
11.KLE Tech Workshop on Blended Learning Batch 3



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Feedback Report for batch 03

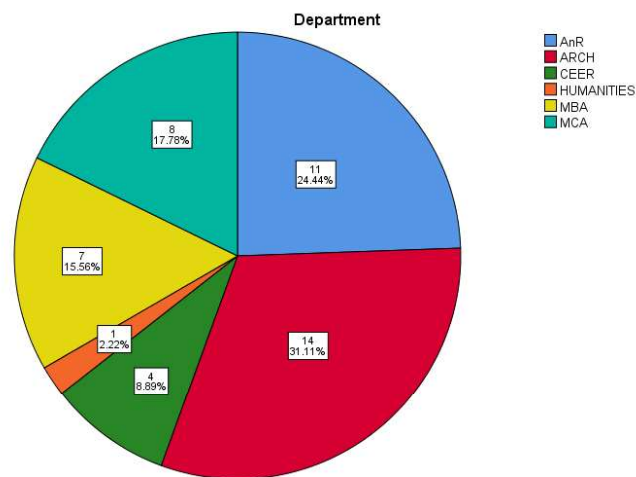
Workshop on KLE Tech Model for Blended Learning

July 16-18, 2020

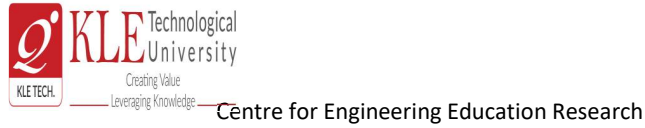
Description of the document: This document reports the feedback for the workshop on KLE Tech model for Blended Learning.

Participants: Around 50 faculty members from six departments/schools (AnR, ARCH, MBA, MCA, CEER, Humanities) attended the workshop and 45 members responded to the feedback form.

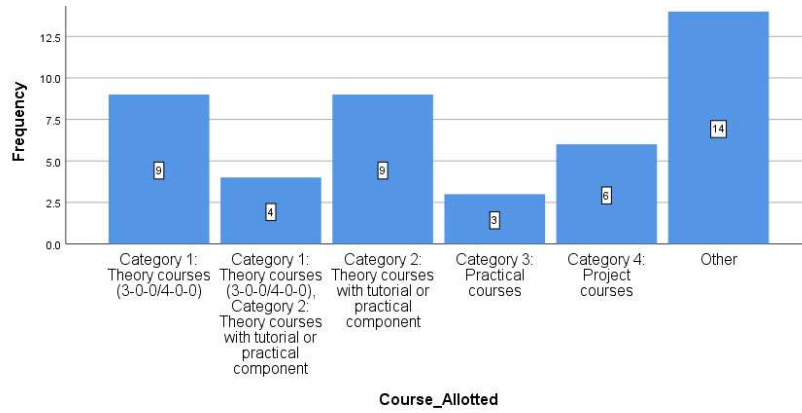
1. Distribution of departments



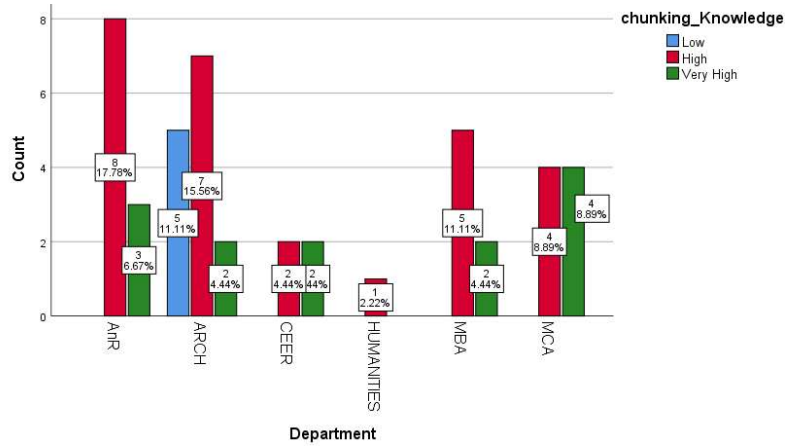
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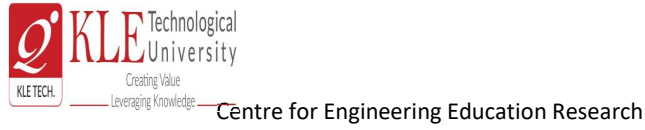
2. Category of courses allotted for next semester



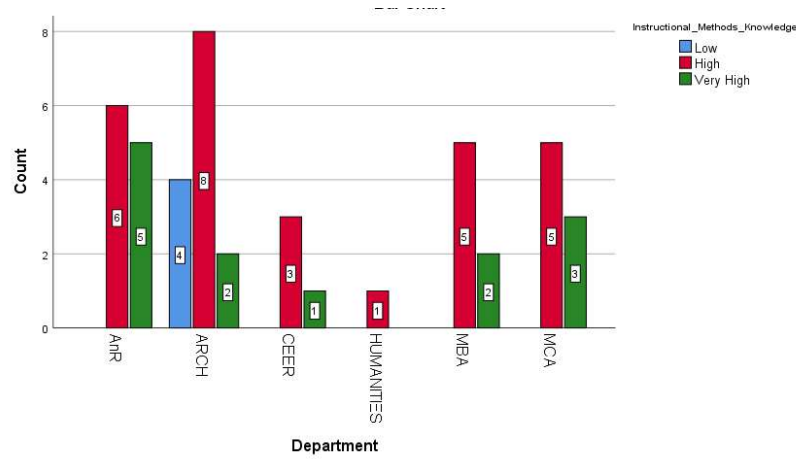
3. Impact of workshop on knowledge and skills of chunking content



