



DIGIPEDAGOGY

Digitalization has a strong impact on our society; it is changing our working culture and our working methods. That's why digitalization is also part of the school world. Stop for a moment to think about the meaning and impact of digitalization ...

What did you come up with?

Did you think of how we pay for our shopping with a card, or by wireless transactions from our telephones; how we use the internet for our banking and travel arrangements; or to reserve a time at the dentist? Did you think about all the apps on your mobile 'smartphone', or your computer or perhaps even of your washing machine?

You might also have thought about Microsoft Office, Google, the Pedanet or Moodle, your tablet or laptop; about robotics, cyber-attacks, Bitcoin or trolling and fake news. Perhaps you were thinking about electronic learning materials.

Digitalization is entering our lives almost unnoticed. That's why it is sometimes good to stop and think about where it does and doesn't exist. Digital information travels electronically so quickly that we cannot grasp the speed. How many days could you survive without digitalization?

Digitalization also changes the opportunities and possibilities for teaching and learning all over the world. 'Official' educational institutions are no longer the only instances that offer digital education. YouTube, for example, is full of excellent tutorials for fixing your moped, learning a language, solving mathematical equations, or even making good educational videos. A video maker dedicated to his subject is often capable of using his or her intuition to explain it in a way that it is easy for others to learn. YouTube is currently the most-used social media, with young people using it approximately two hours every day. What are your thoughts on this?

Digitalization in a school is certainly digital pedagogy!

What is digital pedagogy?

A simple way of describing digital pedagogy would be to say that it is 'teaching, learning and collaboration organized through electronic appliances and means'. The old term for this would be 'the use of information and communication technology (ICT) in teaching. Here the concept of digital



pedagogy is used to describe a whole or an entity. Digital pedagogy has also been called web-based teaching, -studying or -learning. However, these terms do not cover the whole subject, and cannot be

used to refer to classroom teaching supported by digital means or the digital appliances used to support learning at work.

The term 'digital pedagogy' is made up of two words: 'digital' and 'pedagogy'. The word 'digital' refers to something which exists in electronic form. This might be information, materials or tools. 'Pedagogy' refers to the ways teaching is organized. Digital pedagogy may refer to the ways in which teaching is organized, from classrooms to web-based learning environments.

Digital pedagogy is about web-based learning environments, the tools used on the internet, digital means and appliances and computers, tools for information work, social media, artificial intelligence and learning analytics. It is also about how all these can be used in various ways to support and advance learning and studying or teaching and guiding.

Concepts are born and develop when we need to explain and describe a new phenomenon. We need concepts to create common understanding and to be able to understand and share phenomena. Concepts can be used to process ideas. We need concepts. We also need discussions among colleagues so that our understanding of the concepts deepens. This also goes for digital pedagogy.

Digital pedagogy can be looked at from several angles. The first angle is formed of the digital tools and methods used to support classroom teaching. A teacher may use digital tools when teaching and guiding the students. We need many different skills when using these tools. Digital tools can support observation, visualization and the presentation of information; they can also support activation, participation, guiding and evaluating the students. The student may use digital tools for studying, working or collaborating, or for finding and processing information, for evaluation and for presenting knowledge.

Web-based teaching offers another angle for understanding digital pedagogy. Web-based teaching means that teaching is organized through digital means. These might be online courses, MOOCs and self-study courses, or they might be webinars or networks and facilitation and guiding. Web-based teaching can be used for simultaneous studying or for studying at different times. Web-based teaching takes a myriad of forms.



Learning materials and descriptions of the learning process are also part of web-based teaching. The tools of the web can be used to make the learning process visible even if the studying doesn't take place in a web-environment.

Teaching can be built into the web through different means so that it can be used through various devices, browsers or mobile applications. Digital tools and methods are always selected from the

ones the teacher and students have and are able to use. It is also important to consider which tools will support the planned teaching. Web-based teaching can be built on a certain learning platform by using its built-in learning tools. Web-based teaching can also be built by combining different digital tools and applications that one can find, for instance, in social media.

The implementation of web-based teaching and the size of the target group impact the choice of tools and methods. Examples of web-based teaching methods include web-based courses for self-study, social learning processes or a web-based course used to guide a specific group of students.

A third angle on digital pedagogy is blended-learning, which combines classroom teaching and distance teaching. Blended-learning takes place in different learning environments; studying can be combined with work assignments, as part of classroom studying or web-based study.

The fourth angle on digital pedagogy is formed from a learning object which has built-in digital pedagogy. Educational videos and learning materials or games which activate are all examples of this.

The fifth angle on digital pedagogy is to combine elements of all of the above angles. An example of this might be the flipped classroom. The flipped classroom is a form of multiform teaching in which teaching is planned so that it alternates between classroom and distance learning. The distance learning stages are guided through educational videos and learning assignments. This whole process can be built into a web-environment.

Digital pedagogy can trigger emotions. Opinions and points of view for and against frequently come up in discussions. It might perhaps be better to shift from an either-or position to a discussion of how digitalization can serve teaching and learning, and how it can be brought into your school.



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