REIMAGINE AND REDESIGN ONLINE LEARNING EXPERIENCE

KEMENTERIAN PENGAJIAN TINGGI

JPT | JABATAN PENDIDIKAN TINGGI

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Director
Academic Excellence Division
Department of Higher Education
Ministry of Higher Education

Source: cdn.theatlantic.com/static/front/docs/sponsored/phoenix/future_work_skills_2020.pdf

TALENT OF THE FUTURE

"Today's educators are preparing students for jobs that don't yet exist using technologies not yet invented to solve problems not yet identified."
— Rick Stephens, Senior Vice President, HR, Boeing 2008

Criteria of talents in the future
(learn, unlearn, re-learn, co-learn and co-create)
From jobs to roles
Job seekers to Job creators

What are the 10 Shifts needed to transform the system?

FRAMEWORK OF
SHARED PROSPERITY VISION
2030

SHARED PROSPERITY VISION 2030

United, Prosperous & Dignified Nation

Development for All

Addressing Wealth & Income Disparities

SOCIAL CAPITAL

BUSINESS & INDUSTRY ECOSYSTEM

KEY ECONOMIC GROWTH ACTIVITIES (KEGA)

REGIONAL INCLUSION

HUMAN CAPITAL

SOCIAL WELLBEING

LABOUR MARKET & COMPENSATION OF EMPLOYEES

OBJECTIVE
GUIDING PRINCIPLES
STRATEGIC THRUSTS
ENABLERS

EIGHT SHARED PROSPERITY VISION ENABLERS

Capabilities, resources and catalysts contributing to success of Shared Prosperity Vision

Financial Capital

Expansion of businesses through holistic and SME-friendly financing

Effective Institutional Delivery

Improvement in implementation of initiatives and outcome-based programmes

Fiscal Sustainability

Sustainable management of government finance to strengthen investors and market confidence

Governance & Integrity

Strengthening governance through transparency and accountability to foster trust of the rakyat

8 SHARED PROSPERITY VISION ENABLERS

Education & TVET

Increase in skilled and highly-educated workforce, learning society and outcome-based education

Big Data

Policy making guided by data and empirical facts under a unified and integrated data system

Sustainability

National development which is eco-friendly and gives emphasis to conserving and preserving natural resources

Enlightened Society

A lifelong learning culture through continuous learning, intellectual discourse, dialogues and awareness to enhance knowledge, experience sharing and empathy

Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all

FUTURE READY CURRICULUM FRAMEWORK - REVISED

THE MAKER MINDSET

There was a time when you could follow the formula: work hard at school, go to college, and climb a corporate ladder. But because of the complex globa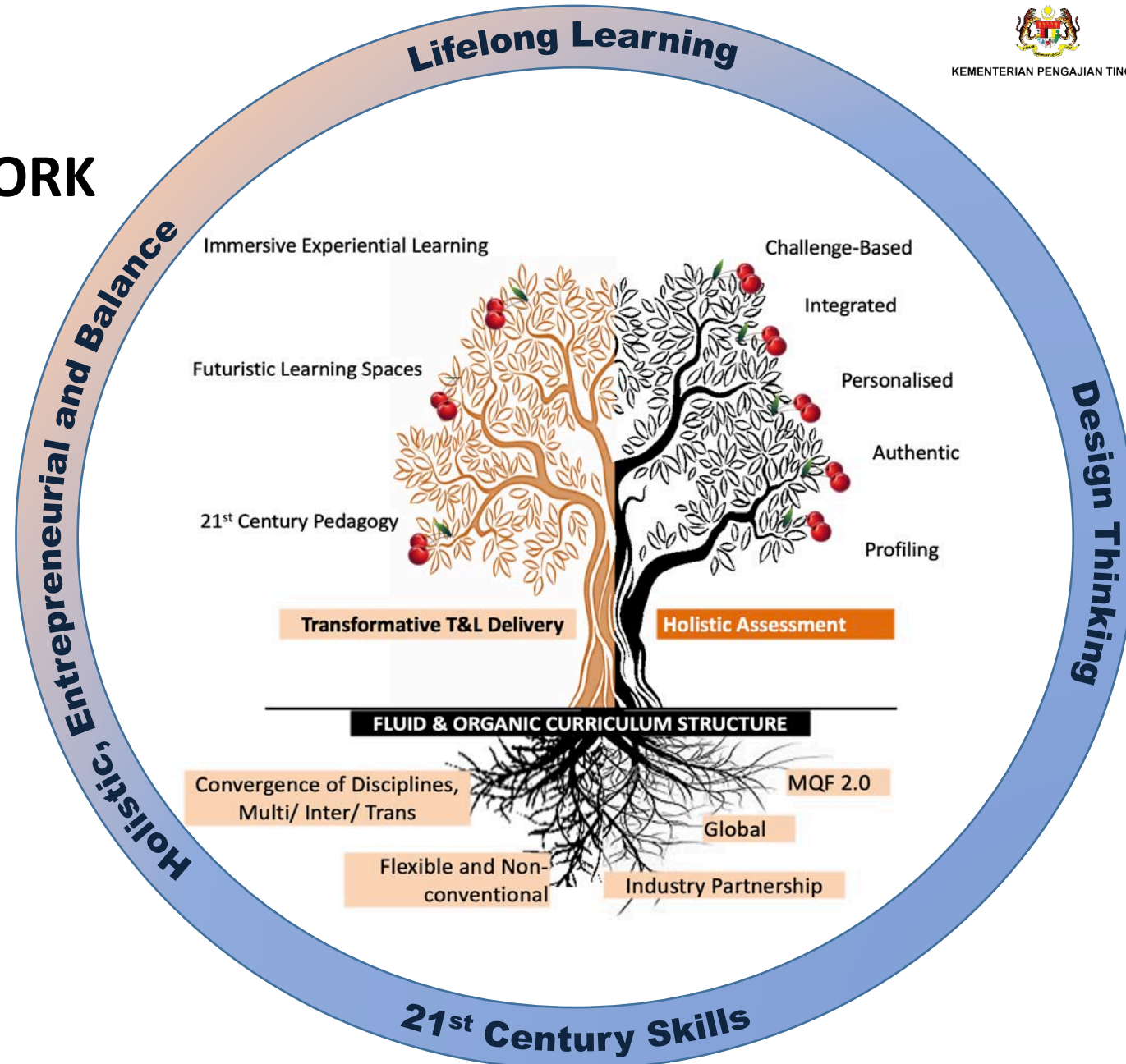l economy, the creative economy, the information economy, **the ladder is now a maze**. Students need to be able to engage in iterative thinking, creative thinking, critical thinking. They need to know how to pivot, how to revise, how to persevere. They need to solve complex problems. All of those are involved in the maker mindset. If you can embed making in the curriculum, then they're able to develop that maker mindset. The space is just the platform that facilitates it.
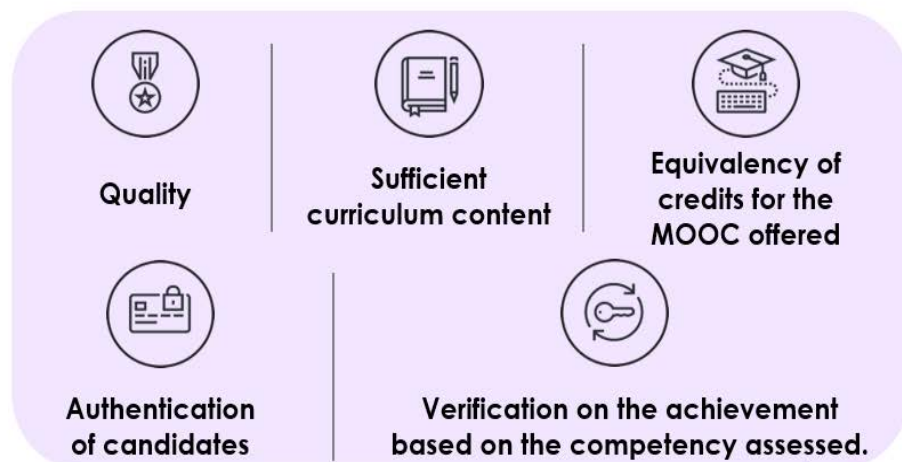
John Spencer

