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ENG 757

Workshop for Teachers on Digital Humanities

Proposal

5 May 2018

Description

Indonesian government, as an attempt to help develop the quality of national education, includes teaching with technology in the national curriculum. Each public and private school needs to implement this in their school practice. Teaching with technology is not a new practice in Indonesian context. However, there is lack of exposure in the technology part for various reasons. One of the main reasons is lack of experienced and trained instructors who can guide and give proper education to teachers and administrators about Digital Humanities field.

Proper training on the technology teachers can use for teaching is very much needed to support the government and school program. Preparing teachers with various skills and knowledge in technology is also a valuable effort to help school maximize its support for the students. Thus, a workshop program on Digital Humanities can be a possible response of this issue.

Goals

By the end of this program, participants will be able to:

- (Re) familiarize themselves with DH programs/applications that can help them in teaching and learning process.
- Deepen their understanding through discussions and practices on the DH and potent ways to approach it.
- Learn and practice various DH skills and programs.

Target participants

The target of this workshop is all the teaching staff of SMAN Sumatera Selatan. There is a total of 30 teachers who will be joining the program ranging in age from 25 to 38 years old. All participants are required to have basic skills in computer.

Program duration

This workshop is designed as a four-week program.

Proposed Date and Time

The workshop is planned to be conducted from July 15 – August 12, 2018. It consists of eight meetings in four weeks. Each meeting will last for 90 minutes. It will be conducted on Wednesday and Friday at 3 – 4.30 pm. This time slot is selected since at this time, students are having additional class by tutors from outside of school, so teachers have free time to do this activity.

Course outline

In this workshop, participants are going to learn and practice several materials. Detailed description of the program is attached. The materials include:

- Blog and blogging
- HTML, CSS
- Simple Webpage
- Classroom games
- Voyant
- Twine

Supplies Required

Since the workshop will be conducted at the computer lab, participants are not required to bring their own laptop. However, they are allowed to do so but they have to make sure that their devices are connected to the internet service.

Expected Budget Needed

Details	Price	Total
Fee for instructor	$50 (per meeting)	**$400**
Miscellaneous	$100	**$100**
Total		**$500**

Closing

Education involves so many aspects and the main goal is to help students realize their competence so as to be able to explore them. Teachers using classroom instruction help students acquire knowledge. Educating teachers through this workshop may equip them with valuable skills and knowledge in Digital Humanities field which will eventually benefit the students.

Proposed by,   Acknowledged by,

(_____)   (_____)

WORKSHOP ON DIGITAL HUMANITIES

2018/2019 Academic Year

All teaching staff are required to complete the following within a four week period at the beginning of this academic year. It also prepares and encourages them to engage confidently with various teaching and learning technology supports they may find useful. Teacher participants will learn how to build and construct various web-based programs. They will also reflect on the implications of these programs on their teaching and learning activities.

AIMS
- Provide opportunities to acquire skills on DH.
- Promote the approach of teaching with technology.
- Provide practical skills and abilities for the teachers' professional development.
- Encourage an understanding of, and engagement with, some web-based programs that they will use for their work.

MATERIALS
- Blog and Blogging using *wordpress* blog builder.
- HTML and CSS basic skills
- Building a simple web page
- Designing games for teaching and learning purpose using *Quizlet* and *Kahoot* websites
- Analyzing huge data in database using *Voyant* tools
- Creating one teaching medium using *Twinery.org* website

THE PROCESS
Participants will be introduced to each of the programs in the beginning of the workshop in order to familiarize themselves with the materials they are going to learn. Later on, individually in each meeting they will explore the programs and practice building and constructing them. By the end of the workshop, participants will be able to confidently shape and reshape the programs based on their needs in teaching in their respective subject.

By learning all these materials, participants will develop the abilities to develop a range of skills in Digital Humanities that they can use for their teaching activities. In order to perform the necessary skills and complete the required task in the workshop, it is necessary for the teacher participants to understand the basic skill of computer as their prior knowledge.

The end products of the workshop will include:
- Blog(s) using various blog builder.
- Simple web-page(s) that they can modify based on their professional goal.
- Classroom games for teaching
- A Voyant analysis page
- A twine for teaching

By the end of the program, participants will also be required to submit their products and create a two-page rationale reflecting on the workshop experience and how they may use the experience in their teaching.

ACTIVITIES

1. **BLOG and BLOGGING**
   Blog is an online journal or informational website where writers can share their thoughts and views. The main characteristic of blog is that it features the ability for the writes to share to public audience.
   There are some special characteristics that a blog has. First, most blogs appear in reverse chronological order making the recent post the first audience can see on the page. Also, a comment section in the blog is the platform which enables dialog between readers and writers.
   Wordpress.com is one of the blog builders that offers free opportunity for anyone to do blogging.
   Possible teaching experience
   - Online assignment submission, teachers can use blog as a platform where students submit their assignments, and they can also directly give comments on the result.
   - Online discussion platform

   Procedure
   1. Participants go to wordpress.com and create an account using their own email.
   2. Once their account is ready, they can customize the appearance of their blog and setting.
   3. The first post, they have to publish in their blog is their comments and opinions about their experience in first blogging activity and also the challenges they faced when creating or customizing their blogs.
   4. Once they publish their posts, they have to choose one post from other friends and give comment on it.

