

QUEST:

- Describe massive open on-line (MIL11/12CFT-IIIi26)
- Evaluates current trends in media and information and how it will affect /how they affect individuals and the society as a whole.MIL11/12CFT-IIIi-26
- Synthesize the overall knowledge about media and information with skills for producing a prototype of what the learners think is a future media innovation (MIL11/12CFT-IIIi-28)

Multiple Choice

Instructions: Select and encircle the best answer for each question.

1. What do you call an everyday learning environment that is supported by mobile and embedded computers and wireless networks in our everyday life?

a. gap

b. learning

c. MOOC

d. ubiquitous learning
2. Separate enrollment was made for Maxine and her twin. When Maxine attended school in the city, her twin attended school in the province. Due to the limited equipment, the twin who was in the province was having trouble using the computer, whereas Maxine was more advance in it. What does the scenario exemplify?

a. wearable technology

b. gap

c. ubiquitous learning

d. MOOC
3. It is a free web-based distance learning program that is designed for large numbers of geographically dispersed students.

a. MOOC

b. online course

c. learning online

d. Microsoft Office
4. What do you call an electronic technology or devices incorporated into items that can be comfortably worn on a body?

a. technology

b. wearable technology

c. smart watch

d. none of the above
5. Which of the following is an example of wearable technology?

a. Smart watch

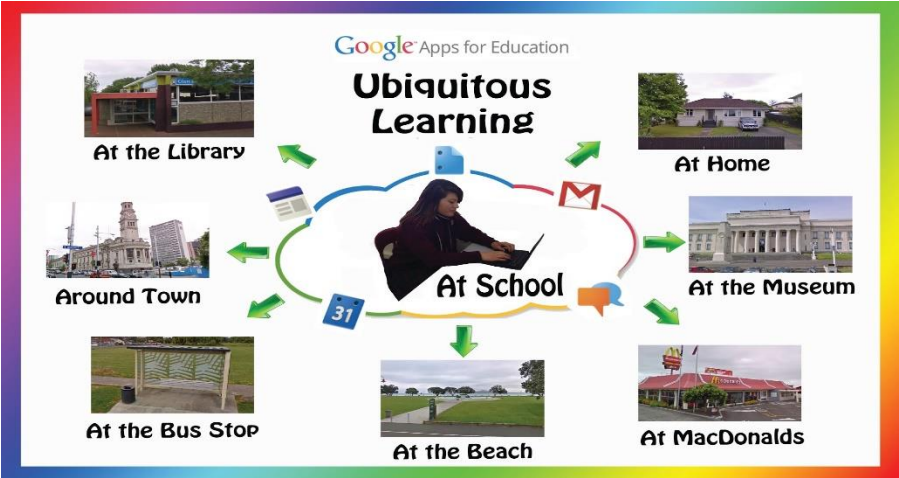
b. 3-D printing

c. augmented reality

d. Pokemon Go

Get to know

Media and Information in Education



EQUIP:

Ubiquitous Learning

Ubiquitous learning, labeled as u-learning, takes advantage of digital content, physical surroundings, mobile devices, pervasive components, and wireless communication to deliver teaching-learning experiences to users at anytime, anywhere, and anyway. U-learning represents an emergent paradigm that spreads education in diverse settings, where users are situated in authentic learning contexts to face immersive experiences in order to accomplish meaningful learning.

The main Characteristics of ubiquitous learning are :(Chen et al., 2002; Curtis et al.,2020)

- **Permanency** – learning materials are always available unless purposely deleted.
- **Accessibility** – access from everywhere as personally required.
- **Immediacy**- wherever a student is, he/she can immediately access learning materials.
- **Interactivity**- online collaboration with teachers and/ or peers (chat /blogs/forums)
- **Situated Instructional Activities**-getting the right Information at the right place for the right student.

Mission 1: Wall of Ideas

In the table below, supply essential details that can reinforce the main idea. To emphasize its relation to the main idea, each notion requires a definition and examples.

UBIQUITOUS LEARNING		
Characteristics of Ubiquitous Learning	Definition of each characteristics	Real-life examples
1. Permanency	The information remains unless the learners purposely remove it.	Learning materials in Google Classroom
2. Accessibility		
3. Immediacy		
4. Interactivity		
5. Situated Instructional Activities		

What is **MOOC**?

Massive Open Online Course are free online courses available for anyone to enroll. MOOCs provide an affordable and flexible way to learn new skills, advance your career and deliver quality educational experiences at scale.

