

**Diffusion and sustainability of elearning innovation in
higher education teaching practice:
more than the sum of its parts**

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Connecting the actors and the factors

The actors in my research

- Teachers, support staff and management in universities involved in *elearning innovations**

My research examines

- What are the factors involved?
- How are the actors and factors connected?
- What are the implications for spreading new faculty-led practices?



* new practices in teaching and learning with digital technologies originated by individual or small teams of teachers

Factors that influence diffusion and sustainability:

- Change management processes
- Leadership
- Funding, timeframes and budgets
- Project management
- IT and software development systems and support
- Evidence of potential for wider adoption
- Understanding of new pedagogies
- Dissemination of ideas within scholarly communities
- Utilisation of networking opportunities
- Readiness to adopt and adapt ideas
- Willingness to share ideas and ownership of innovations
- Professional learning

(Elgort, 2005; Salmon, 2005; Gunn, 2010; Smigiel, 2013; McIntyre, 2014; Adomssent et al., 2014)

Systems:

- Macro (management)
- Meso (support services)
- **Micro (teaching)**

(Robertson, 2008)



Actors:

- **Innovators**
- **Early Adopters**
- Early Majority
- Late Majority
- Laggards

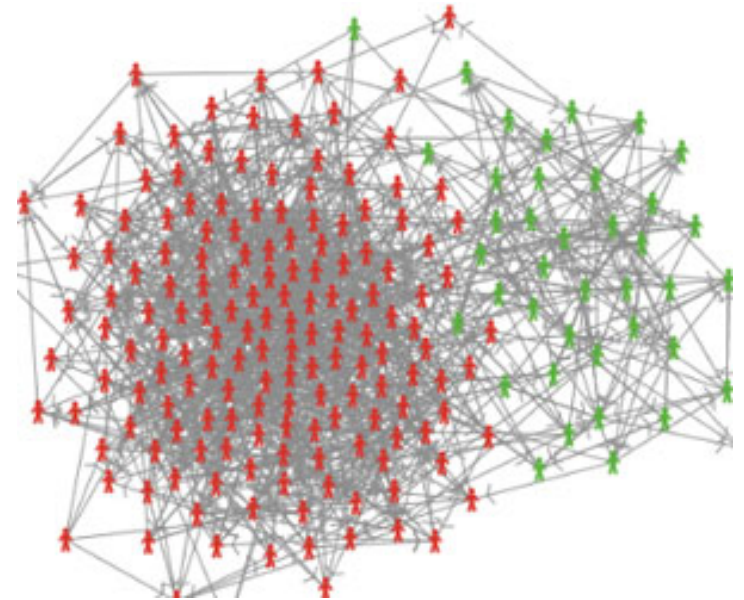
(Rogers, 1962/2003)

