

Case Studies on Blended Learning in the Context of *Real Estate Education*

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- **Introduction**
- **Blended Learning**
- **Virtual Learning Environments**
- **Case Studies**
- **Conclusions**



Introduction: Blended Learning

Operational for nearly two decades ...

- Establishment of **optimal models**?
- **Effectiveness** of the techniques employed?
- Feelings of **disconnectedness**?
- Reduced levels of **engagement**?
- **Interaction** between students and between students and instructors?



Introduction: Approach

ERES 2015 – Annual Conference:

- **Exploration of models & typical systems tools**

ERES 2015 – Education Seminar:

- **Subsequent survey: incident & nature of blended learning**

ERES 2016 - Education Seminar:

Triangulation of the online survey with case studies of particular implementations – Looks more into detail about the acceptance of VLE



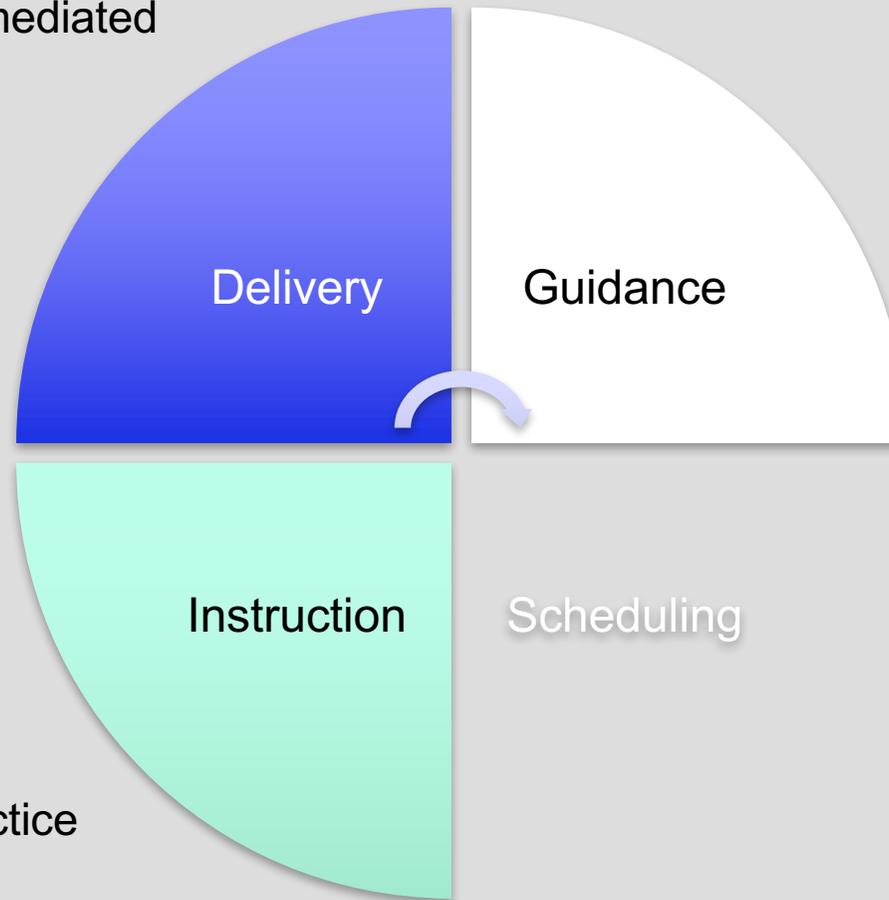
Introduction: Definition

- **Most commonly definition after Graham (2005): “Blended learning environments combine **face-to-face instruction** with **technology-mediated instruction**”**
- **Differences in **interpretation** and **delivery** ...**

Blended learning (MIT definition)

