Adult learning strategies for Cambodian Universities

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New \textit{(and many old) professors}

- Teaching based on experience as students
- Content experts but oblivious in process
- Explosion of knowledge/Information overload
- Never been trained in pedagogy/andragogy principles
- Boring classes

\textit{How to turn able scholars into a true educator?}
Andragogy

“The art and science of helping adult learn”

Kapp A. German educator- 1833
Rosenstock-Huessy E. German historian/philosopher 1888-1973
Knowles M. American educator, 1913-1997
Heutagogy encourages learners to become more self-directed.

Peeragogy focuses on co-learning or co-creating.

Cyber encourages learner engagement in an online environment.
The learning continuum

Pedagogy  Andragogy  Heutagogy
4 Adult learning theories applied to e-learning

Must be engaged in the development of their learning experience.

Experience at the root of all eLearning tasks and activities.

Real life applications and benefits tied to the eLearning course.

Adult learners absorb information, rather than memorize it.
The challenges and requirements

The wetware
The software
The hardware
The wetware: Strong academic leaders

With vision, volition, & wealth

& Awareness of Pedagogy, Andragogy and Heutagogy
The wetware: Lecturers with teaching (coaching) competencies in/outside classrooms

From content to process
The wetware: Students with

**Learning competencies in/outside classrooms**

- Control over time, place, path and pace
- English literacy
- On line learning literacy
The software

Blended learning

MOOCS

Moodle

[Modular Objects Oriented Dynamic Learning Environment]
The Hardware:

Place, space and connectivity
Invest in ICT platform
Technological trends

1998: Google (Stanford, Brin and Page)
1999: Web 2.0 (user centred design for participatory information sharing)
2000: iTunes (media player…laptop, iPod, iPhone, iPad)
2004: Facebook (Social networking/850M users in 2012)
2005: Youtube (Video sharing websites)
2006: Twitter
2006: Khan Academy
2007: iTunes U(delivers university elctures via iTunes)
2007: Big Think (“Youtube for ideas”)
2009: Whatsapp

And Cloud computing.................maturing in 90’s
MOOC: Massive Open Online Courses

In the year 2012

Feb    Udacity (Standford)

April  Coursera (Standford)

May    edX (MIT, Harvard)
Mobile learning @ IAEA 2011

IAEA | Human Health Campus

“A Global Virtual Community of Learners”

http://humanhealth.iaea.org

COMPUTER ➔ MOBILE PHONE

This endeavour was launched following the vision of the IAEA to have a virtual community of learners among the Member States and as part of the Mission:

“To enhance the capabilities in Member States to address needs related to the prevention, diagnosis and treatment of health problems through the application of nuclear techniques.”

Aim
Providing insight into the different aspects of modern clinical practice and serving as a resource and platform for hosting and disseminating continuing professional education learning materials.

Target audience
Health professionals of:
- Nuclear Medicine
- Medical Physics
- Radiation Oncology
- Nutrition

CAMPUS GOES MOBILE
From Pedagogy 2 Andragogy
From awareness to action

How to get there?

Cultural change though a paradigm shift!
HEd Policy implications

- Appointment of university presidents with a Mandate for change!
  (Adequate resources)

- Recruitment of faculty members/career paths

- Faculty development in P, A & H.

- Establishment of Center for Teaching/Learning in each university campus

- Students learning development programs

- Adequate funding for ICT
Cultural change though a paradigm shift!

A call for a Teaching/Learning Center @ the heart of each university campus
Teaching/Learning Center

3 missions

1. Train and educate lecturers and students in T/L

2. Consult lecturers, Dpt heads and Deans in T/L

3. Research in T/L
Integrating technologies in schools

The Pencil Metaphor


**THE LEADERS**
First to adopt technologies, document and share practice warts & all.

**THE SHARP ONES**
They watch the leaders, grab the best bits, learn from mistakes and do great stuff.

**THE WOOD**
Would use tech if someone else sets it up and shows them how-to and keeps it running.

**THE FERRULES**
Hold tightly onto what they know. Tech has no place in their classroom.

**THE ERASERS**
Endeavour to undo much or all the work of the leaders.

**HANGERS-ON**
Know all the lingo, attend the seminars but don’t do anything.
Thank you

Reference available upon request