Speaker 1

How do academics use research now?

Speaker 2 (Nicole Wall)

I think at the moment we’re on the cusp of the change where you’ve got a lot of people who are really interested in emerging and innovative technologies, and they’re just starting to try them out to see how it effects learning outcomes and student engagement, so we have a lot of academics in seat who are starting to use mobile technologies, so the JPOLL tool where we can poll our audience and get live feedback. We also have a few academics who are starting to look into augmented reality and geolocating as well. So, in architecture, getting students out of the classroom, and working in the world around them, to go to buildings, get information and data, and capture things on their devices in a mobile platform, and then we also have academics who are starting to use social media a lot. Setting up Facebook pages and engaging with students outside of the classroom, and a lot of this, I think, or three of them really are about getting students to be engaged out of the class, so that we can then engage them in the class.

Speaker 1

So are you seeing ways in which IT is being used as a tool in learning and teaching?

Speaker 2

So now, it’s not just about using these devices, but it’s about taking those fantastic stories and experiences, and putting them into a digital environment, and creating this quality experience for the students. It’s almost like a multi-layered story telling in a way where we have this layer of content, then we add a layer of collaboration and a layer of communication, and really start to build our environment. I think that’s really exciting for students.

Speaker 1

What core skills will learning and teaching academics need in 2020?

Speaker 2

I think more than anything, it’s important that academics are engaged with learning technologies. Having the skills to actually build and program is not necessary. The technology is moving so fast that we’re moving into a ubiquitous environment and we won’t be dependent on the devices in our pockets. It will just be all around us, so more than anything it’s about academics having an appreciation for that technology and being creative and wanting to explore what’s happening, and look at new ways of doing it, and
I think as long as they have those skills, we’ll be able to harness that and introduce them to a number of new environments and options that we can introduce into their classrooms.

**Speaker 1**

What will be the experience for a student engaging with Griffith University in 2020?

**Speaker 2**

I think what I would like to see is this sort of interactive halls of learning, where you can walk down the physical halls and have that ubiquitous computing all around you. When you get to an academic’s door, you can touch the door and find out when they’re coming back, what their availability hours, any important announcements that they’ve made to the learning management system is all there in front of you as part of the environment. That you could walk around campus and when you see something that interests you or is related to your teaching materials, you could snap a picture of it and have that in real time go to a learning management system and be available for the entire class. I think having that network within the campus environment and that ubiquitous environment as well, will make a big difference.

**Speaker 1**

Will it still be important to have a physical place to learn?

**Speaker 2**

I really think that there’s two cohorts of students. There are students who come straight out of school who cherish the social aspect of university and it’s as much about learning about themselves as it is the content and the program that they’re taking. Making new friends and growing up in a sense, and then you have another cohort who really want that online experience, and there’s a different set of needs there, and a different set of technologies that we can introduce, but because of the nature of technology, we should be able to use these in any of those environments, whether it’s the physical or the digital environment.

[end of recording]