

Creating a Culture and Environment for Active Learning Success*

Conference Tutorial

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Active learning and active learning classrooms have received renewed interest in recent years. Active learning can be broadly considered as any activity that involves the student in the learning process, requiring that students think about what they are doing[3]. While the positive effects of active learning on students' academic performance and perceived experience are widely reported[1], there are a number of barriers that have limited greater adoption. These barriers include limits on faculty time, institutional resources to create active learning spaces, concerns about student resistance and resentment, instructional preferences, and misunderstandings about what constitutes active learning and related benefits[2][4].

Participants in this tutorial will be presented with many options to overcome barriers to active learning. These options will span the spectrum in terms of scope, with some focused on what individual instructors can do and others looking at sparking larger departmental or institutional changes. Ample time will be dedicated to discussion of individual concerns, challenges and success stories. A variety of resources to support active learning will be presented, with an emphasis placed on economy-based active learning technology and tools. We will provide participants with an overview of frameworks and tools to convert existing classrooms into active learning classrooms that support collaboration and distribution of common artifacts. Specific examples we employ include artifacts generated by computer science students (such as programs).

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References

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