- Live classroom
- Computer mediated

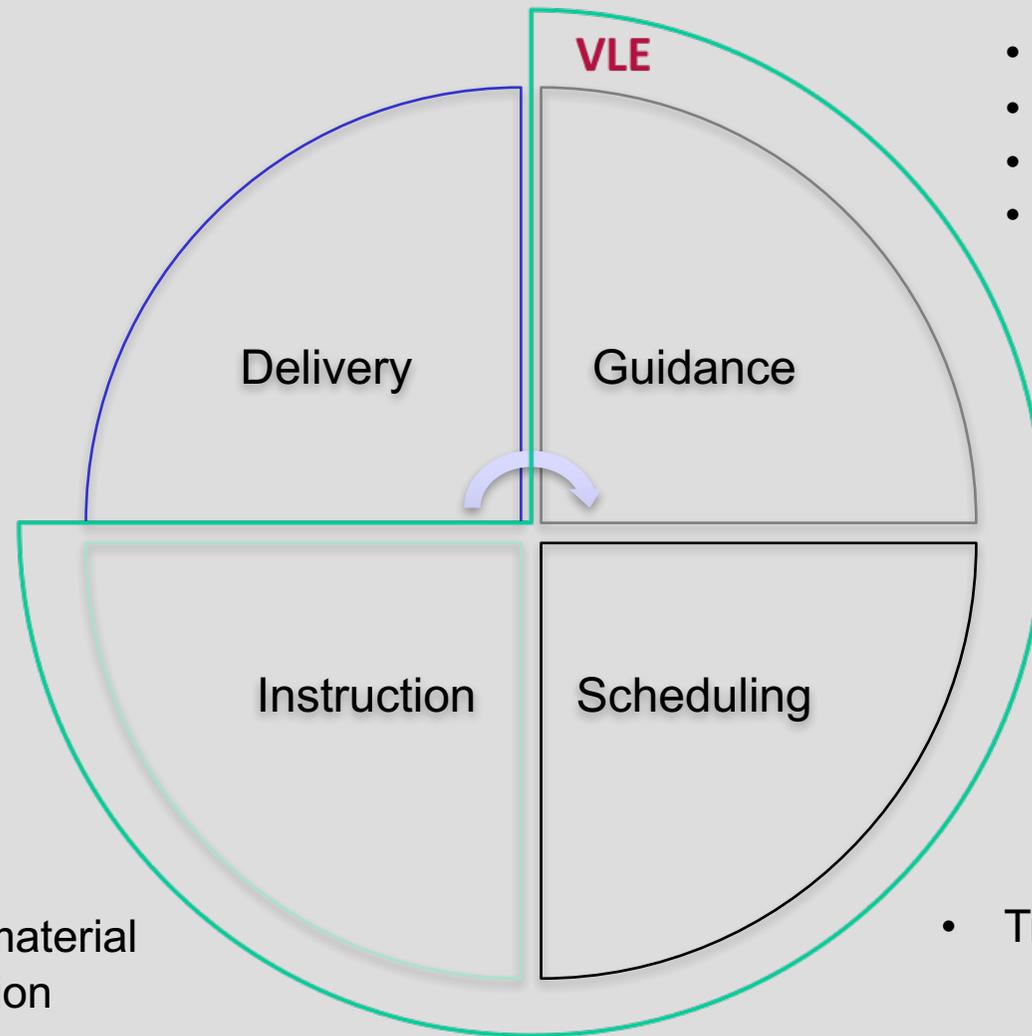
- Individual
- Instructor led
- group learning



- Lecture
- Discussion
- Guided practice
- Reading
- Games
- Case study
- Simulation

- Synchronous
- Asynchronous

Blended learning in practice



- Communication
- Access to marks
- Access to feedback
- Library

- Course material
- Submission

- Time shifted learning

Virtual Learning Environments (VLE)

- **Incorporating some or all the features of both LMS and CMS**
- **Facilitates (a-) synchronously learning**
- **Meetings in real time**
- **Conducting live classes in virtual classrooms**
- **Lessons are presented using audio, video**
- **Tools for self-assessment are available**