Millions of people around the world use MOOCs to learn for a variety of reasons, including: career development, changing careers, college preparations, supplemental learning, lifelong learning, corporate eLearning & training, and more.

Advantages of MOOCs

- **You can learn from your friends** through a social networking site.
- **Access to the course is free of cost**
- **Material is advocated by top professors**
The course material of MOOCs has been selected by top professors in universities.
- **Allows you to learn different languages**
Since language-based learning is also available in MOOCs, they prepare students for entrance tests in various languages.
- **Such courses offer admission to everybody**
It's true that MOOCs are available for everybody who can't attend regular courses either due to time or financial constraints. Sometimes, the course you want to enroll in is not taught at your college so you have to go to a MOOC provider to study the course.
- **Choose a major**
If you are unable to decide on a major in college, and then you can test yourself in a MOOC first. This will give you first-hand knowledge about the subject you are willing to study in college. You can get to know through a MOOC how interesting is that subject, rather than choosing that course in college and wasting your time and money.

Disadvantages of MOOCs

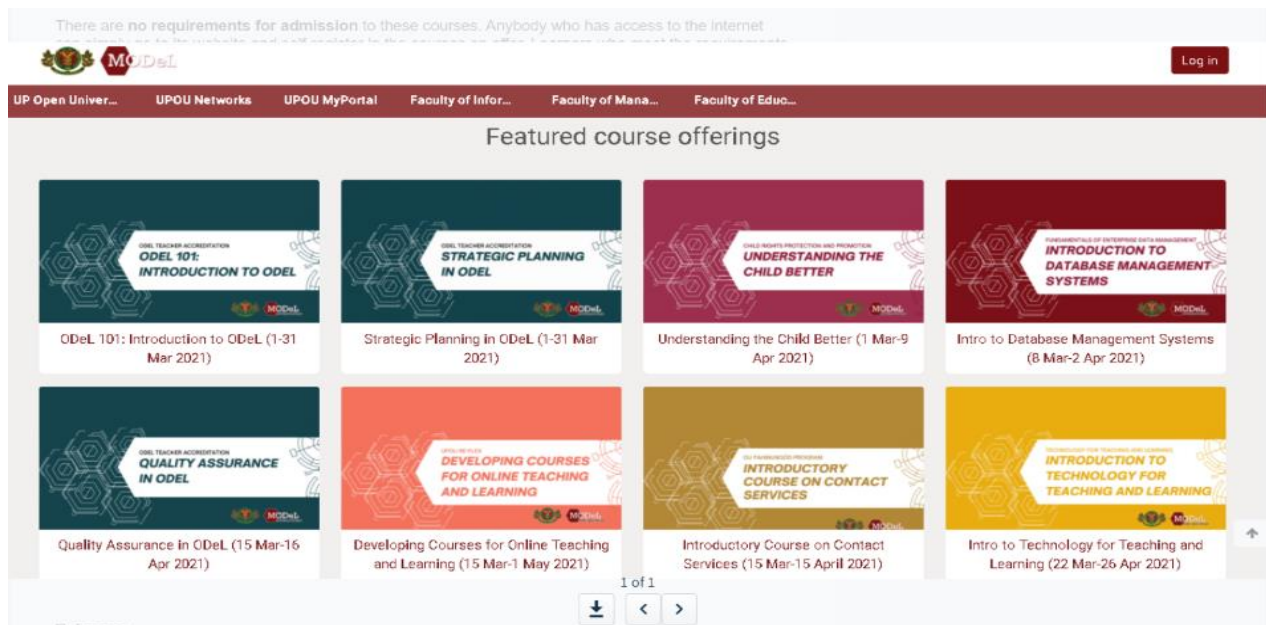
- **High attrition rates**
one of the biggest disadvantages is that students are not interested in completing the course. This is because they don't have the inclination to do so because they have not paid any fees. When the attrition rate was studied in some Massive Open Online Courses, it was found to be high. The attrition rate in such courses was high, and only 15% of the enrolled students completed the course. The attrition rate was due to students studying in cohorts so that if one student in the cohort dropped out, the others dropped out too. Another reason why the students didn't complete the course was that since no college credit was offered students were not encouraged to finish it.
- **Not meant for students with disabilities**
Learners who have visual disabilities can't be made to go through such courses.
- **No special attention**
The students if they don't understand a topic, can't get special attention from the tutor.
- **Unable to pay attention**
Students are unable to pay attention to such courses because they just have to browse through the course material. There is no animation in the course material. There is also no introduction given. Sometimes, although the course was cited as free, there were

costs incurred in the form of readings required from books as advised by the course designer.

