

Creating a Multi-Access Learning Community

in the CIS Sandbox

Mark Frydenberg,
Bentley University
Waltham, MA

CIS Sandbox



A New Way of Thinking about Learning

Hybrid



Multi-Access



Multi-Access Learning Model

Same Time,
Different Place

Different Time,
Different Place

Same Time,
Same Place

Different Time,
Same Place

Same Time, Same Place

- Students join in person to meet with tutors, attend guest speakers or tech events, or participate in online tutoring



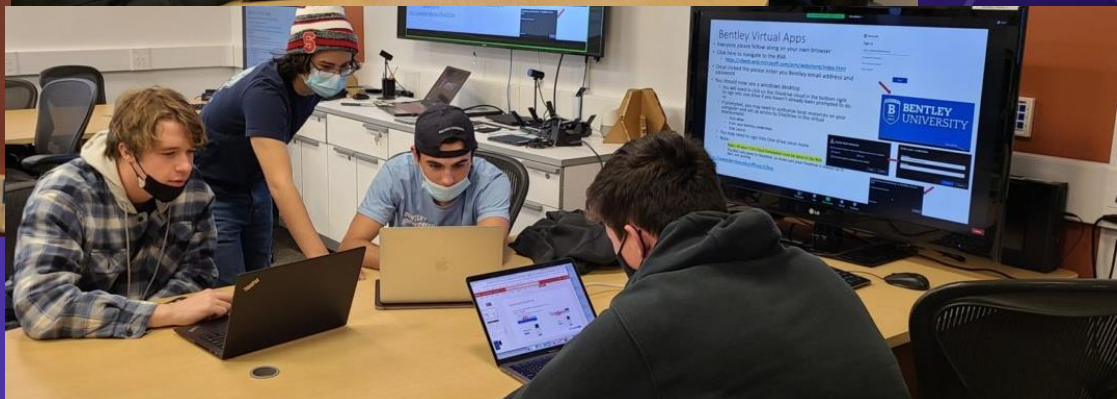
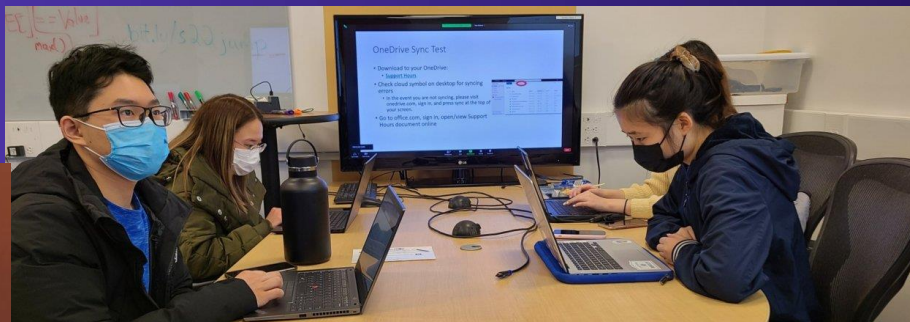
Same Time, Different Place

- Students join online or in person to meet with tutors, classmates for review sessions, or speakers presenting in person or online



Different Time, Same Place

- Multiple learning activities happen throughout the day in person



Different Time, Different Place

- Some students watch videos on demand while other students might meet with tutors in person or online throughout the day

Python Tutorial: Debugger

In this video we explain how to use the Debugger tool in the Python programming language

How to Install PyCharm

Configuring Eclipse for Python in CS 602

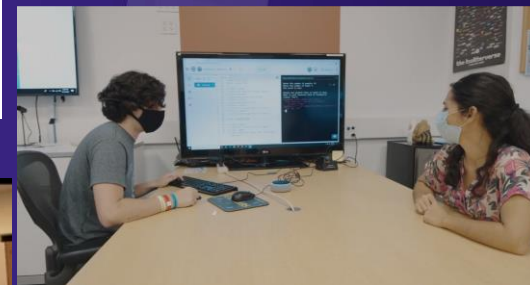
Python Tutorial: Interpreter

In this video we explain how to use the Interpreter tool in the Python programming language

The Story of Python, by Its Creator, Guido van Rossum

Learn more about Python's creator, Guido van Rossum, his pioneering work with the Python programming language, and the status of the community today.