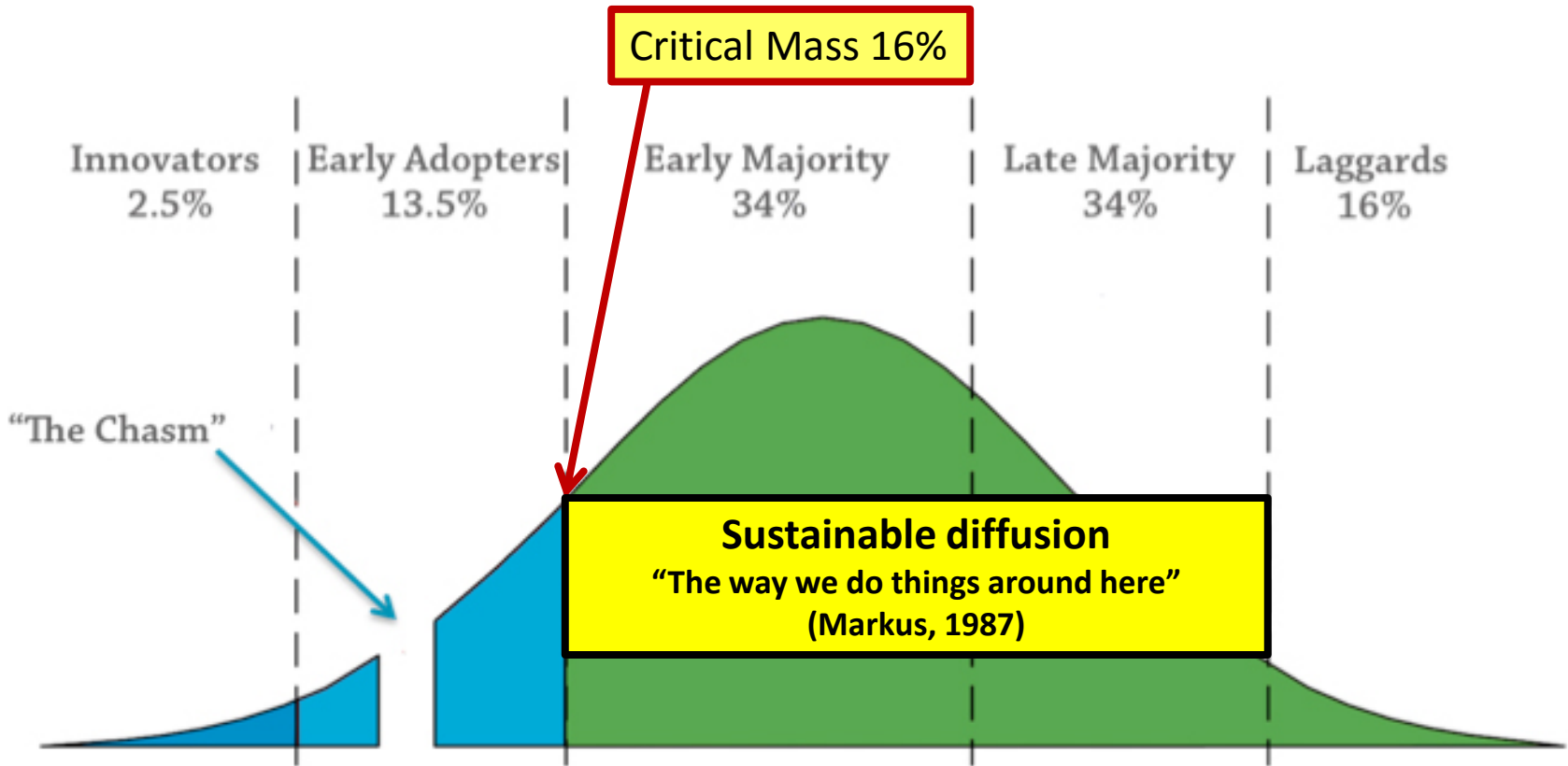
Factors

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Actors

- Macro (management)
- Meso (support services)
- Micro (teaching)
 - innovators
 - early adopters





Moore’s Chasm in Rogers’ **Diffusion of Innovations** Technology Adoption Lifecycle



It was thought the printing press would make lectures redundant, but instead universities used the technology to their advantage. Flickr/Seattle Municipal Archives



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IBM
5150











BIOS Information, Microsoft Edition, ICA Copy 1987, 1988, Peter Marlowe

Computer Name: IBMPC
Operating System: MS-DOS
Built-in BIOS dated: Wednesday, October 27, 1982
Main Processor: Intel 80286
Co-Processor: None
Video Display Adapter: Hercules (CGA)
Current Video Mode: Text, 80 x 25 Monochrome
Available Disk Drives: 3: A: - C:

386 requires 640 K bytes of memory
480 Kbytes used for BIOS and resident programs
172 Kbytes available for application programs
A variety of video memory modes:
  320 Kbytes main memory - (A) has 8000-0000
  256 Kbytes display memory - (A) has 8000-0000
  640 Kbytes main memory and 640 Kbytes graphics - (A) has 8000-0000
  640 Kbytes main memory and 640 Kbytes graphics - (A) has 8000-0000

