E-Learning and LMS at the Faculty of Computer Science and Media

Prof. Dr. Klaus Hering, Faculty of Computer Science and Media, Multimedia Systems

Facts and Numbers
Faculty of Computer Science and Media

➤ 45 professorships

➤1574 students

➤ 10 Bachelor's Degree Programmes (content in German)

  ➤ Library and Information Science

  ➤ Computer Science

  ➤ Digital Printing Technology

  ➤ Applied Museology

  ➤ …

➤ 6 Master's Degree Programmes (content in German)

  ➤ Library and Information Science

  ➤ Computer Science

  ➤ Printing and Packaging Technology

  ➤ …

Foundation
of the faculty:
April 1, 2019

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Relationship to Other Lectures of this Workshop

→ **Introduction OPAL Learning Management System at HTWK Leipzig**

Mrs Hornoff (HTWK)   (yesterday)

a more detailed technical view related to our university

→ **this lecture**

strategic ideas with respect to our faculty/university

→ **Bildungsportal Sachsen – E-Learning Platform of Saxon Universities**

Mr Sven Morgner (Bildungsportal Sachsen GmbH)   (tomorrow)
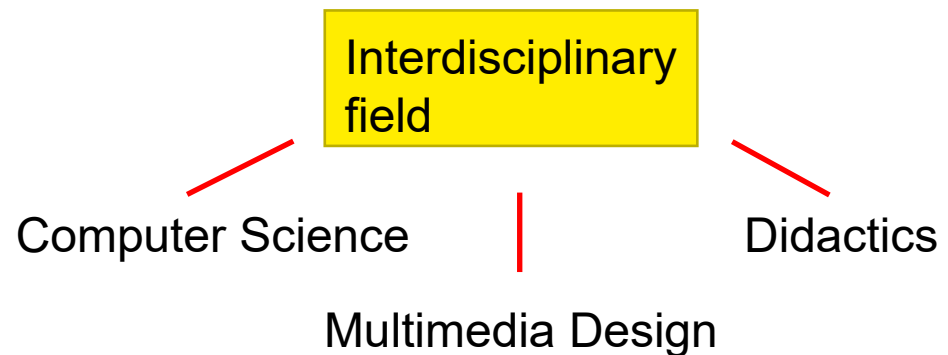
E-Learning structures in Saxony for technical, scientific and didactical support

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Working Definition
E-Learning

We see **E-Learning** as a complex concept, integrating

    teaching,

    learning,

    and related organizational

processes, which are based on

    computer and/or

    network technology.

Interdisciplinary field

Computer Science   Didactics

Multimedia Design

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LMS as Part of the Game

Since 2006 we use OPAL:

Online **P**latform for **A**cademic **L**earning and Teaching

➢ Open Source (Based on OLAT)
➢ Hosted centrally by **BPS GmbH** for Saxon universities

It provides

➢ Administration (students and staff)
➢ Communication
➢ Organization
➢ Content

via **more than 30 flexible building blocks** of different functionality.

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Essential Question

How to make digital teaching and learning a natural part of everyday university life?

A simple question that is difficult to answer!

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A Closer Look at Three Aspects

➢ Strategy of the university
➢ Involvement of students
➢ Organizational models

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Strategy of the University

Having a clear and flexible strategy is an essential precondition for an university to be successful in digital teaching and learning.

➢ Objectives must be clearly formulated (visible for all)
➢ Combination of fixed and variable components
➢ Coordination of activities
➢ Bundling of forces
➢ Production of motivation
➢ Acting as a community

We are **at the beginning** of a strategy building process.

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Involvement of Students

The direct involvement of students in building a digital infrastructure of teaching and learning has a great potential.

Example 1: E-Tutoring Programme

Students get basic knowledge in working as an E-Tutor, afterwards they support E-Learning projects at their faculties.

Example 2: Specific E-Learning Courses

Students (of adequate degree programs) attend specific E-Learning modules, where they have to produce supporting OPAL structures (for different modules of the HTWK module catalog) as learning outcome. These OPAL structures can be used by lecturers.

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Organizational Models

To enable effective and efficient cooperation of teaching staff, an adequate organizational model has to be found.

➢ Directly bound to the university management?

➢ Directly bound to the IT management?

➢ Lousely coupled working groups?

➢ Building an institute?

Brand new information:

Formation of an institute at our Faculty of Computer Science and Media on July 3, 2019

Institute for Digital Teaching and Learning

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Final Recommendations

➢ Focus on **Blended Learning**

➢ Choose a proper relationship between "**Open Source**" and commercial software

➢ Follow **standardization**

➢ Establish **cooperation** between universities

➢ Choose scenarios that are **well suited** for the application field

Thank you for your attention,

let's start discussion!

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