CS 230 Final Project Example



Multi-Access Approach for Tutoring



APPOINTMENTS

20 or 40-minute
sessions by
appointment
with peer-to-
peer format



ONLINE

Online tutoring
services
(including
hybrid sessions)



IN-PERSON

Our excellent
tutoring services
offered in Smith
234 since 2011

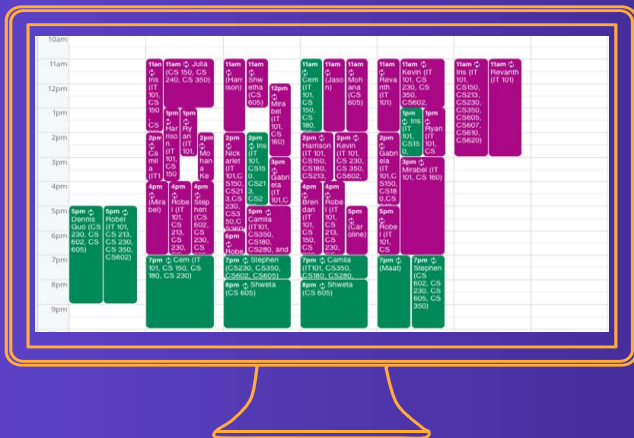


REVIEW SESSIONS

At least 1 One-Hour
Session per week for
all CIS courses

IN PERSON TUTORING

In Person During Daytime Hours



ZOOM TUTORING



Zoom all day
Zoom all night



ONLINE STATS

Since August, we have...

Held **129** Zoom sessions

Equaling to **27,418** minutes

or **457** Hours

!

NUMBER OF ATTENDEES



REVIEW SESSIONS

Tutors offer 20+ weekly review sessions for 60+ sections.

Following the course material that the students are learning each week and preparing review material.

Providing assistance in evaluating students progress and understanding/application of the course