Computing Index (C): relative to IBMPC 1.0
Disk Index (D): relative to IBMPC Not computed. No drive specified
Performance Index (P): relative to IBMPC Not computed
C:\>
```

Elearning innovations

-  **Automated feedback** on practical work
-  **Authentic language assessment online**
-  **Assessment using an online glossary** activity
-  **Laptops in lectures: learning from consensus**
-  **Reflective peer-to-peer dialogues**
-  **MOOCs (Massive Open Online Courses)**
-  Interaction by **online polling** during synchronous teaching sessions
-  **Connecting a diverse sector through social media**
-  **Simulation** for authentic learning and engagement
-  **Blended learning** using authentic case studies: a virtual learning environment

Sample from teaching staff presentations at Flinders University , July 2013

<http://www.flinders.edu.au/cedict/e3>

Sustaining elearning innovation

Sustainable diffusion (integration) of an elearning innovation has been achieved when ...

- *evidence of benefits to teaching and learning*
- *proven potential for the innovation to be adopted*
- *further development is not dependent on the individual(s) who created it*

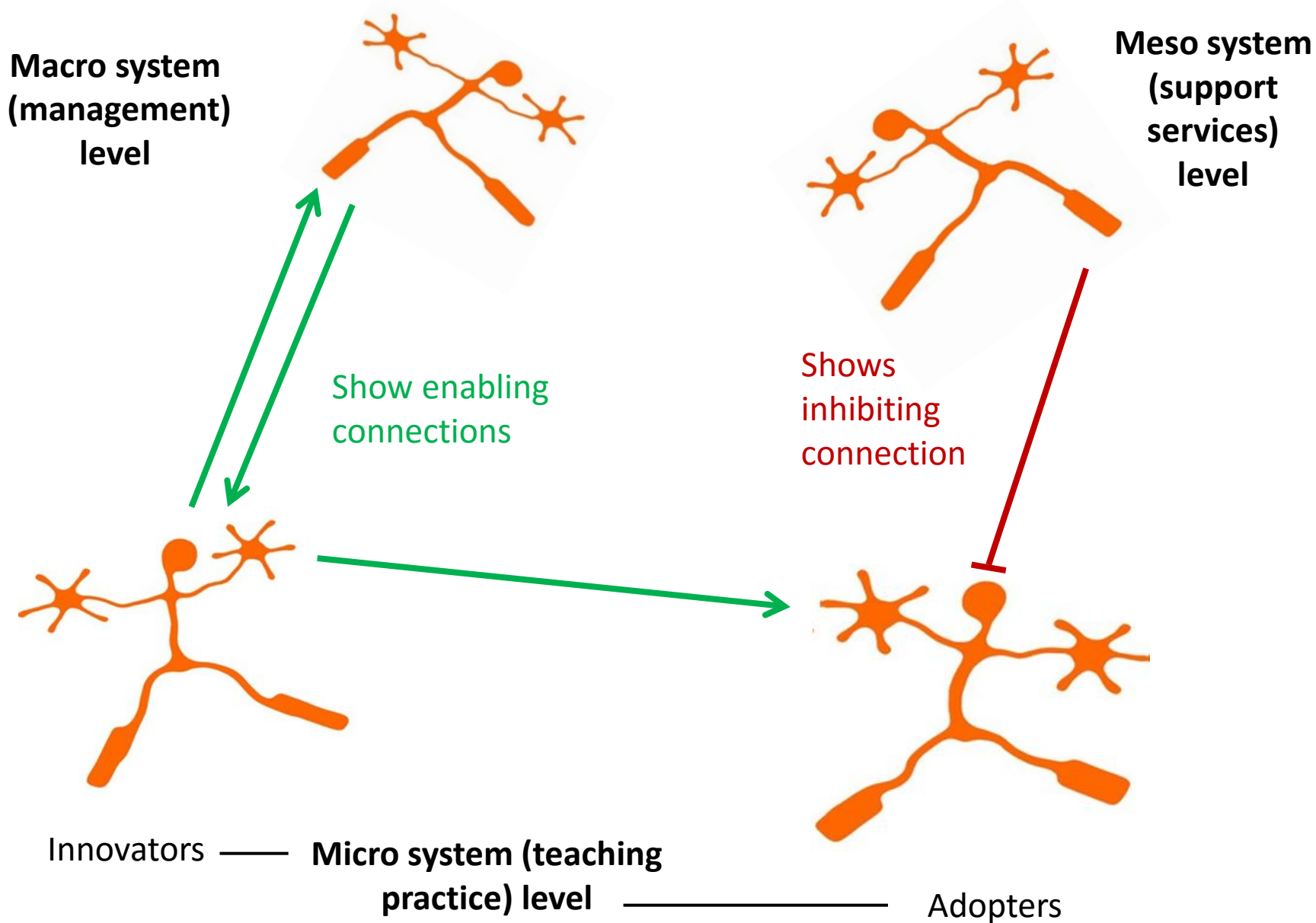
(Gunn, 2010)

**We know about WHAT needs to happen but not
HOW this happens**

The challenges

- Implementation of elearning is **complex** (Salmon, 2005)
- There are **multiple levels of influence** (Robertson, 2008)
- It is **not a technical rational linear activity** (Elgort, 2005; Levin & Datnow, 2012)

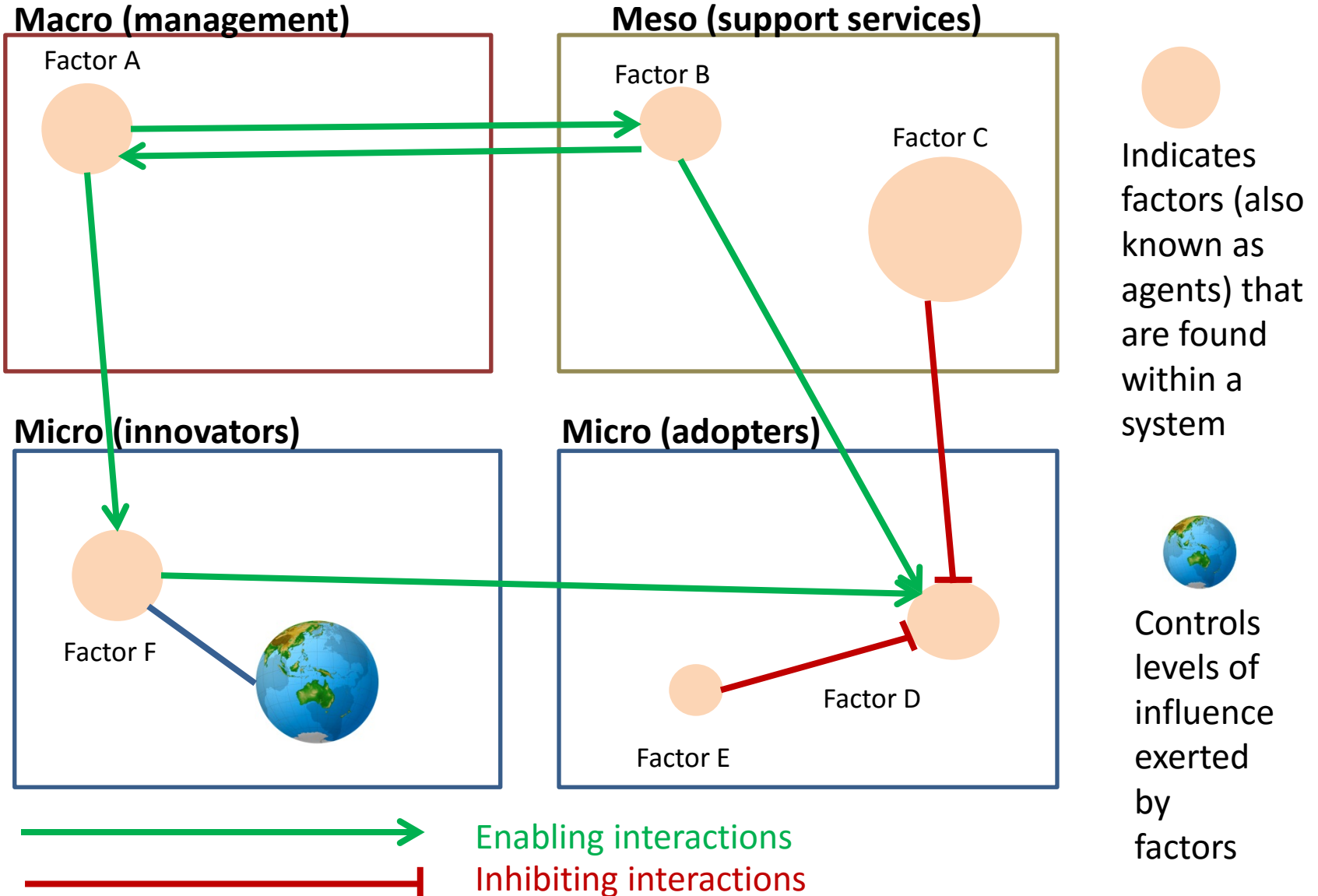
A 'Wicked' problem



