EN LABORATORIO DE INNOVACIÓN EN EN DOCENCIA CON TECNOLOGÍAS DE LA TECNOLOGÍAS DE LA INFORMACIÓN. DIGM. INTERACCIÓN Y ELEARNING. UNIVERSIDAD INFORMACIÓN Y LA COMUNICACIÓN. UNIVERSIDAD POLITÉCNICA DE MADRID DE SALAMANCA UNIVERSIDAD DE ZARAGOZA

3. BRACO



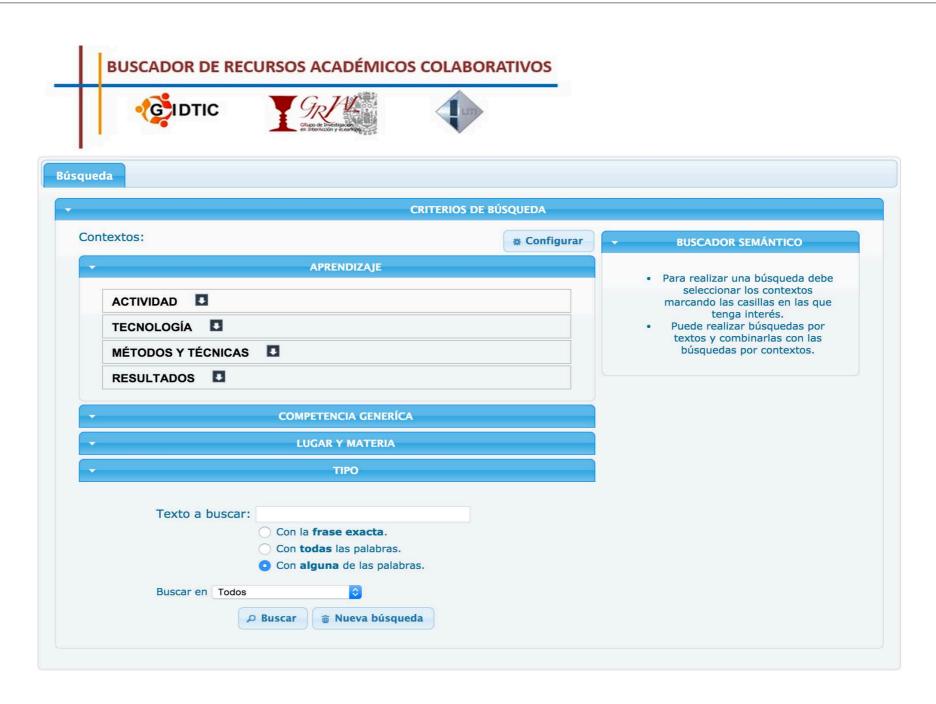


BRACO

- BRACO is a specific repository oriented only to support educational innovation experiences in which the previous described ontology may be used for resources classification purposes
- BRACO consists of a KMS (to which faculty contribute with educational innovation projects) and an adaptive search engine (used by teachers to locate the educational innovation projects)
- The result of the system is a browser in which a user may search educational innovation projects according the structure of the developed ontology