Episode 96, The Cult of Pedagogy Podcast

◼ CREDIT TRANSFER MOOC(CTM)

Kriteria utama untuk pelaksanan Pindahan Kredit MOOCs (CTM):

- Quality
- Sufficient curriculum content
- Equivalency of credits for the MOOC offered
- Authentication of candidates
- Verification on the achievement based on the competency assessed.

Universiti Malaysia PAHANG
Engineering • Technology • Creativity

1. Calculus
2. Programming Techniques

UTM UNIVERSITI TEKNOLOGI MALAYSIA

1. Dynamics of Leadership
2. Research Methodology in Engineering
3. Instructional and Learning Technology
4. Application of Statistics in Educational Research
5. Highway Engineering
6. Data Structures and Algorithm
7. Web Programming
8. Mechanical and Electrical Works
9. Digital Electronics
10. Research Methods in Education

UTeM UNIVERSITI TEKNIKAL MALAYSIA MELAKA

Mandarin 1

UniSZA UNIVERSITI SULTAN ZAINAL ABIDIN

Agricultural Entrepreneurship

UNIMAS UNIVERSITI MALAYSIA SARAWAK

ICT Competency (For All)

UNIVERSITI PENDIDIKAN SULTAN IDRIS
SULTAN IDRIS EDUCATION UNIVERSITY

UPM UNIVERSITI PUTRA MALAYSIA
BERILMU BERBAKTI

BKA@JPT

MICRO-CREDENTIALS

01

MICRO-CREDENTIALS

Focus on much smaller modules of learning than those covered in conventional academic awards

02

PERIOD

Allow learners to complete the required work over a shorter period

03

CERTIFICATIONS

'nano-degrees', 'micro-masters credentials', 'certificates', 'badges', 'licenses' and 'endorsements'

■ SNAPSHOT - MICRO-CREDENTIAL USM

Microcredential Course Creation MADE EASY

Aisyah Saad

Microcredential@USM Course Creation Made Easy

Learn how to easily create a microcredential course. Enrol in this FREE course!

👥 214 Students

Teknologi Literasi untuk Kanak-kanak

Azidah Abu Ziden

Teknologi Literasi untuk Kanak-Kanak

Aplikasi teknologi dalam bilik darjah untuk kanak-kanak 9 tahun dan ke bawah!

Abd Karim Alias

E-Book Publishing for Beginner

Unleash your creative talent! Create an eBook that people will want to read and publish on Amazon.com

👥 181 Students

Program

Advancing Flexible Learning with USM's Micro-credential Portal

CPD for Nurses
A competency-based professional learning system

🎓 Certified by Universiti Sains Malaysia
🏷️ Free
🌐 Delivered online
📖 1 course

FIND OUT MORE

MSc in Project Management
This course provides insights into the concept of organisation and management.

🎓 Certified by Universiti Sains Malaysia
🏷️ Free
🌐 Delivered online
📖 3 courses

FIND OUT MORE

Course Categories

Personal Development

Teachers Professional Program

Engineering

Financial Statements Analysis

SOURCE: UNIVERSITI SAINS MALAYSIA

■ MICRO-CREDENTIAL

Categories   Program   About Us   Team   FAQs

MICRO-CREDENTIAL

Join the lifelong learners and earn a qualification

WHAT ARE MICRO-CREDENTIALS?

Micro-credentials are a digital form of certification (also known as digital badges) indicating demonstrated competency in a specific skill (or set of skills) and acquisition of specific knowledge.