➤ **No requirements for signing up for the course**

There is no age requirement for admission to a course. You can sign up for it without any age requirement and hence study what you want to.

Example:



The idea of offering MOOCs in UPOU materialized in 2011. More than accommodating thousands in enrollment, UPOU has emphasized the “openness” of these courses. Being more “open” has been reflected in UPOU’s practice of using only open educational resources (OERs), producing OERs, and employing open-access software in its MOOCs. As early as then, UPOU recognized the potential of MOOCs to reach a wider audience, to make education more open and accessible, and to promote lifelong learning. It has also been perceived to be capable of improving the quality of teaching and learning by fostering open educational practices (OEP).

Since then, UPOU has developed a number of MOOCs with the aim of making education more open and accessible, and promoting lifelong learning. Through its platform for MOOC, the Massive Open Distance e-Learning (MODEl), UPOU offers these courses as part of its thrust of making learning more accessible to more people. These courses have allowed UPOU to cater to career shifters, out-of-school youth, alternative learning system students, and overseas Filipino workers (OFWs). UPOU’s MOOCs can be accessed through the MODEl site (<https://model.upou.edu.ph>).

Mission 2: MOOC

In this activity, you will follow the steps below to utilize one of the MOOCs in the Philippines and that is TESDA.

1. Search the link e-tesda.gov.ph
2. Click the create an account



3. Fill in the details on the form
4. Click the course
5. Click the 21st Century Skills
6. Choose any of the four (Communication, Environmental Literacy, Digital Literacy, and Language Literacy)
7. Once you have chosen a course, just follow the instructions.
8. In the course, read and watch the learning materials.
9. In every module, there is an assessment afterwards.

10. If you completed the course and passed the exams, you will receive a certificate.
11. Download the certificate
12. Submit the certificate to your teacher its either hard copy or soft copy.

Wearable technology is a term used for electronic devices that you can wear and help you deliver real-life practical solutions. Most of these instruments are designed for hand-free use so they are portable and super handy.

The advancement of technology these days makes it nearly impossible to stay away from exploring the internet. Since the world saw these benefits, wearable technology products have come with much more practical advantages than just exploring the world wide web.

Thankfully, the innovation of mobile networks enabled the development of applications that provide the ability to view digital messages easier, track location, monitor health, and a lot more. In general, wearable's are designed to help you set helpful methods that refine living

Examples of Wearable Technology:

1) GOOGLE GLASS OR SMART GLASSES

This is a simple eye gear but works like a hands-free smartphone that lets you access your mobile internet browser. At the command of your voice, you can get information from the World Wide Web. This wearable tech acts as a small LCD screen in front of your eyes, and with a few control on the frame, you can surf the internet, share information, make calls, and record.

2) WEARABLE SPEAKERS AND MICROPHONES

This rise of wearable's did not excuse including a light to wear neckband speaker that offers music or TV using Bluetooth. They make a reliable sound companion allowing you to enjoy your favorite podcasts even when you're outdoors. Its main purpose is to deliver great sound quality for a remarkable audio experience.

3) CHILD MONITORING DEVICES

Child monitoring devices are instruments that will help you know that children are safe. They are equipped with GPS to let you monitor a baby sleeping or toddlers playing. You can even check what your teen is doing on the computer or iPhone.

4) WEARABLE TECHNOLOGY WATCHES

If you've heard of tech watch spoofs, they are intended not only to help you check the time but also any other alerts you want the phone to give you. High-end tech watches sync your watch to your phone so you can answer calls and respond to text messages with ease without your phone leaving your bag or pocket.

5) JUVENILE SMART WATCHES

Smart watches are not just for the big ones but to make our small people creative too. What's amazing is that these bands are electronically designed to pry children away

from electronics. Wow! The wearable tech not only informs children about being creative with other crafts, but to be mindful of eating, sleeping, and study time.

6) HEALTH MONITORING DEVICES

Monitoring devices are used to take signals pertaining to the human body and display the readings on a computer monitor or data processor. It is a sophisticated alternative to the traditional care of patients and their health. The wearable device is mostly a wristband with sensors so that doctors can access medical information.

