Blended learning: design and improvisation

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Abstract: 'Blended learning' is a term that has come to mean 'appropriate combinations of face-to-face and technology-mediated learning'. This presentation focuses on the very practical question of how best to help teachers in higher education identify and integrate appropriate combinations of learning activity, with and without technology support. It draws on research from the fields of student learning, ergonomics, architecture, teachers' thinking and educational design to identify some likely candidate solutions. The presentation will offer a perspective on educational design as a real-world activity and will introduce 'design patterns' as ways of capturing and sharing educational design experience.