LEARN ON DEMAND

The concept of learning just-in-time, just enough and just-for-me (personalised).

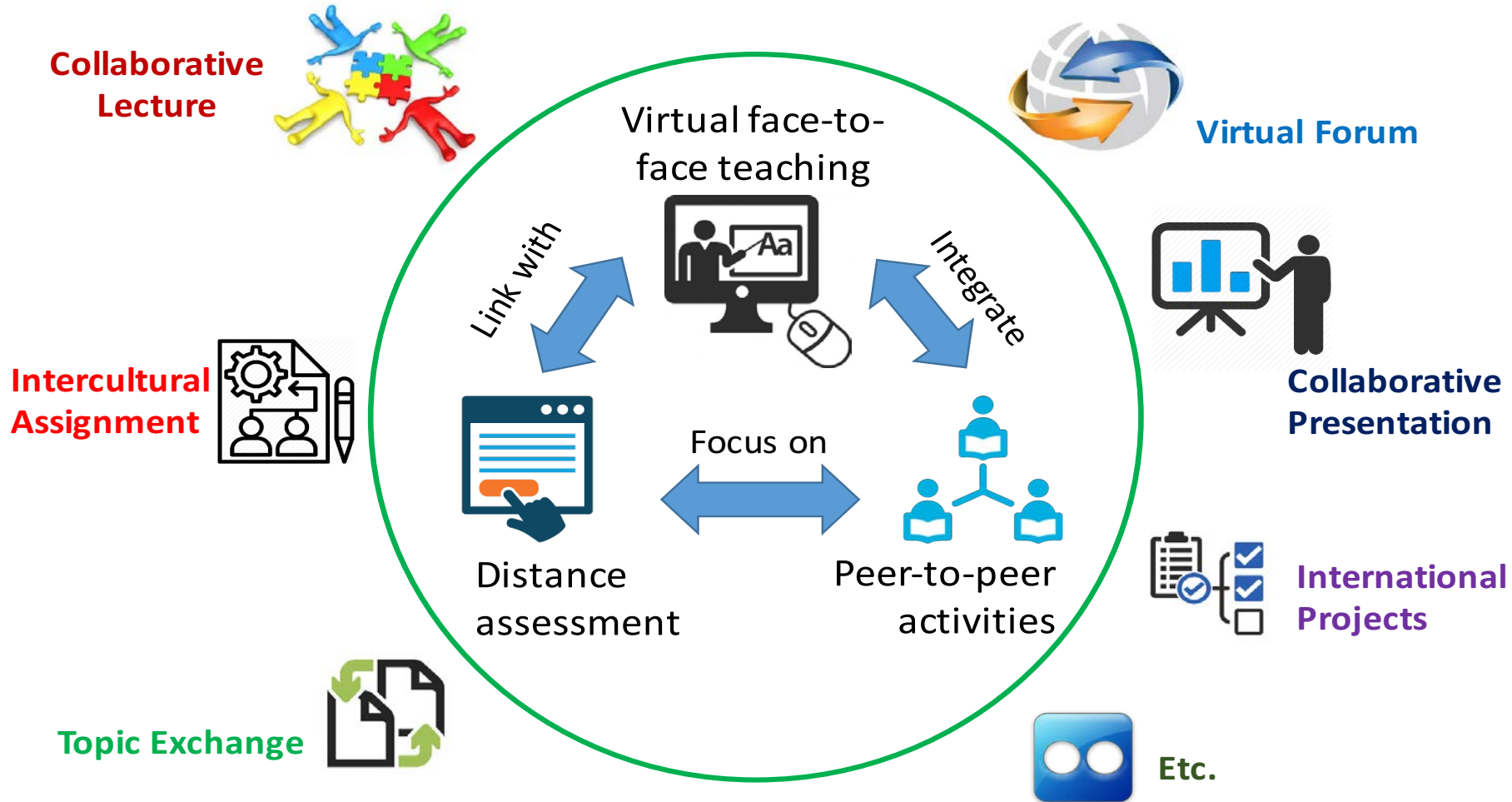Learn in bite-size module and earn the digital badge

Collect your digital badges, bundle them and get a higher qualification.

https://learning4life.usm.my/

SOURCE:

