Microlearning: Getting More with Less

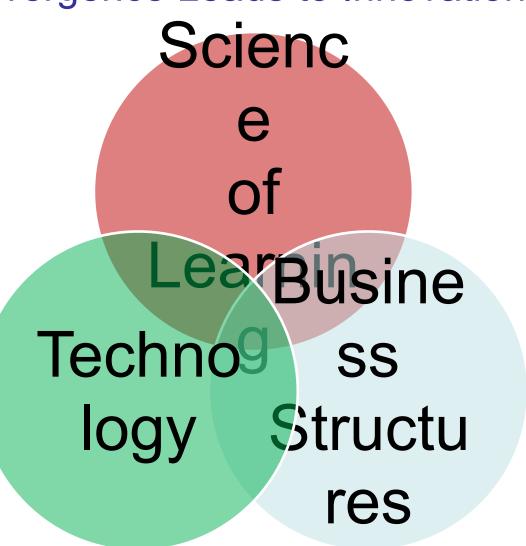
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Yes...yes... I do see the irony...

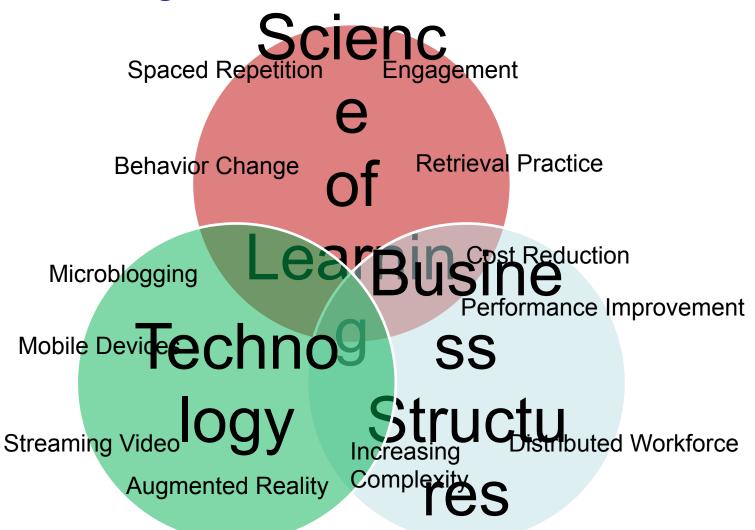
The future is already here. It's just not very evenly distributed.

Quote Attributed to William Gibson—Coined term cyberspace, author of the cyberpunk novel *Neuromancer* and futurist.

Convergence Leads to Innovation



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Convergence Leads to Innovation Scienc Techno9 Structu logy res

Microlearning

- Microlearning is a way of delivering content to learners in small, very specific bursts over time or as needed.
 - Short time bursts
 - Simple/narrow topic focus
 - Delivered anywhere
- Supporting Trends:
 - Science
 - Mobile Devices
 - Streaming Video



Let's Play Microlearning Challenge...



Text the message karlkapp to the number 37607

Technology







We've learned and struggled for a few years here figuring out how to make a decent phone. PC guys are not going to just figure this out.

They're not going to just walk in.

--Palm CEO Ed Colligan, 16 Nov 2006

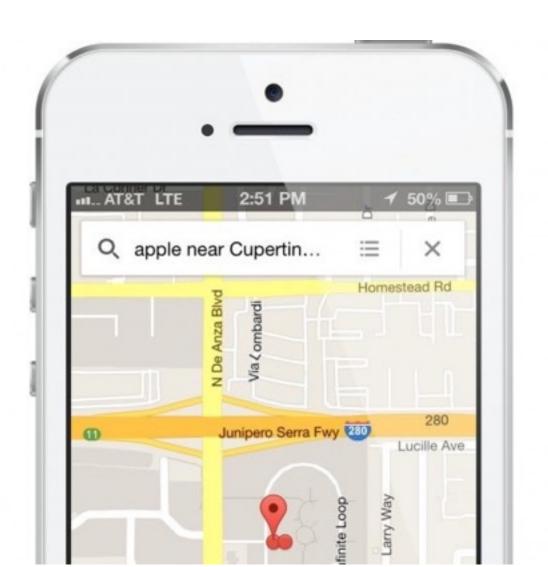
By March 2014 Apple sold over 500 million iPhones.



Palm sold to HP in 2010, by 2011 Palm was done.



How do I get to....