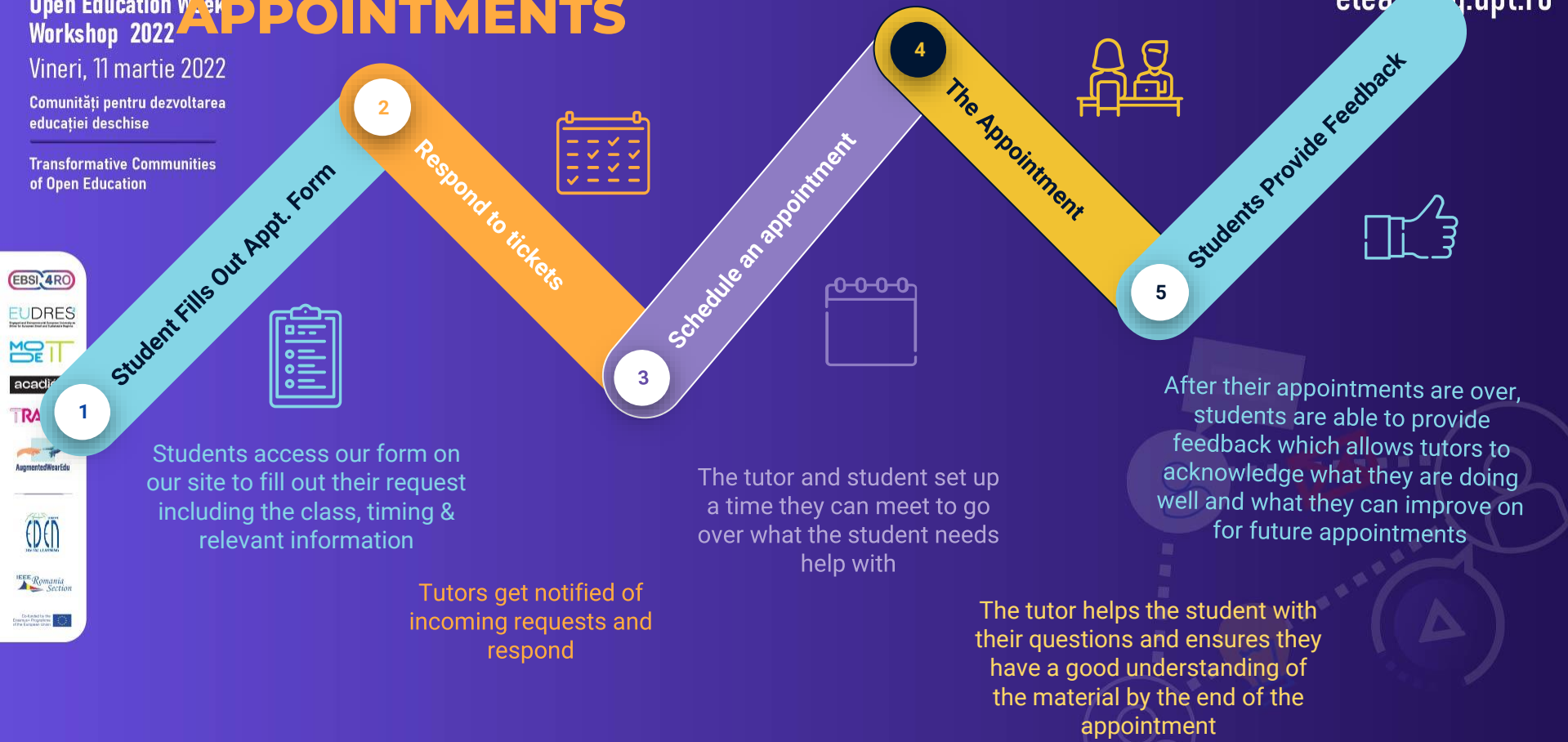
Helping with modules and assignments

Open Education Week Workshop 2022 **APPOINTMENTS**

Vineri, 11 martie 2022

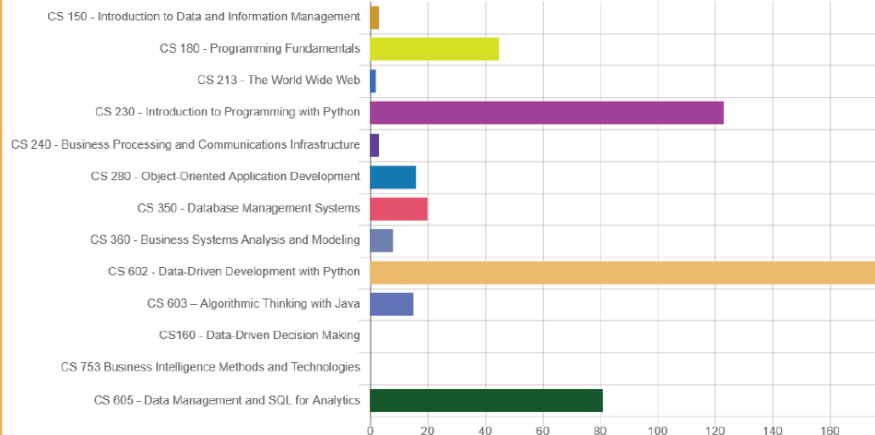
Comunități pentru dezvoltarea educației deschise