UNIVERSITI SAINS MALAYSIA

Global Classroom – Actively Engaged and Immersed

Collaborative Lecture

Intercultural Assignment

Topic Exchange

Link with

Virtual face-to-face teaching

Integrate

Focus on

Distance assessment

Peer-to-peer activities
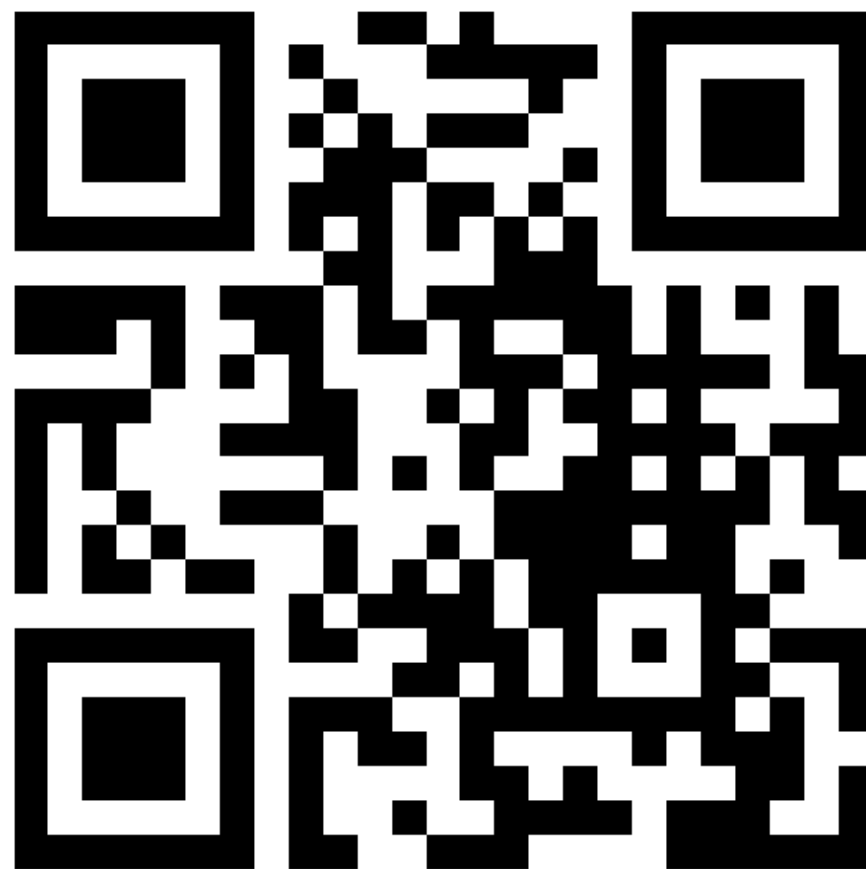
Virtual Forum

Collaborative Presentation

International Projects

Etc.

All types of learning activities are possible to be collaboratively conducted with international prominent figures

https://www.menti.com/ogr9qddzuz

UNUSUAL

U - UNIQUE	U- UPLIFT
N - NOBLE	N- NURTURE
U - UTTERMOST	U- UPSKILL
S - SPECTACULAR	S- SUPPORT
U - ULTIMATE	U- UNLEASH
A - AWESOME	A- ACTIVATE
L - LEARNERS	L- LIBERATE

TRANSFORM

REDESIGN & REIMAGINEERING LEARNING

PROJECT BASED LEARNING

9 "Fundamental Digital Skills for 21st Century Teachers"

Record and edit audio clips
1- Soundcloud.com
2- Audioboom.com
3- Vocaroo.com
4- Clyp.it

Create interactive video content
1- Youtube Video Editor
2- Wevideo.com
3- Magisgto.com
4- Animoto.com

Create infographics and posters
1- Piktochart.com
2- Canva.com
3- Drawings.google.com
4- Thinglink.com

Create PLNs, connect, discover new content, and grow professionally
1- Twitter.com
2- Facebook.com
3- Plus.google.com
4- Linkedin.com

Use blogs and wikis to create participatory spaces for students
1- Blogger.com
2- Wordpress.com
3- Edublogs.org
4- wikispaces.com

Create engaging presentations
1- Docs.google.com/presentation
2- Haikudeck.com
3- Zoho.com/docs/show.html
4- Prezi.com

Create digital portfolios
1- Web.seesaw.me
2- Silk.co
3- Sites.google.com
4- Weebly.com

Curate, organize and share digital resources
1- Diigo.com
2- Scoop.it
3- Educlipper.net
4- Edshelf.com

Create digital quizzes
1- Flipquiz.me
2- Riddle.com
3- Quizalize.com
4- Testmoz.com

www.educatorstechnology.com

Replica of Bob-Squid interacting with bioluminescence bacteria

TRICHODERMA HARZIANUM

SCIENCE AS ART
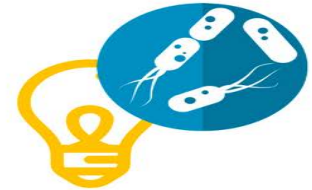
ABATAN PENDIDIKAN INGGI

Microbiology@BioTech

MINIC 2018

MICROBES INVENTION, INNOVATION & IDEATION CHALLENGE 2018

Identify a problem in any application
Must be supported by documents

a microbe or microbes solution to that problem
must be supported by scientific journals

Develop an A1 poster and a prototype to present your solution

9 COGNITIVE LOAD MANAGEMENT

10 SENSE MAKING

8 DESIGN MINDSET

INTELLECTUAL PROPERTY CORPORATION OF MALAYSIA
An agency under the Ministry of Domestic Trade, Co-Operatives and Consumerism
COPYRIGHT ACT 1987
NOTIFICATION OF WORKS
[subregulation 5(2) and 5(3)]

CR - 1

Application No :
Perbadanan Harta Intelek Malaysia
AR2018001981
04/05/2018

Applicant :
☑ Owner ☐ Author ☐ Licensee

Title of work
(Original language)   : Leptorinth
Translation   :
Transliteration   :
Name of the Language   : English
(*Language that been used in the work)

If published in a periodical
or serial
(Literary Work)   (Volume / Number)   (Issue Date)   (On Pages)

Section A : Type of Works
☐ Literary ☐ Musical ☐ Sound_Recording ☑ Artistic ☐ Film ☐ Broadcast
Date of Fixation / First Published / Erected / Incorporated / Broadcasted : 25 / 09 / 17

Section B : Publication
The Work is   : ☑ Published ☐ Unpublished
If published   : 2017   25 / 09 /17   Malaysia
                       (Year of Compilation) (Date of first publication) (Country)

(If author is "same as owner" go to Part D - if more than one
addresses of all the author)
Name : as attached

IUCEL 2017
INTERNATIONAL UNIVERSITY CARNIVAL ON E-LEARNING

CONGRATULATION

THIS IS TO CERTIFY THAT
PROF. MADYA. DR. SYAFINAZ AMIN NORDIN,
PROF. MADYA. DR. WAN ZUHAINIS SAAD,
SITI FARHANA BAJUNID, AMIRA FATHINI AZMAN, ASHREEN NORMAN,
GORAKANAGE ASHEN INDIMAL GOMES, MOHD AMIRUL FAIZ ZULKIFLI,
IZYAN FARTINI MD. ZURI, MUHAMMAD ANUARRUDDIN AZMILUMUR