Capability	Block II Apollo Guidance Computer AGC	iPhone 6
Memory	36,864 words of ROM	1GB RAM
Storage	2,048 words	128 GB
Clock Speed	2.048 MHz	1.4 GHz

Your poll will show here

1

Install the app from pollev.com/app

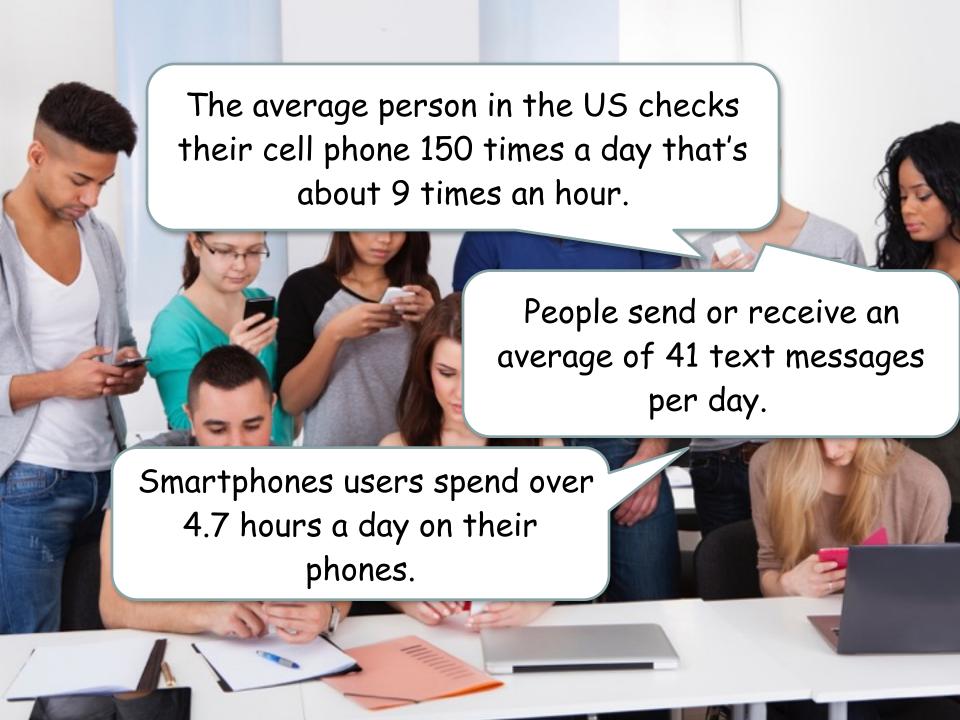
2

Make sure you are in Slide Show mode

Still not working? Get help at pollev.com/app/help

or

Open poll in your web browser



The average person spends 2 hours a day playing games on their smart phone.