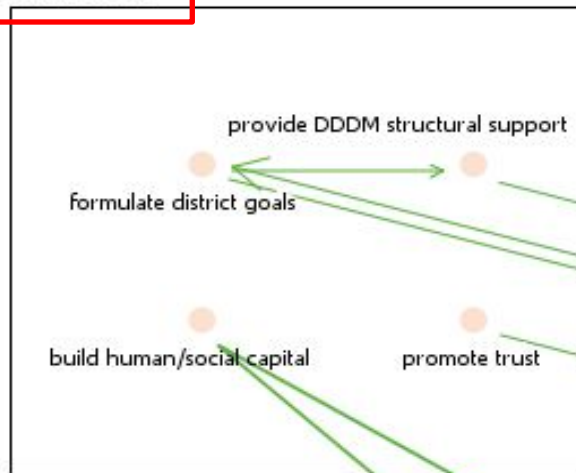
From factors to actors: more than the sum of its parts

(Tubaro & Casilli, 2010)

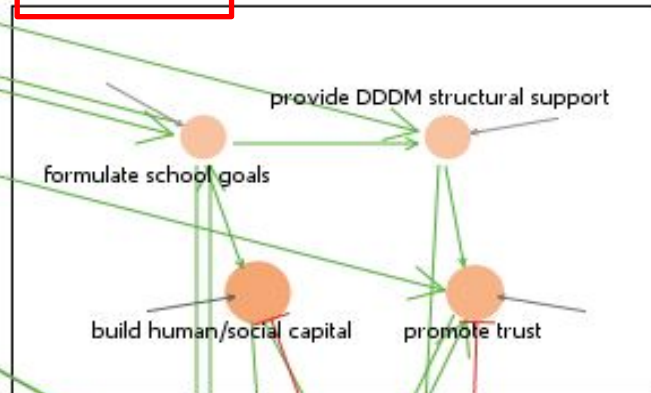
Elements of a Multi-Mediator (Agent-Based) Model



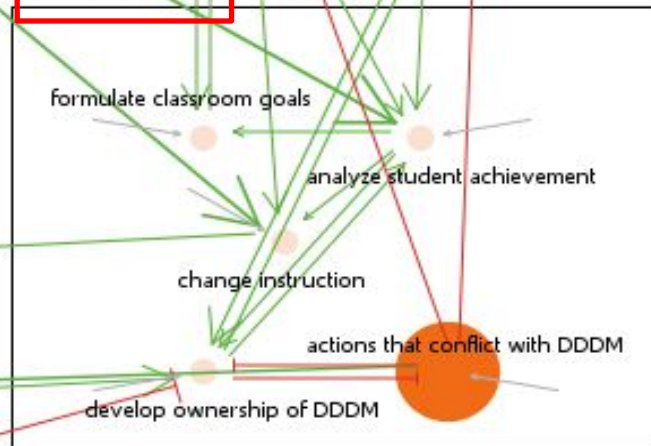
District Actions



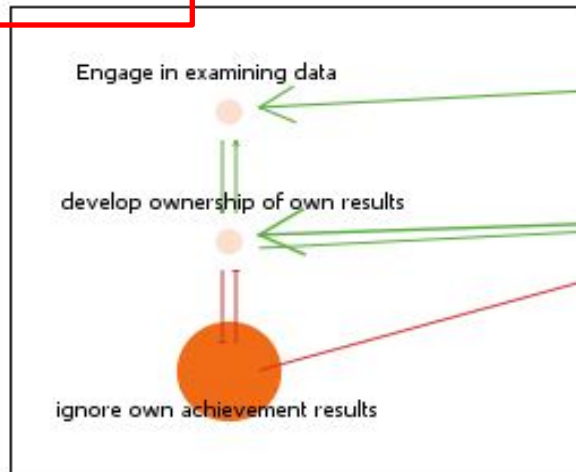
Principal Actions



Teacher Actions



Student Actions



Significance of this research

No previous studies have been conducted that model the dynamic complexities of diffusing and sustaining elearning innovations in higher education teaching practice



Using this method extends and opens up further opportunities for applications of Multi-Mediator Modelling software in educational and social research

Thank you

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