HAS BEEN AWARDED A
GOLD MEDAL
FOR THE INVENTION, INNOVATION & DESIGN ON E-LEARNING (IIDEL) OF
Leptorinth
AT THE
International University Carnival on e-Learning (IUCEL 2017)
26th -27th September 2017
UNIVERSITI SAINS ISLAM MALAYSIA

PROF. DATO' DR. MUSA BIN AHMAD
VICE CHANCELLOR
UNIVERSITI SAINS ISLAM MALAYSIA

MDP

International Journal of
Environmental Research and Public Health

Article
Gamification, a Successful Method to Foster
Leptospirosis Knowledge among University
Students: A Pilot Study

Nurul Natasya Azhari [1], Rosliza Abdul Manaf [2], Shing Wei Ng [3,4], Siti Farhana Ba...
Arsalaan Bajunid [5], Abdul Rahman Mohd Gobil [6], Wan Zuhainis Saad [5] and Syaf...
Nordin [1,7,*]

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KEMENTERIAN PENGAJIAN TINGGI

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SERVICE LEARNING MALAYSIA
SULAM
UNIVERSITY FOR SOCIETY

- **COMMUNITY-BASED LEARNING**
- **ADAPTIVE LEARNING**

CARE
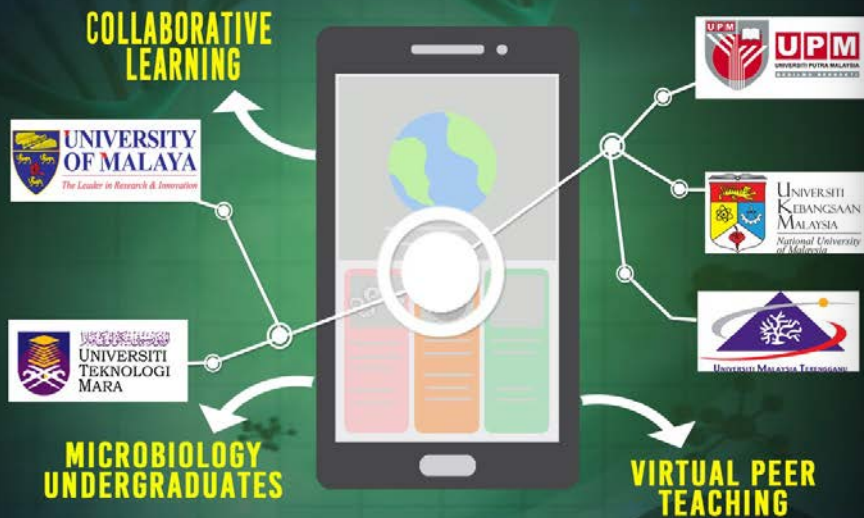
- **Communication**
- **Negotiation**
- **Sense Making**

SULAM -NET

SKILLS

- Social Entrepreneur
- Computational Thinking
- Innovative Thinking
- Social Intelligence
- Virtual Collaboration
- New Media Literacy

- Analytical Thinking
- Design Mindset
- Critical Thinking
- Problem Solving
- Communication
- Negotiation
- Sense Making

COLLABORATIVE PEER LEARNING via VIRTUAL ENVIRONMENT

WZS@UPM

Self Introduction using Padlet with Lafayette College, USA

WZS@UPM

GLOBALIZED ONLINE LEARNING with North Star Elementary and Zuni Elementary Schools, Albuquerque, USA, The FIRST virtual collaborative learning outreach

How?

VIRTUAL MICR~~OBE~~

Choose a pathogen from the following list and pre~~pare~~
questions below as a guide to prepare your review ar~~ticle~~
together with a turnitin report (should be below 30% si~~milarity~~

Format of the review article:
1. Refer to the review article provided for the form~~at~~
2. Words count should be between 5000 to 8000
3. Format for references should be same as the art~~icle given~~

List of pathogen:

Aspergillus fumigatus	Human immunodeficie~~ncy~~ (HIV)	
Candida spp.	Human papillomavirus ~~(HPV)~~	
Corynebacterium diphtheriae	Influenza virus	
Cryptococcus neoformans	Mycobacterium tuberc~~ulosis~~	
Dengue virus	Plasmodium falciparum	Vibrio spp.
Hepatitis B virus (HBV)	Respiratory syncytial virus (RSV)	Zika virus (ZiV)

Pathogenic microbiology:
1. Statistic of the disease of interest (Global and Malaysia)
2. Describe the biology of the pathogen

VM1- Microbiology (G1)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
UM1	38	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	1
UMT	46	3	3	3	3	3	2	2	2	2	2	2	2	3	2	2	2	2	2	2	2
UPM1	44	2	2	2	2	2	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2
UKM1	65	3	3	3	3	3	3	3	3	3	3	3	4	3	4	4	3	4	4	3	
(members)		10	10	10	10	10	10	10	10	10	9	9	9	10	10	10	10	9	10	9	8

Sample of grouping

VM4- FOOD MICROBIOLOGY		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
UMT	46	4	4	3	3	3	2	3	3	3	3	3	3	3	3	3
UITM	30	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
UPM	45	3	3	2	2	2	3	3	3	3	3	3	3	4	4	4
UM	20			2	2	2	2	2	2	2	2	2	2			
members		9	9	9	9	9	9	10	10	10	10	10	10	9	9	9

TIMELINE — VIRTUAL MICROBES
By: WZS

14 Sept 16 — Facilitator Briefing
22 Sept 16 — Live Streaming from UPM
26 Sept 16 — Project starts
26/9 - 16/10/16 — 1st Progress Discussion Recording
17/10/16 — 1st Progress: Popplet and video record
17/10-30/10/16 — 2nd Progress Recording
2nd Progress: Flip book and video record
31/10 - 13/11/16 — 3rd Progress Recording
14 Nov 16 — Reflection and Final Product for assessement
22 Nov 16 — Final Report