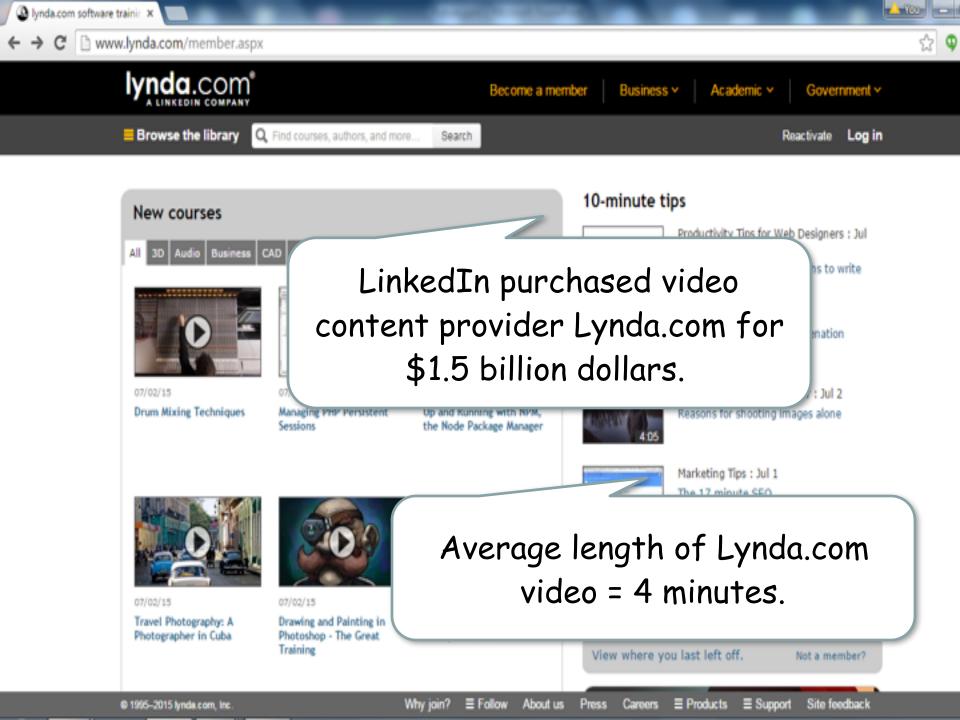


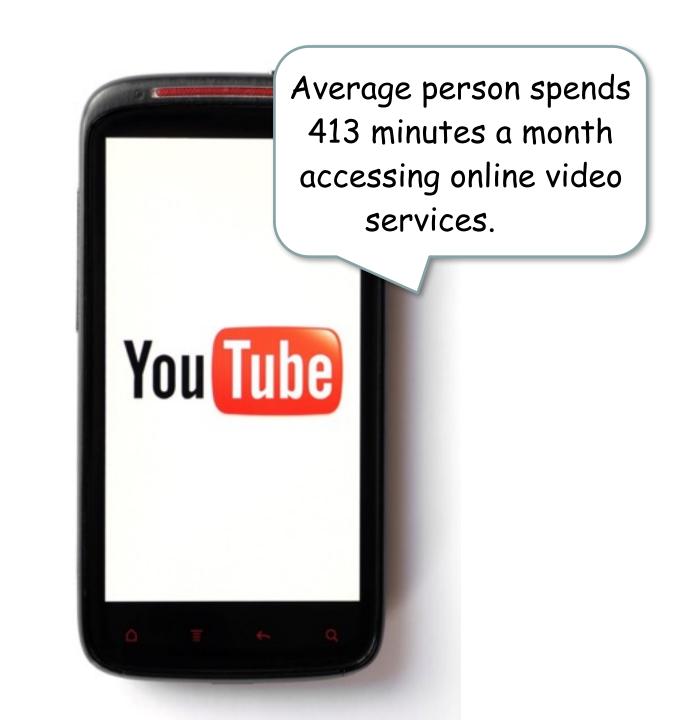












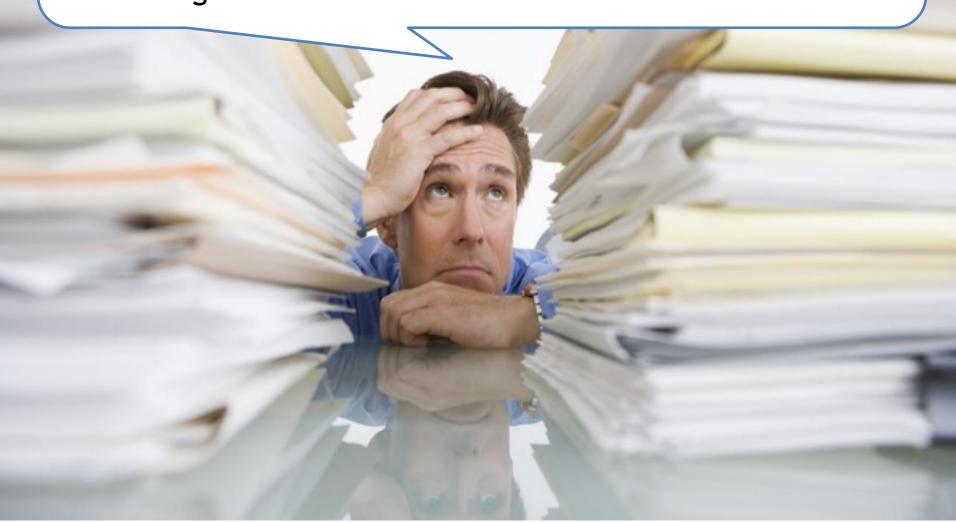
Technology Questions

- Do you envision video being part of the micro-learning exercises?
- Do learners have computers and smartphone access?
- Would you prefer to document this training completion as part of the learner's transcript?
- Is WiFi readily available?

Science

Two inherent problems with mass practice (AKA Cramming)

- -Learner fatigue
- -Likelihood of interference with preceding & succeeding learning

