Seven myths of distance education (or realities?)



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Seven myths (or realities?)

- 1. universities do lifelong learning
- 2. distance education is about access
- 3. technology is the answer
- 4. e-learning replaces distance education
- 5. e-learning is a new and better pedagogy

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Seven myths (or realities?)

- 6. e-learning will make money and globalize the market
- 7. anyone can do distance education

Then lessons to be learned Realities in green

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Myth 1: Universities do lifelong learning

lifelong learning essential for knowledge-based societies market for lifelong learning = those leaving high school

DE most appropriate method for LL universities not interested in LL professors already overloaded new economic model needed

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Myth 2: Distance education is about access

DE: originally commercial
UK Open University: access
open universities worldwide
now DE about money: more access
to HE, ideological shift to right
the promise of cost-effectiveness
access still important for many

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Myth 3: Technology is the answer

New technology better than old? learning resource management systems (LRMS), e.g. new WebCT, Blackboard

- integration with admin
- higher cost open source
- Lone Rangers poor design

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Myth 3: Technology is the answer (cont.)

Web conferencing (synchronous)

- bandwidth limited off-campus
- · high cost of software
- group interaction difficult
- poor design (real-time lectures)
- want good design models that integrate wideband to desk-top with asynchronous learning

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Myth 3: Technology is the answer (cont.) Learning objects (content management) Course Unit/ Learning module objects

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Myth 3: Technology is the answer (cont.)

learning objects: graphics, tests, animations, assignment questions, text

meta-tagged: IMS/SCORM/CAREO high cost of implementation business model/intellectual property? context-free objects/classification?

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Myth 4: e-learning replaces distance education

key issue: do students have access to the technology? in most developed economies and for middle class: yes, but not for the poor thus mass media of print/ broadcasting still important for many target groups

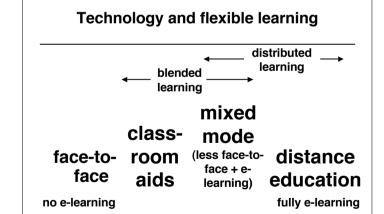
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Myth 3: Technology is the answer (cont.)

cheap, reliable, accessible
technology needed for DE
using advanced technology is
research not teaching
design/project management/costeffectiveness as important
using people often more practical

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Myth 4: e-learning replaces distance education

most e-learning aimed at campusbased students

distance education needs better

- · course design
- learner support
- administrative systems

THEN it can be integrated

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Myth 4: e-learning replaces distance education

economics of e-learning different from mass distance education: economies of scope, not scale

Mass DE	E-learning
Higher access	Lower access
Lower quality	Higher quality
Lower cost	Higher cost

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Myth 5: e-learning is a new and better pedagogy (Peters, 2002)

Yes, e-learning is better than mass media distance education pedagogy:

- greater interaction: studentteacher and student-student
- better integrated media
- better learning outcomes

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Myth 5: e-learning is a new and better pedagogy (Peters, 2002 - cont.)

But no, e-learning is not yet a new pedagogy, e.g.

- collaborative learning
- problem-based learning
- critical/creative thinking are also classroom based difference is flexibility

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Myth 5: e-learning is a new and better pedagogy (Peters, 2002 - cont.)

technology and time/place of delivery different needs of learners constant:

 read, observe, think, practice, receive feedback, assessment, and accreditation

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Myth 5: e-learning is a new and better pedagogy (Peters, 2002 - cont.)

but, e-learning could be a better pedagogy new media adopt earlier formats So far, potential of e-learning under-exploited need to match potential to new learning outcomes that prepare for knowledge-based society

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Myth 6: e-learning will make money and globalize the market

Late 1990's: e-learning frenzy
e-learning for profit; global markets
Many for-profit initiatives failed (e.g.
New York University, Temple
University, FATHOM, Open
University in USA)
US\$20 million lost on average

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Myth 6: e-learning will make money and globalize the market (cont.)

ethical and credibility issues
e.g. Universitas 21 Global
degree transcripts have logos of
all 19 universities
Thomson chooses authors
self-accreditation (U21
Pedagogica)

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Myth 6: e-learning will make money and globalize the market (cont.)