Sample of timeline

MODULE TITLE	**ADOPT A MICROBE**
COURSE	MICROBIOLOGY I
MODULE CODE/NO	UPM/UKM/UM/UMT/FBSB-WZS/2016
DURATION	8 weeks
LEARNING RESOURCES	1. Notes- PutraBLAST (UPM) 2. Black, J.G. (2012). *Microbiology: Principles* (8th Edition). New York: John-Wiley, Inc. 3. Cowan, M.K. (2014). *Microbiology: A Systems Approach* (4... McGraw-Hill, Inc. 4. Prescott, L.M., Harley, L.M. & Klein, D.A. (2015). *Microbiol...* York: McGraw-Hill, Inc. 5. Talaro, K.P. & Chess, B. (2014). *Foundations in Microbiol...* York: McGraw-Hill, Inc. 6. Tortora, G.J., Funke, B.R. & Case, C.L. (2013). *Microbiol...* (11th Edition). Menlo Park: Benjamin/Cummings Pub. Co., In...
PRIOR KNOWLEDGE	Introduction to microbial world
TERMS TO KNOW	• prokaryote • metabolism • isolation • eukaryote • microbial nutrition • microbial genetics • antibiotics • cultivation • taxonomy
LEARNING OUTCOMES	By the end of this module, you are able to: 1. Differentiate groups of microorganisms (C4). 2. Describe the characteristic and roles of the microorganism (A4) 3. Relate metabolisms with microbial growth (TS,LL)
COURSE CONTENTS AND LEARNING ACTIVITIES	This is a group task. You have been divided i... universities. Each group is to submit a Digital Sc...ase... interest. Retrieve and gather information about ... microbe fr... journals, books and other wide variety of reliable resourc... assimilating and interpreting information relevant to the microbe, ... detailing the findings on the microbe. The content of the scrapbool... MICROBE'S NAME: NICK NAME (if any): IMAGES (include Micrographs): CLASSIFICATION (Taxanomy and Nomenclature: DESCRIPTION (Characterization): ECOLOGY: METABOLISM AND NUTRITION: SIGNIFICANTS: REFERENCES: MY GROUP: The Scrapbook should include the current topics on the microbe selected. All articles and references should be compiled in the scrapbook. The digital scrapbook can be prepared by using Web2.0 tools. The followings are the examples of some of the tools you can use:

Module for Adopt A Microbe for VM

EVERNOTE	http://www.evernote.com
iSSUU	http://issuu.com/
PowToon	http://www.powtoon.com/
Mixbook	http://www.mixbook.com/
Cliptomize	http://cliptomize.com/
Go!Animate	http://goanimate.com/
Adobe	http://www.adobe.com/
Every Child Has a Story	http://www.tikatok.com/
ePUB BUD ePublish Yourself	http://epubbud.com/
educlipper	https://educlipper.net/
thinglink	http://www.thinglink.com/
picovico	http://www.picovico.com/
blendspace	https://www.blendspace.com/

www.freedigitalscrapbooking.com
www.digitalscrapbooking-free.com, www.scrapbookflair.com
interactive powerpoint OR any other suitable software and apps.

ASSESSMENT	Evaluation of the scrapbook will be based on the rubric provided.

RUBRIC FOR DIGITAL SCRAPBOOK

Points	4 Excellent	3 Good	2 Satisfactory	1 Needs Improvement	Earned assessment
Content	Information is complete and is enhanced by accurate and appropriate details	Main points are covered but lack some detail.	Some main points and details are missing.	Main points are not complete and are greatly lacking in detail.	
	Pictures, photographs, drawings, diagrams, graphs, or other similar devices add to the overall effectiveness of the scrapbook; captions are relevant and explanatory.	Number and types of visuals are adequate as are captions.	More and better visuals could be used; captions only identify and label rather than explain.	Very little pictorial representation is present; captions are incomplete.	
	Space, shapes, textures, and colors provide information themselves and add to the overall effectiveness of the scrapbook.	Design elements and principles used are adequate.	Shows evidence of the design elements and principles.	There is no consideration of design elements and principles.	
Use of Tools	The use of audio/video/graphics/ photographs is integrated seamlessly into several different artifacts.	The use of audio/video/graphics/ photographs is included and appropriate	The use of audio/video/graphics/ photographs is included but is used randomly and without purpose	No use of audio/video, or graphics. The photos and audio or video are distracting from the content of the portfolio	
Theme	The scrapbook is easy to read. Fonts, point size, bullets, italics, bold and indentations for headings and sub-headings enhance the presentation. Background and colors enhance the readability and aesthetic quality of the text.	The scrapbook is *generally* easy to read. Fonts, point size, bullets, italics, bold. A few minor format changes would enhance the presentation. Background and colors generally enhance the readability of the text.	The scrapbook is often *difficult* to read. Fonts, point size, bullets, italics, bold. Some formatting tools are under or over-utilized. Background and colors are *distracting* in some places. They diminish somewhat the readability of the text.	The scrapbook is difficult to read. Fonts, point size, bullets, italics, bold. Many formatting tools are under or over-utilized.. Background and colors are distracting. *They diminish the readability of the text.*	

Rubric for digital scrapbook assessment

In 2016, Virtual Microbes used TRELLO as the platform for students discussion and progress report.

VIRTUAL MICROBES PRODUCTS:
Infographics, Digital Scrapbook, reflections in various platforms.

INFOGRAPHICS

THINGLINK - INTERACTIVE IMAGE

JPT JABATAN PENDIDIKAN TINGGI

KEMENTERIAN PENGAJIAN TINGGI

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Bacterial Pathogen

SEMESTER BREAK ASSIGNMENT FOR THE FIRST SEMSTERR STUDENT

Thinglink on the GO!, an assignment given to the first semester Microbiology student to capture an image and describe the possible microbes found and include a **recording of a discussion** about microbes with family members or friends from their hometown.

http://jpt.m

WZS-MICROBIOLOGY@UPM

MICROBES COMIC was a task for students to develop comic based on the Microbiology topics. I believe in rigor and helping student to develop critical thinking, reading and writing skills. Learning should be fun!

