

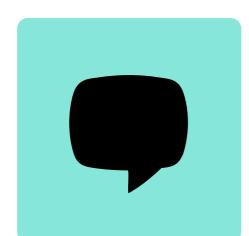
Says

What have we heard them say?
What can we imagine them saying?

Thinks
What are their wants, needs, hopes, and dreams?

What other thoughts might influence their behavior?





Says

What have we heard them say?
What can we imagine them saying?

Educonnect Language
Connects', a user-friendly
English communication
enhancement program, has
been designed by a team of
educational researchers from
Educomp Solutions Ltd. for
the masses who wish to fulfill

their dream of fluent

communication in English.

In 2005 South Australian government schools and preschools were provided with new Internet services to replace the services previously provided under the sa.edu contract

Educonnect Language
Connects' aims to connect
people through language. It
was conceived with the idea
of creating a product that can
be used by anyone anytime
at any place to learn English
through any language at any

The program is an outstanding example of streamlined integration of pedagogy and mobile computing.



educonnect learning center

Short summary of the persona

Thinks

What are their wants, needs, hopes, and dreams? What other thoughts might influence their behavior?



EDUCATOR'S
DEVICE The
educator's device
is accessible only
to the user of the
mobile device.

The bilingual approach diminishes the learner's apprehension to learn a new language. With the optimum use of technology in multimedia content creation, distribution and playback, the users are engaged in a pleasant learning experience. The accuracy of pronunciation and

Connected learning is a learning technique where students, instructors and advisors actively participate with one another to connect courses and resources. Connected learning is meant to create personalized learning pathways for students. This type of learning connects academics to personal interests, learners to mentors and educational goals to higher order learning skills.

Connected learning refers to the ability to link learning and interest to academic achievement, career success or societal engagement. The six design principles of connected learning are: a) interest-powered, where personal interests motivate students to gain knowledge, b) production-centered, where emphasis is placed on actively producing, creating and experimenting and c) peer supported, which relies on ongoing recognition and feedback among peers. Next, is d) shared purpose, where digital tools

academically-oriented, which emphasizes academic success for intellectual

growth and finally, f) openly-networked, where learning environments are linked between school, home and in larger communities.

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More terms starting with C

Learn MoreCanvasLearn MoreCapstone Course

EdUconnect is where our EUR community connects to get informed, to share knowledge, and to inspire each other.
Where we translate inspiring ideas into

The collaborative environment allowed pre-service teachers to move between the university and school settings and work with both school and university staff



Teach Mee Learning application development opens up a world of possibilities where you can create innovative and

engaging educational

opportunities within

education. Because

together, exploring

to get inspired!

possibilities for future

developing education is

what brings our community

oriented education. It's time

opportunities within education. Because developing education is what brings our community together, exploring possibilities for future oriented education. It's time to get inspired!

eaming television capability.
The implementation of these services is referred to as the eduCONNECT Project. The PICTL project was seen as an innovative strategy for providing training resources for the EdSuite tools at the

school level,

been implemented in schools, this provided the project team with a unique opportunity to examine appropriate online pedagogies and co-construc





What behavior have we observed? What can we imagine them doing?



What are their fears, frustrations, and anxieties? What other feelings might influence their behavior?