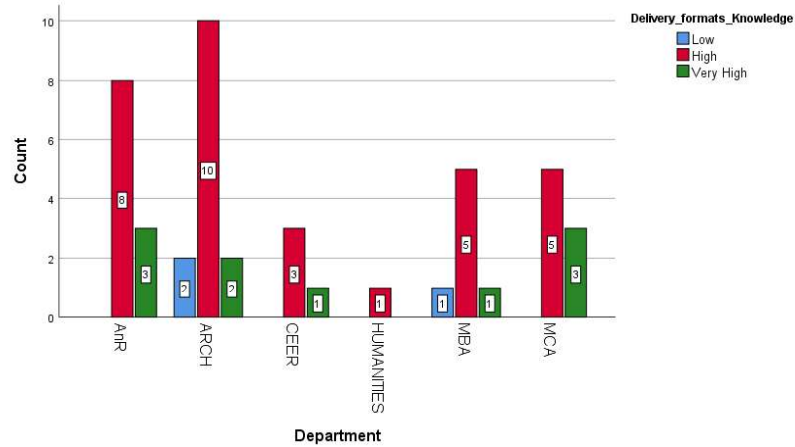
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4. Impact of workshop on knowledge of instructional methods



5. Impact of workshop on knowledge of delivery formats

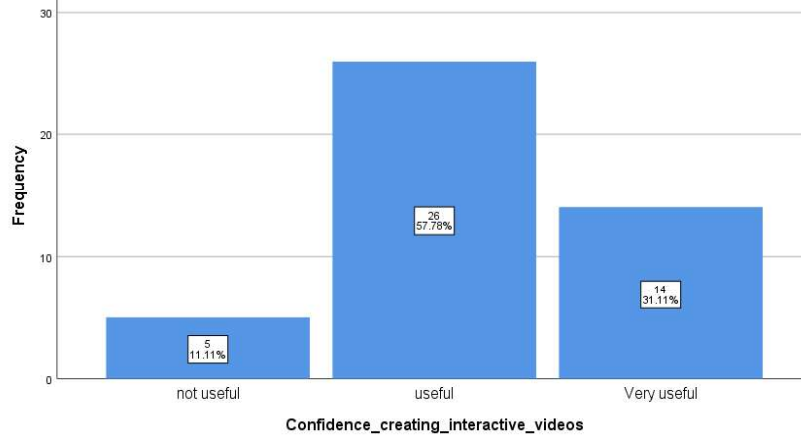


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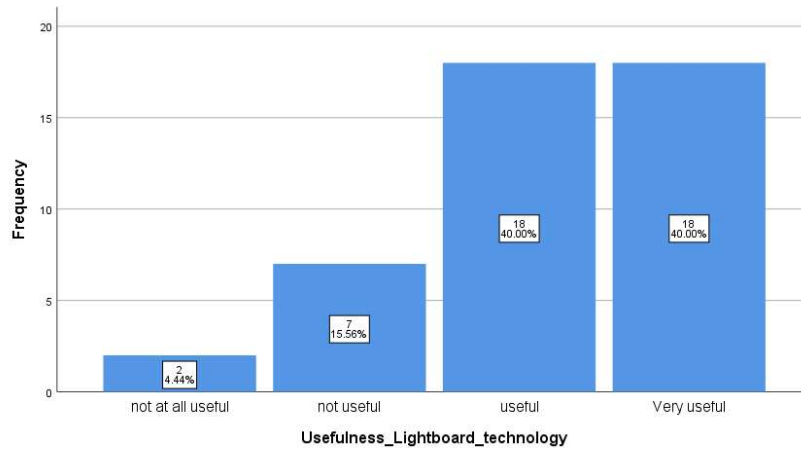


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6. Rate your confidence in creating interactive learning resources like videos and presentations



7. How useful is lightboard technology for delivering your course/s during the next semester?



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8. List the challenges you foresee in developing your course for blended learning.

The challenges posed by the participants are categorised into three broad themes

1. Technology related
2. Production related
3. Pedagogy/Course related

| Technology related | Production related | Pedagogy/course related |
|-------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none"> 1. Video recording 2. Learning new technology 3. Usage of Light board 4. | <ol style="list-style-type: none"> 1. Allotment of Two courses need more time for creating online content 2. Content chunking 3. Less time 4. Writing script for complex content 5. Identification of knowledge chunks and appropriate resources | <ol style="list-style-type: none"> 1. Content preparation 2. Explaining figures 3. Teaching numericals 4. Teaching a course like history 5. Teaching model making online 6. Creating activities 7. Creating interaction 8. Arhitecture courses are studio-based. Taking them online is challenging 9. Theory with practical courses/tutorials is challenging online 10. Practical simulations 11. Creative and instant thinking during the teaching and learning may not possible 12. Evaluation of programming assignment 13. Picking up appropriate examples for delivering the facts/concepts |