The first day of me knowing that I had to complete a project with UPM students , I was complaining a lot about how tired and busy I was for this semester (my honest confession :( ) . But the day that Dr Wan came to our university to explain about the whole project , I was pretty interested with this kind of new learning that we need to accomplish , since we did not use those kinds of online platforms in our learning way here. It is true , UPM students are unusual , and we , from UKM are lucky to be taught to be unusual like them as well.

Journey of this project

The first thing that we need to do was to record a video , to divide our first tasks. I was ashamed to start the video , so I asked a friend of mine to accompany me (and he was sitting by my side and repeatedly told me not to be ashamed , HAHA). Faiz conducted the fi... video and it all went well. We managed to complete our first task by using pop... then being uploaded in trello. I was so impressed and happy to see the outcom... ...ce I had never use this platform. Here is our first popplet :

Reflection from UKM student

popplet: Adopt a Bacteria

Having this virtual discussions and being in this team make me realize and make me fall to study more about microbes. Besides, I don't know that there are many of e-learning websites such as Zoom, Popplet, Powtoon, Padlet, and Blendspace. Now I literally know how to use the websites to complete my tasks and doing some projects. Furthermore, it makes us being responsible and cooperates with other members in this team and it can make our bonding become closer. Lastly, I hope that this kind of collaborating program with different universities can be done again as it brings a great impact to a student. Thank you.

UPM-...rsity

Cass Voss- Virtual Microbes Reflection

What I have learnt

I felt I have learnt so much over the past few weeks about both Norovirus which is the virus we chose for our project and about the new media tools available on the internet.

Norovirus

Norovirus is a constant problem worldwide and I think with a growing population and urbanisation it may get worse because it is highly contagious and has a low infective dose. Sarah and I mostly worked on incidence and prevalence and from this I could tell that the actual cases of norovirus may be under estimated. This is because I could find very little accurate statistical data available for third world countries and in these countries they do have limited access diagnostic equipment to make accurate diagnoses. Furthermore, a majority of mild cases of norovirus are unlikely to be detected. New but small outbreaks of norovirus are constantly occurring and with the discovery of several new stains of norovirus (the main strain is highly mutagenic) I think that this is unlikely to stop in the future.

Media Tools

The media we used were Trello, Popplet, Cliptomize, Canva, and Blendspace. I had never heard of any of them before I started this project but all were fairly simple to get the hang of and use. I found them really useful and interesting ways of presenting the information and it was a task to be able to present scientific information in an easy to understand way. Cliptomize and Canva lacked in a collaborative aspect as multiple people could not edit the design at the same time so we had to assign times to access the work. Using Zoom was invaluable as I was able to meet my group members and able to talk about the upcom[ing] work. We did have many technical problems and we couldn't properly hear each other at times.

My Group Members

First of all, they are awesome. They are all really good people and it was a pleasure to mee[t] Minny, Mel, Megat, Munirah & May Ling and work with them. They seemed to know what th[ey were] doing with the media formats and I feel they have a lot more exposure to them then we do at Latrobe. Farhana was a legend as she guided and organised our group through each task and meeting. Everyone contributed equally to the tasks and I am happy with our final project products.

Dr Wan was an amazing and invaluable person, who was able to help me with questions. Its rewarding to have such an teacher that engages with students because I think that helps my learning.

Reflections from UPM-LaTrobe University

My reflective journal vm2016

I am happy to be part of this journey with my new friends and learn valuable knowledge together. Mucho thanks to Dr Wan Zuhainis for her great effort to do such an excellent project! With her brilliant ideas and helping us to get connected to each other to learn valuable knowledge, I believe that there are no limits to learn and share knowledge with others anytime and anywhere. This is a new way of learning and I think this method should be implement in class. I hope that we will have some more like this next time! Thank you so much for this valuable interesting experience!

0:56 / 1:44

Reflections from UPM-Lafayette College

Shannon O'Gorman
21 April 2017
Final Virtual Microbe Reflection

On January 26, 2017 I wrote ... g this collab... with students from another univ... ...ote, "before even ... project, I am really nervous beca... ...s going to be hard to coor... work along side with each other. ...so, always having a viable wifi sourc... problem that I have experienced when trying to communicate with peop... countries. I don't know how to use any of the media platforms and I don... any experience with microbiology prior to this class. I heard that the oth... students are mostly microbiology majors and have extensive knowledg... that I might not possibly have as much knowledge as them. However, I a... people from a different background and who will be able to give me a w... perspective on this educational experience and about their lives as well... collaboratively is very important and I want this to run as smoothly as p...

Upon our first video conference that was relatively easy to schedule despite a large time zone gap, the students were happy to kickstart our experience and get working. We worked really well together by each coming prepared with a potential microbe and presented it to each other. After voting on all the great ideas that were well presented, w chose Zika virus. I appreciate how Hanna was the main coordinator in our project. She reviewed everything we discussed in our video chat over WhatsApp and provided us wi links that made my navigation of these new media platforms easier. The timeline that we

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UPM-LC

Anis's Reflective journal :)

In This Issue

Every new friend is an adventure...the start of new memories

New Knowledge is The most Valuable commodity On Earth

Every new friend is a new adventure... ...the start of more memories.
Patrick Lindsay
meetvile.com

The Start Of A New

Reflection video from UM- Law student

Through this project, I've learned more about Yestinia pestis. I've learned a lot about technology, I learned how to join a meeting using Zoom for video conference. I found it fascinating how we can use this technology to discuss with someone, to be connected to someone even though we're such a great distance. I also learned how to use Popplet, Cliptomize for flipbook and Blendspace. The way I study is just look at the presentation or lectures and then take down notes. I've never used all this technology to learn. So, I find it amazing that we have all this technology around to help us learn and help us share what we learn nationwide and worldwide. Lastly, I learned to be more responsible, tolerate, cooperative and team player.