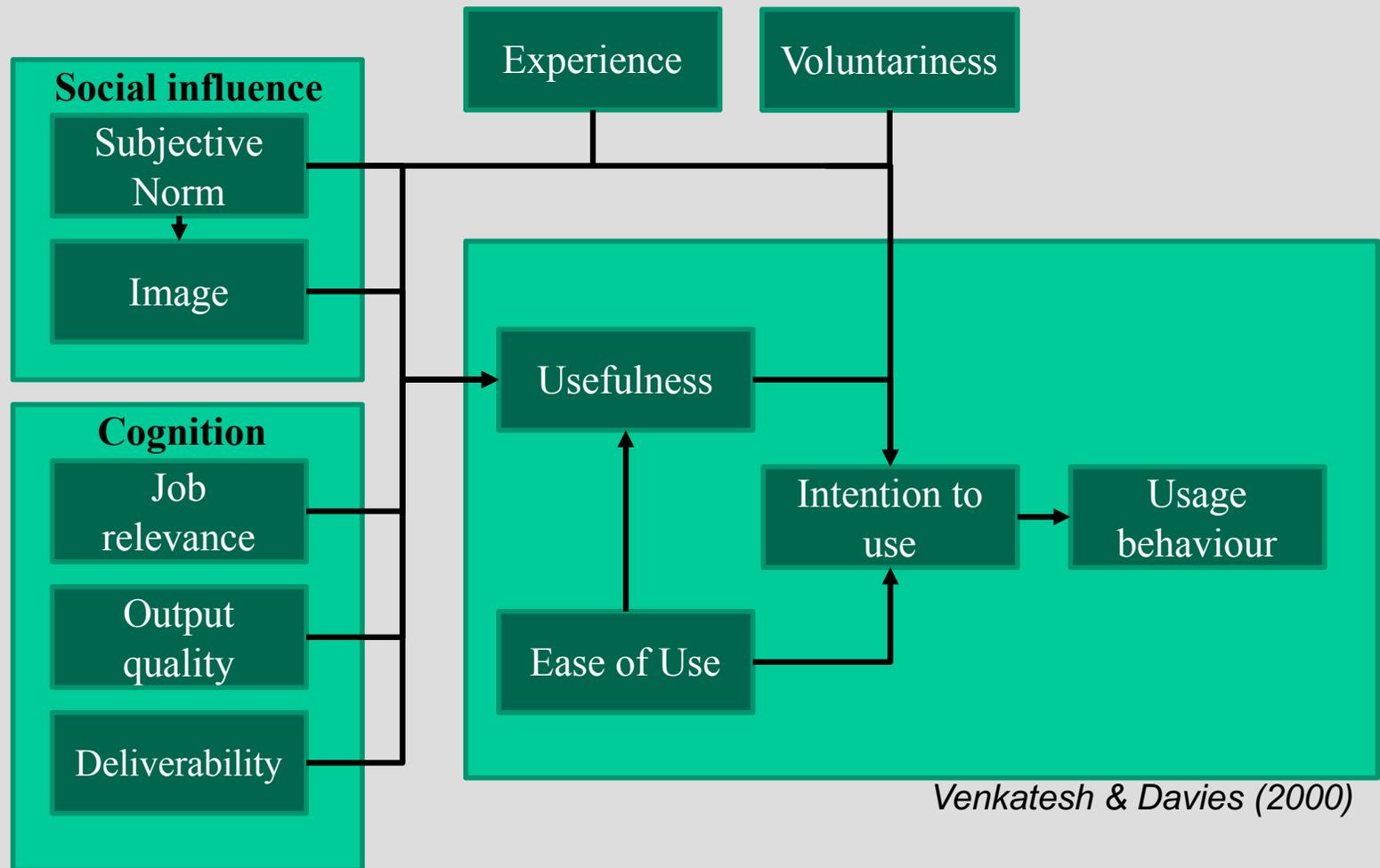


Virtual Learning Environments - 2

- **Core university facilities**
- **University wide not faculty specific**
- **Primary platform for content delivery**