Profit in niche markets, e.g.
University of Phoenix Online:
26,000 students, vocational
corporate e-learning
MBAs (Queens, Athabasca)
other continuing professional
education degrees

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Myth 6: e-learning will make money and globalize the market (cont.)

Masters in Educational
Technology (for teachers)
UBC/Tec de Monterrey: joint
degree + T de M degree
fully online: English and Spanish
certificates + master

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Myth 6: e-learning will make money and globalize the market (cont.)

partnership since 1996:masters opened 2002

joint degree: 80 students a year Tec de M degree: 200 + per year fee: US\$9,000, paid per course full cost recovery inc. overheads and risk = new research faculty

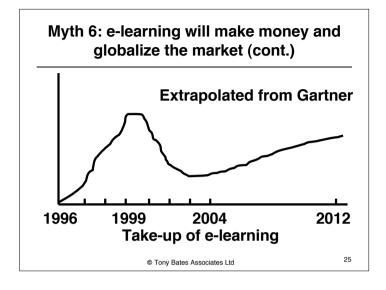
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Myth 6: e-learning will make money and globalize the market (cont.)

Students choose known brands:
e.g. MET joint degree (English)
UBC on-campus students: 20%
rest of province: 24%
rest of Canada 23%
international (31 countries) 33%

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Myth 6: e-learning will make money and globalize the market (cont.)

Lessons:

different financial strategies for different markets

as student fees increase, DE becomes more attractive to institutions because of marginal costs (UBC undergraduate fees = 80% of DE costs, < 50% f2f)

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Myth 6: e-learning will make money and globalize the market (cont.)

Lessons (cont.)

students want the real thing: don't exclude the star professors from DE (but protect them)

integrity matters: don't dilute brand cost-effectiveness matters: project management + quality assurance

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Myth 7: anyone can do distance education

ostriches, geeks and amateurs
lesser problem when DE and
classroom teaching separate
e-learning forces the issue
professors and managers don't
understand need for help
(apprentice model - research on
learning not known)

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Myth 7: anyone can do distance education

Lone Rangers: distance
education + WebCT or
Blackboard
too much effort: no boundaries
poor interface/graphics/more
time than professionals

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no economies of scale

deter other professors

Myth 7: anyone can do distance education

Project management: establish projects work in a team



 professor + course developer + web designer
 schedules/budgets/product
 funding linked to project management

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The continuum of design



class- hybrid multi- distance room learning media education aids

technical help
less — change in methods — more
more up-front money

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Myth 7: anyone can do distance education

Ph.D. training for research, not for teaching technology provides more choice in teaching choice requires knowledge train for teaching or put in team

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Myth 7: anyone can do distance education

HECTIC report: need for training implications for senior management:

- understand the issues around technology, e-learning and distance learning
- courses, training, and rewards

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Myth 7: anyone can do distance education

Technology raises the skill level of both teachers and managers in higher education

Teachers and managers in higher education are inadequately prepared for quality technology-based distance education

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Goal: cost-effectiveness and quality assurance

added value of professional DE: high quality at reasonable cost

- · clear academic goals
- · instructional design
- project management
- accurate budgeting
- evaluation and maintenance

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Implications for higher education institutions

roles of professors must change pedagogy + organization of teaching: face-to-face, hybrid, distance technology raises skill level formal training/qualification

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The challenge

distance education needs to be more integrated with mainline teaching yet distance education remains uniquely different professors need to work alongside distance education professionals distance education is a highly satisfying professional career

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Further information

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Myth 6: e-learning will make money and globalize the market

Growth of consortia:

Universitas 21 Global	Western Governors Univ.
Global University Alliance	Kentucky/Michigan Virtual
Cardean U	Canadian Virtual U
Fathom	e-University

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Myth 6: e-learning will make money and globalize the market (cont.)

Criteria for success:

- 1. widens student program choice
- 2. coherent degree programs
- 3. full credit transfer
- 4. courses taught by regular faculty
- 5. increased enrolments/access
- 6. financially sustainable

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