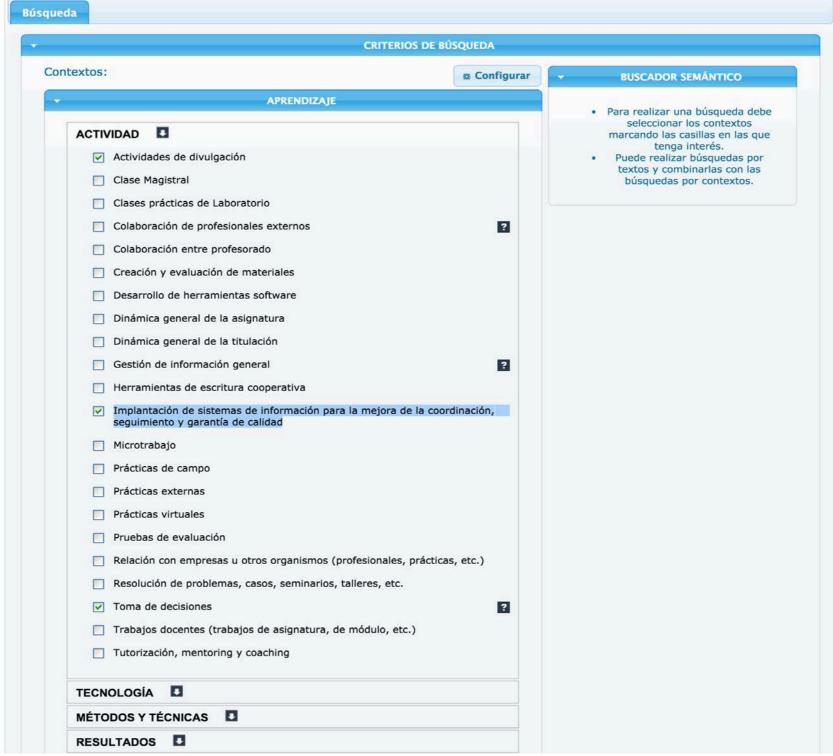


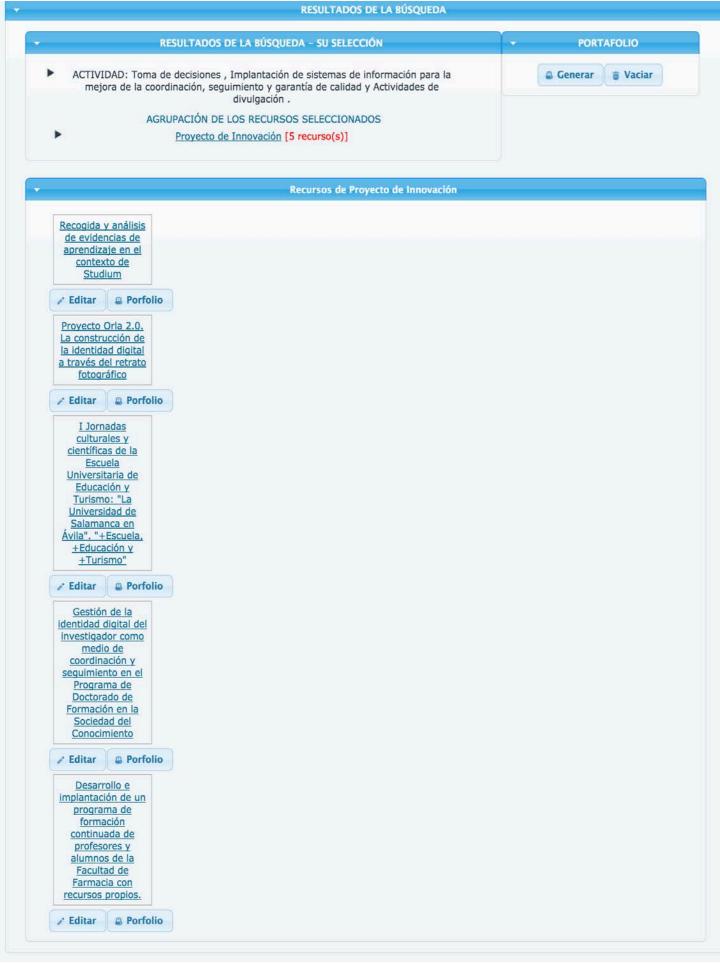
BRACO searching panel





Selected labels within Activity characteristic



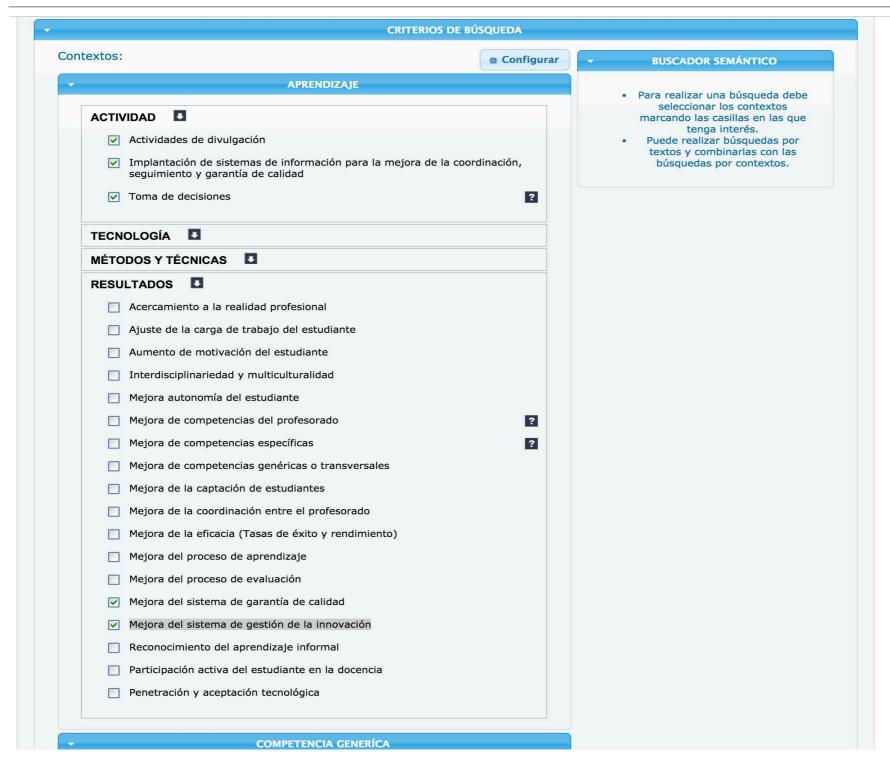




Results of the performed search



New searching settings





New searching result



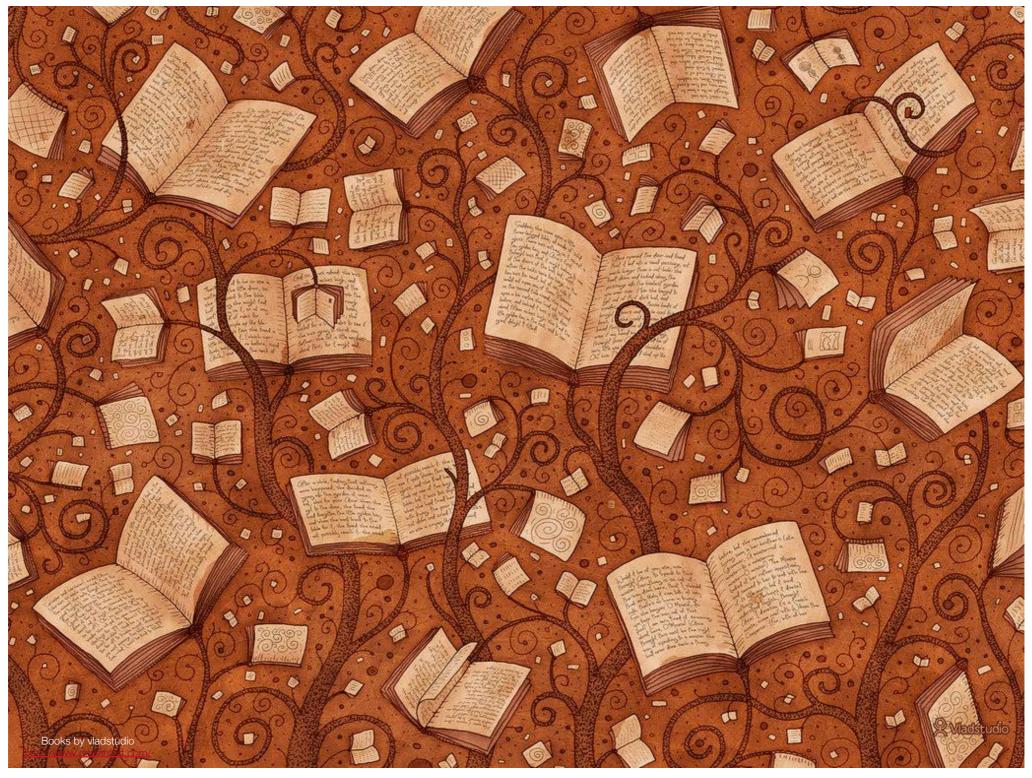


5. Conclusions



Conclusions

- It has been presented a pilot experience in the University of Salamanca about the management of the educational innovation projects, with the aim of the Government Team of the University has a starting point to change and improve current practices in the institutional Programme of Educational Innovation
- A repository has been proposed in which these projects may be stored and classified, according to the developed ontology for the University of Salamanca scope
- Moreover, taking into account the defined characteristics of the learning cont ext (Activity; Technology; Methods & Techniques; Outcomes), the University could redefine its own procedure for educational innovation projects application
- This way an easier control process might be implemented that will guarantee a more quality in the institutional Programme of Educational Innovation and more reusability of the selected projects by the faculty





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