7) LIFE-LOGGING ACCESSORIES

Also known as a fitness tracker, this wearable helps with self-monitoring of activities from arranging meetings and conferences to setting personal goals like prompting you to drink water or meds, including your sleep patterns. Amazing! Self-tracking devices will help you not only monitor your health, but your activities, and personal life, as well. Perfect for teachers! Right?

8) TREADMILL READING DEVICES

What looks like a lighter can actually be a stabilizing device that reads your body's movements by transmitting the information to your e-reader. It measures speed and distance, number of steps, to the number of calories burned.

9) TECH-INFUSED JEWELRY

Jewelry tech devices are those that exhibit style and functionality. Style in the sense that they are fashion-forward and functional as they can work as a fitness device, a sleep monitor, a stress remover, a reminder, or more. This type of wearable's is particularly in demand for its sophisticated appeal.

10) GPS FOOTWEAR

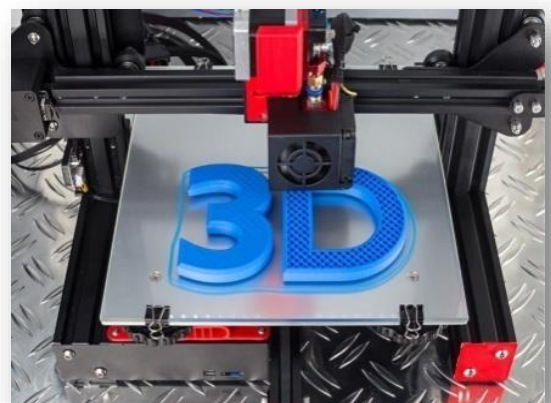
Sounds unheard but these shoes exist. In this footwear, the GPS tracker is concealed inside a water-resistant shoe insert. Some shoes use smart soles that work like a smartphone and spontaneously guide and give you direction. This technology works by sending a mild vibration to the user which side to turn – to the right or to the left.

3-D environment is a virtual location created by game or graphic designers to make players feel like they are the actual characters in the game they are playing. Examples of 3-D Environment:

A 3-D movie could provide a different experience for the viewers as it will enhance their illusion of depth perception.

Examples: **3-D Printer**

- ✓ 3D printing, also known as additive manufacturing (AM), refers to processes used to synthesize a three-dimensional object in which successive layers or material are formed under computer control to create an object.





Augmented Reality

✓ a technology that superimposes a computer-generated image on a user's view of the real world, thus providing a composite view.

Holograms

✓ a three-dimensional image formed by the interference of light beams from a laser or other coherent light source. a photograph of an interference pattern which, when suitably illuminated, produces three-dimensional image.



3D films are motion pictures made to give an illusion of three-dimensional solidity, usually with the help of special viewing devices (glasses worn by viewers).

Mission 3: The Future of the Technology

Technologies advanced and improved in the twenty-first century for the benefit of all. They say that the youth are our future's hope. What technologies will you create as a student? Write down your reasons for selecting that.

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Name: _____

Quarter: 2

Grade and Section: _____

Week No: 11

Subject: **Media and Information Literacy**

Assessment: Please detach this page and submit to the class adviser.

Directions: Write **True** if the statement is correct but if it's **False** change the underlined word or group of words to make the whole statement true.

- _____ 1. MOOC is a term used for electronic devices that can wear and help you deliver real life practical solutions.
- _____ 2. Ubiquitous Learning an educational paradigm made possible in part by the omnipresence of digital media, supporting new modes of knowledge creation communication, and access.
- _____ 3. Does MOOC means Massive, Open, Online, Course
- _____ 4. 3-D environment It is a virtual location created by game or graphic designers to make players feel like they are the actual characters in the game they are playing.
- _____ 5. 3-D environment is a virtual location created by game or graphic designers to make players feel like they are the actual characters in the game they are playing. Examples of 3-D Environment.
- _____ 6. Hologram is a three- dimensional image formed by the interference of light beams from a laser or other coherent light source.
- _____ 7. Massive opening online content (MOOC) is defined by Educause as a model for delivering learning content online to any person who wants to take a course, with no limit on attendance.
- _____ 8. 3D Films also known as additive manufacturing (AM).
- _____ 9. 3D movie could provide a different experience for the viewers as it will enhance their illusion on depth perception.
- _____ 10. Child monitoring devices are the instruments that will help you know that

children are safe.