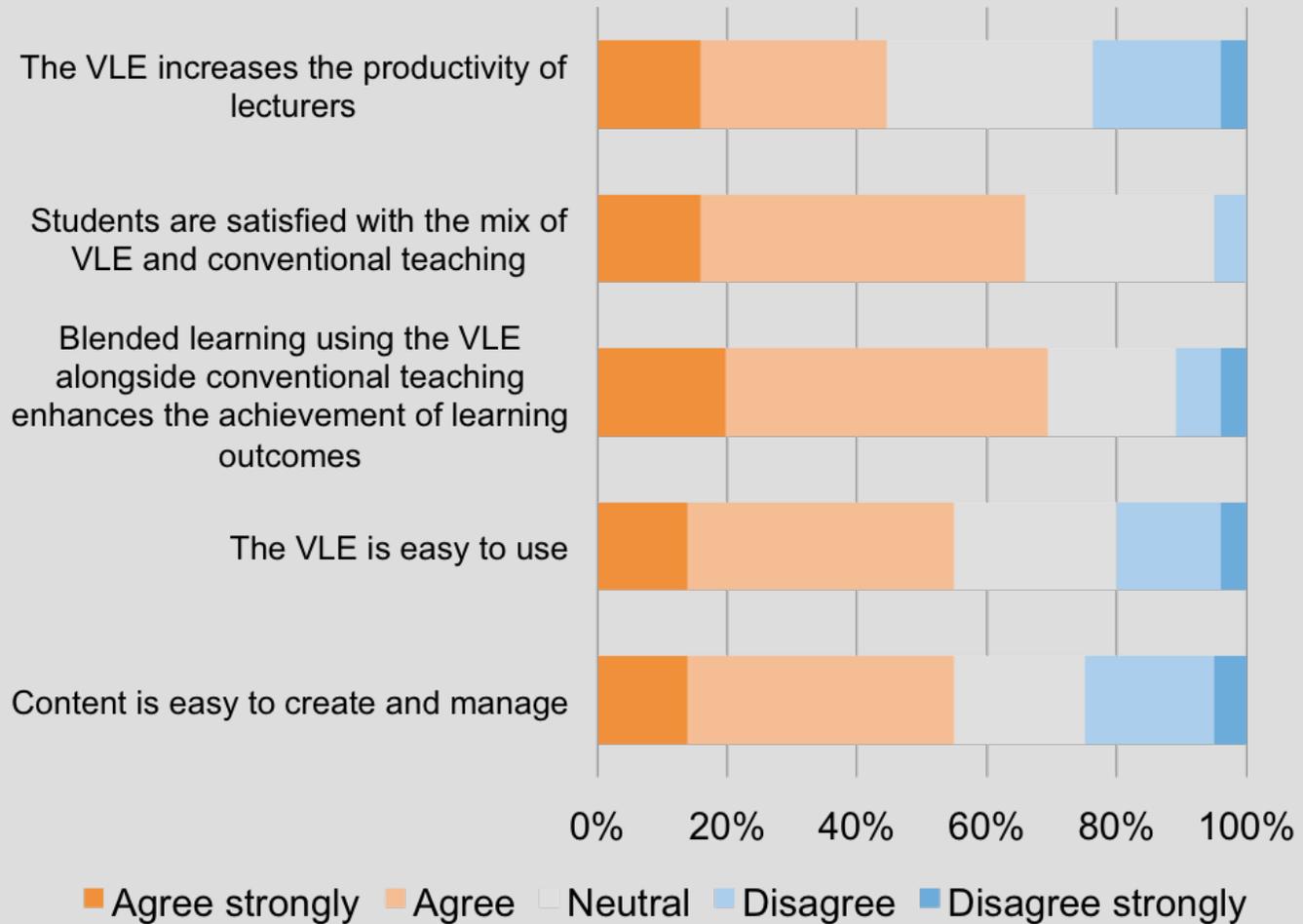


Technology Acceptance Model (TAM2)



Social and cognitive aspects of behaviour, that influence the perception of the acceptability of a technology (→ questions of the initial survey)

VLE perception in Real Estate



Case studies - methodology

24 different universities with RE courses contacted to discuss the VLE in use. All use Moodle or Blackboard and all provide the same functionality. It became clear that:

- RE does not have sufficient overview of the structure of the VLE – they are just users**
- IT (Learning technologists) do not have sufficient overview of RE to comment on the differences**
- Differences in RE application are driven by individual preference rather than strategy**

Shelton (2013) - “Virtually mandatory”: A survey of how discipline and institutional commitment shape university lecturers’ perceptions of technology”:

- **Institutional commitment**
- **Discipline**
- **Wide variations between core (eg Powerpoint) and peripheral technologies**

Student satisfaction

Chua & Montalbo (2014) - “Assessing Students’ Satisfaction on the Use of Virtual Learning Environment (VLE)”

- **Useful and useable support tool**
- **Positive attitude to VLE tools**
- **Age and technology literacy major factors in satisfaction**



Conclusions - 1

Difficult to map onto **real estate** specifically

- **Students** generally satisfied but are likely to become increasingly demanding of the technology.
- As the technology literacy of new generations works its way into Higher Education, students will expect more of systems, more of interfaces and more of tools.
- Most VLE's are pedestrian by comparison with Facebook for example.



Conclusions - 2

- **Lecturers** see productivity increases in the main but a significant minority do not.
- In part this is to do with the shortcomings of the technology that will be addressed over time – but it is also to do with general acceptance of the institutional norms.