Grace - Law student from University of Malaya

SARAH_FREETH
NOVEMBER
13, 2016

Experiences

This assignment was something new and completely different to anything I have ever done before.

In the past 2 years of university most of my assignments (both group and individual) are usually some kind of essay, report or speech. The most technology we use is basic programs like word and powerpoint or occasionally google docs. I was surprised to learn there are so many different online collaboration services (e.g. popplet) that I had never heard about and probably would not ever know about if it were not for this assignment.

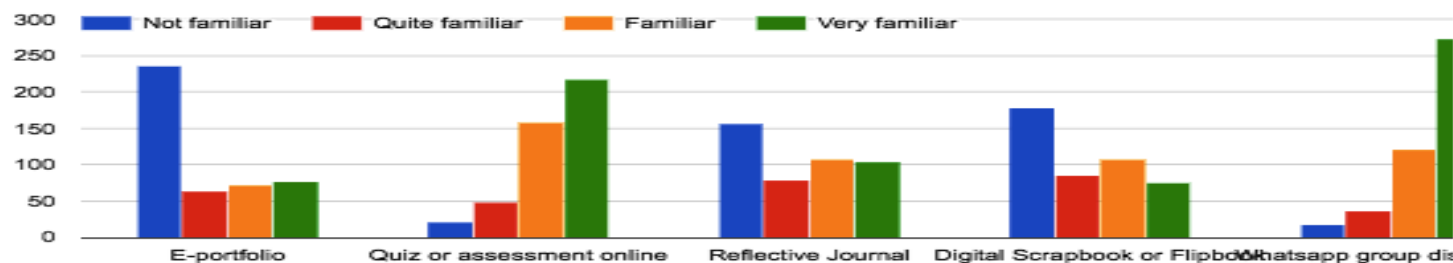Reflection video from UKM Biology student

	NOT AT ALL	VERY LITTLE	SOMEWHAT	VERY MUCH SO	TOTAL	WEIGHTED AVERAGE
I am more open to learn new things with new people	1.52% 7	6.93% 32	58.01% 268	33.55% 155	462	3.24
I am more responsible	1.30% 6	5.86% 27	55.97% 258	36.88% 170	461	3.28
I am more patient when working in a group	1.52% 7	7.79% 36	53.25% 246	37.45% 173	462	3.27
I can communicate better with other people	0.87% 4	10.43% 48	59.13% 272	29.57% 136	460	3.17
I can better manage my time	2.60% 12	14.32% 66	59.00% 272	24.08% 111	461	3.05
I have improved my self esteem and confidence	1.74% 8	10.22% 47	57.61% 265	30.43% 140	460	3.17
I have become a more organized person	2.61% 12	14.13% 65	59.35% 273	23.91% 110	460	3.05
I am more equipped as 21st Century learner	1.30% 6	10.43% 48	57.39% 264	30.87% 142	460	3.18

Q13 At this point of the project, how do you feel about the "Virtual Microbes"

Task Prefer Team Not Bad Communicate Good Platform
Awesome Nice Virtual Microbes Okay Fun
Happy Project Good Experience Learn
Programme Interesting Study Students Burden
Enjoy Great Experience Internet Connection Face to Face

Data from Questionnaire : Perceived benefits of virtual peer learning with Virtual Microbes among Microbiology undergraduate students

5. Which of these e-learning activities that you are familiar with at the moment:

	STRONGLY DISAGREE	DISAGREE	AGREE	STRONGLY AGREE	TOTAL
I understand Microbiology better with e-learning compared to the conventional way of learning	3.03% 14	15.80% 73	70.56% 326	10.61% 49	462
E-learning is more enjoyable than the conventional way of learning	3.25% 15	13.85% 64	66.67% 308	16.23% 75	462
E-learning makes me more creative compared to the conventional way of learning	1.95% 9	6.71% 31	63.42% 293	27.92% 129	462
E-learning make me more curious about the topics	2.16% 10	17.97% 83	67.53% 312	12.34% 57	462
Learning with technologies is fun	1.30% 6	6.72% 31	65.51% 302	26.46% 122	461
E-learning improves my interactions with other students and lecturers	2.82% 13	11.93% 55	62.26% 287	22.99% 106	461
I want to use more e-learning tools in my learning	3.25% 15	18.44% 85	64.21% 296	14.10% 65	461

INTRODUCTION TO VIRTUAL MICROBES	**https://youtu.be/g9l7WD59Gxs**
FACEBOOK	**https://www.facebook.com/virtualmicrobes/**
YOUTUBE	http://bit.ly/VMplaylist
SAMPLES OF VM PRODUCTS MIND MAP	https://coggle.it/diagram/WL2In4qVIgABgA2S
INTERACTIVE IMAGE (THINGLINK)	https://www.thinglink.com/scene/856416820800782338
ANIMATION (POWTOON)	https://youtu.be/T3sJEuuWMC8
SAMPLES OF REFLECTIONS	**http://bit.ly/2zjt1xv** **https://youtu.be/jHV_Ndc4mSs**
INTRODUCTION TO VM	**https://youtu.be/T7pg0TruVAg**

INSPIRE

Individualize

Non-traditional

Self-directed

Passion driven

Innovative

Reflective

Experiential Learning

"It is not the strongest of the species that survive, nor the most intelligent, but the one most responsive to change"

- Charles Darwin

LeadershipQuote.org

"The illiterate of the 21st century will not be those who cannot read and write, but those who cannot learn, unlearn, and relearn."
~Toffler