2. **HTML and CSS workshop**
   In each web page, there is a language that the computers understand to display the appearance. This language is in the form of HTML (Hyper Text Markup Language) and CSS (Cascading Style Sheets). Understanding these two is important as it can let website builders to manage the presentation of a web-page.

   Material
   Tutorials on HTML and CSS by w3schools.com (https://www.w3schools.com/html/default.asp)

   Possible teaching experience
   - Teachers can build their own website they can use for teaching using their knowledge on HTML and CSS codes.

Procedure

1. Participants have to create their own account on Github webpage and explore this website.
2. Once they have an account, they have to create a repository for one project. These repositories can contain folders, files, images, videos, etc. On github, saved changes are called commits. In order to save any changes they make on this webpage, they must click the commit changes option.
3. The next step is the workshop on HTML and CSS coding.
4. Then, participants can make changes on the repository on their github page using the HTML and CSS codes to change the appearance on their web page.
5. Participants then build a webpage where they can post personal information and academic background on it.

3. **Simple Webpage**

Webpage is generally used by individuals for informative and entertainment purposes, however, this can also be used as for professional purpose.

Possible teaching experience:

- Teachers using github repository can create a webpage where they can use like a lesson plan, where they put all the materials needed for teaching online.

Procedure

1. Using the knowledge on HTML and CSS, they build a web page using Github.
2. Participants then create a lesson using the webpage they build.
3. On the webpage, they must attach images, embed videos, and include any other information related to the lesson.

4. **Games for Teaching**

One way to make teaching and learning activities interesting and exciting is through games. Not all games are suitable for teaching though. Kahoot.com and quizlet.com offer opportunities for teachers to create their own educational games to support learning process.

Materials

- Account on Kahoot.com and Quizlet.com
- Some quiz questions they may take from their lesson.

Possible teaching experience

- Teachers use online games for teaching activities

Procedure

1. Each teacher participant has to create an account on kahoot.com and quizlet.com.
2. Participants are grouped based on the subject they teach.
3. Then, using the questions they prepare, each group must create educational games they can apply in their own classroom.

5. **Voyant tools**

It is almost impossible for individual to analyze huge database. That is why Voyant tools can be a very important program teachers can use for teaching or researching..

Possible teaching experience
- Teachers show students word frequency in huge database using Voyant tools

Procedure
1. Participants are introduced about Voyant tool, its fuction and how to use it.
2. Based on their own interest, participants may choose one field they are interested to analyze using Voyant tools.
3. They then has to come up with one analysis question (what they want to acquire by analyzing the data using Voyant tools)
4. Then, with the data and question in mind, they get into the Voyant website and upload the raw data to be analyzed.
5. The next process involves analyzing what they find in the tools.

6. **Twine**
Twine is a tool for making interactive reading in the form of web page. By understanding the hypertext concept used in twine, teachers can find it useful to be used as teaching media for teaching and learning purposes. Twine emphasizes the visual hypertext structure and all programmers need is the basic knowledge on HTML and CSS.

Material
Tutorial on twine for beginners by Adam Hammond (http://www.adamhammond.com/twineguide/)

Possible teaching experience
- Using twine teachers can teach interactive fiction
- Teachers can also use this software to create interactive quiz for students.

Procedure
1. The first step includes the introduction to twine and how it can be used.
2. The next is tutorial on how to build a twine.
3. Participants then download twine software from twinery.org and then build their own twine for teaching their own subject.

<div align="center">Why does this matter?</div>

I designed this pedagogical intervention project bearing in mind my experience as a teacher in one public school in Indonesia. For this project, I am proposing a four week workshop on Digital Humanities. Learning DH is important and not only exclusive for students, so I am targeting teacher instructors for this workshop.

Having the experience as a teacher in the institution, I designed this project with its context in mind. Besides, as I am graduating soon and will probably return to the same institution, I am going to bring this proposal and try to convince the administrator there to have this actualized.

Why workshop? In the beginning of each academic year, teachers at this school is required to have a recalibration session. It is the time when they can join professional development program or any other informative program that can improve their teaching. Workshop can give them a chance not only to learn something new but also to practice it directly. And by having this workshop in the beginning of academic year, teachers can apply the knowledge they gain directly for the students.

This workshop involves a four week program for teacher instructors where they can learn and practice building various Digital Humanities web-based programs. Thus, the materials chosen are also considered suitable for teaching and learning purpose.

Learning new things can be challenging. This challenge can be minimalized when learning does not only involve theoretical understanding but also practical implementation. Using workshop on web-based programs, teachers may be able to explore more on the technology support that can be useful in their profession as a teacher.