Transformative Communities of Open Education

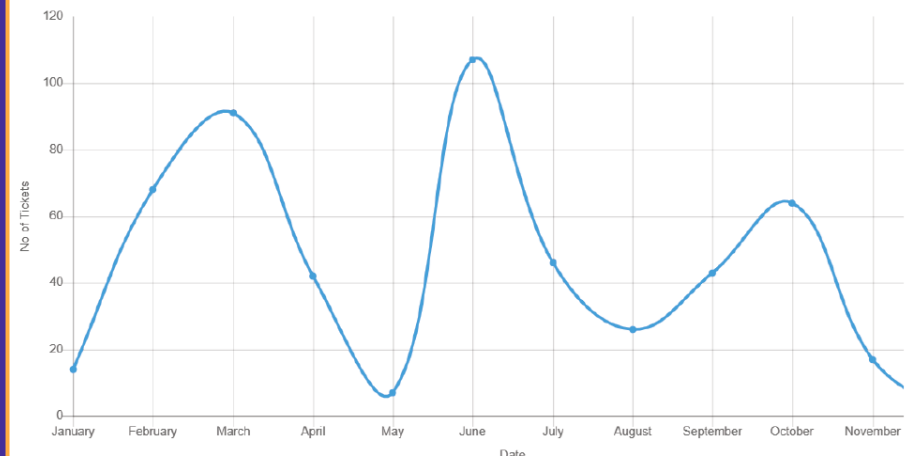


APPOINTMENT STATS

Appointments by Classes



Total Number of Tickets



Average Time to Respond to Ticket : **Less than 1.5 Hours**

Longest Response Times: **2-3 Hours**

Average Rating: **4.85/5** ☆☆☆☆☆

Expand side panel





Diana Andone





Virtual mobility – learn, work online with limited supervision

Multicultural **Entrepreneurship**
Motivation **Global workspace environment**
Open Education **Digital skills**
International Collaboration

TalkTech 2018 - 2021 each year

- 26 -35 Bentley Students
- 28 - 45 UPT students
- Ages 18-21
- Ages 21-23

- Most never created AR/VR before
- Most used online storage and collaboration tools
- Spoke English
- Frequently use the web, computers, and mobile devices

TalkTech Themes

TalkTech

Home

About us

TalkTech Themes

Research

Students

Projects

CONTACT



Business Applications in Digital Reality : 2020

January 19th, 2021

For more information: View '20 Students here
View Project 2020 Description



VR/AR in Digital Culture: 2018, 2019

January 19th, 2021

For more information: View '18 Students here
View Project 2018 Description View '19
Students here View Project 2019 Description



Virtual Reality in Cities: 2017

January 19th, 2021

For more information: View '17 Students here
View Project 2017 Description: Virtual Reality:
TalkTech 2017 TalkTech 2017 promoted Virtual
Reality (VR) and digital culture, as [.]



Augmented Reality: 2016

January 19th, 2021

For more information: View '16 Students here
View Project 2016 Description Augmented
Reality: TalkTech 2016 TalkTech 2016
introduced Augmented Reality (AR), as
advances in [.]



Tech Trends: 2014, 2015

January 19th, 2021

For more information: View '14 Students here
View Project 2014 Description View '15
Students here View Project 2015 Description
Tech Trends [.]



Going Mobile: 2013

January 19th, 2021

For more information: View '13 Students here
View Project 2013 Description: Going Mobile
TalkTech 2013 As more students started
owning smartphones, TalkTech 2013 moved to
the [.]

- Creative Industries with Virtual Reality: 2021
- Business Applications in Digital Reality : 2020
- VR/AR in Digital Culture: 2018, 2019
- Virtual Reality in Cities: 2017
- Augmented Reality: 2016
- Tech Trends: 2014, 2015
- Going Mobile: 2013
- Web 2.0 and Entrepreneurship: 2011, 2012
- Moving to the Cloud : 2010
- The Early years - websites : 2008,2009

Project Goals

- Produce a tangible deliverable within a short time while working as a member of a global team
- Develop digital literacy skills with ICTs
- Communicate using both synchronous and asynchronous tools
- Increase cultural awareness / impact of globalization
- Critique and review VR scenes from a cultural perspective





Mark Frydenberg,

Bentley University, Waltham MA

mfrydenberg@bentley.edu

@checkmark

Diana Andone,

Universitatea Politehnica Timisoara,

Romania

diana.andone@upt.ro

@diando70