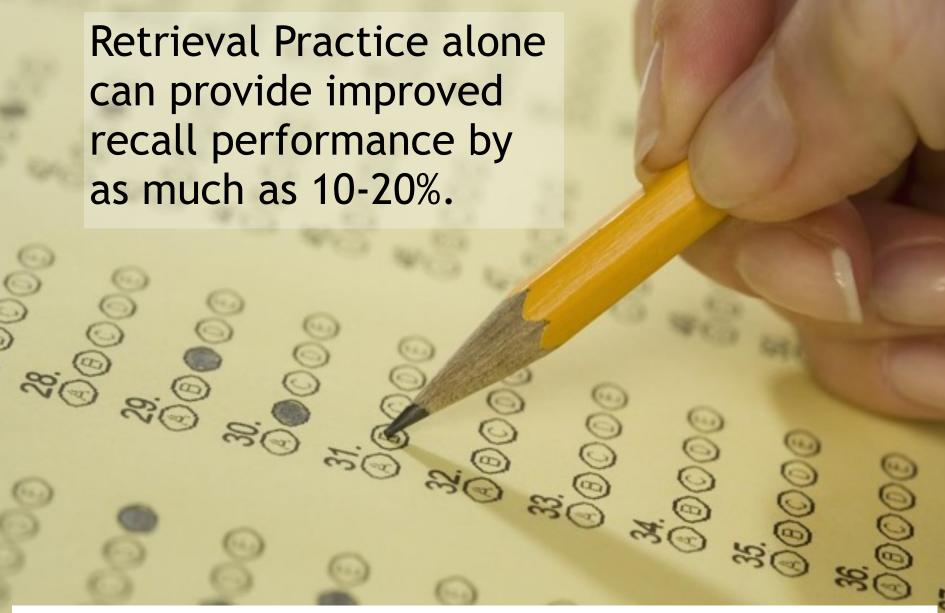


Two Powerful Instructional Phenomenon



Larsen DP, Butler AC, Roediger HL 3rd. Repeated testing improves long-term retention relative to repeated study: a randomized controlled trial. *Med Educ* 43: 1174-1181, 2009.

Dobson, J. L. (2013) Retrieval practice is an efficient method of enhancing the retention of anatomy and physiology information *Advances in Physiology Education* 37: 184-191, 2013; doi:10.1152/advan.00174.2012.



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Spaced Repetition



Carpenter SK, DeLosh EL. Application of the testing and spacing effects to name learning. *Applied Cognitive Psychology* 19: 619–636, 2005. And Cull W. Untangling the benefits of multiple study opportunities and repeated testing for cued recall. *Applied Cognitive Psychology* 14: 215–235, 2000.

Retention benefits between 35% and 61%, with average of 41%.

Subject matter was Anatomy and Physiology.

A study using a randomized control group conducted a trial between Aug 10, 2009, and Nov 30, 2012, at ten sites in southeast India with over 500 subjects.

Working Indian men (aged 35—55 years) with impaired glucose tolerance were randomly assigned to either a mobile phone messaging intervention or standard care.

Ramachandran, A. et. al. Effectiveness of mobile phone messaging in prevention of type 2 diabetes by lifestyle modification in men in India: a prospective, parallel-group, randomised controlled trial The Lancet Diabetes & Endocrinology, Early Online Publication, 11 September 2013 doi:10.1016/S2213-8587(13)70067-6



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Lowered risk of developing Type 2 diabetes by 36%.

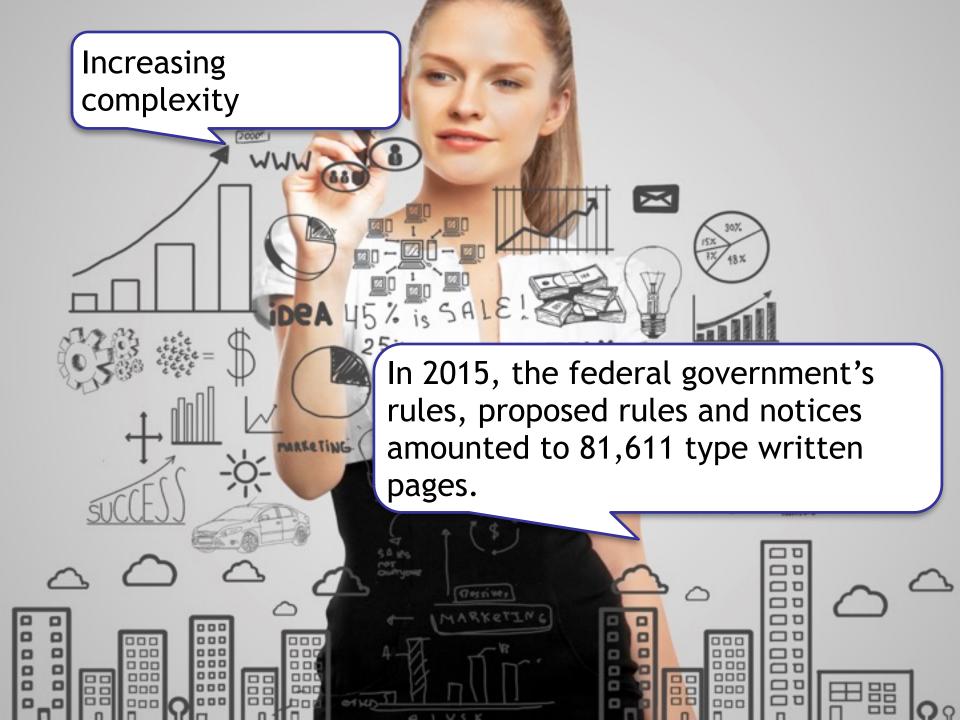


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Learning Science Questions

- What specific change(s) do you expect from the learners?
- How would you expect to divide the learning topic into five or 10-minute segments? For example, is the topic a production operation that takes 30 minutes?
- What kind of visuals would be valuable for the micro-learning program? A demonstration of correct product in usage?

Business Structures



Performance Improvement



Cost Reductions



Distributed Workforce



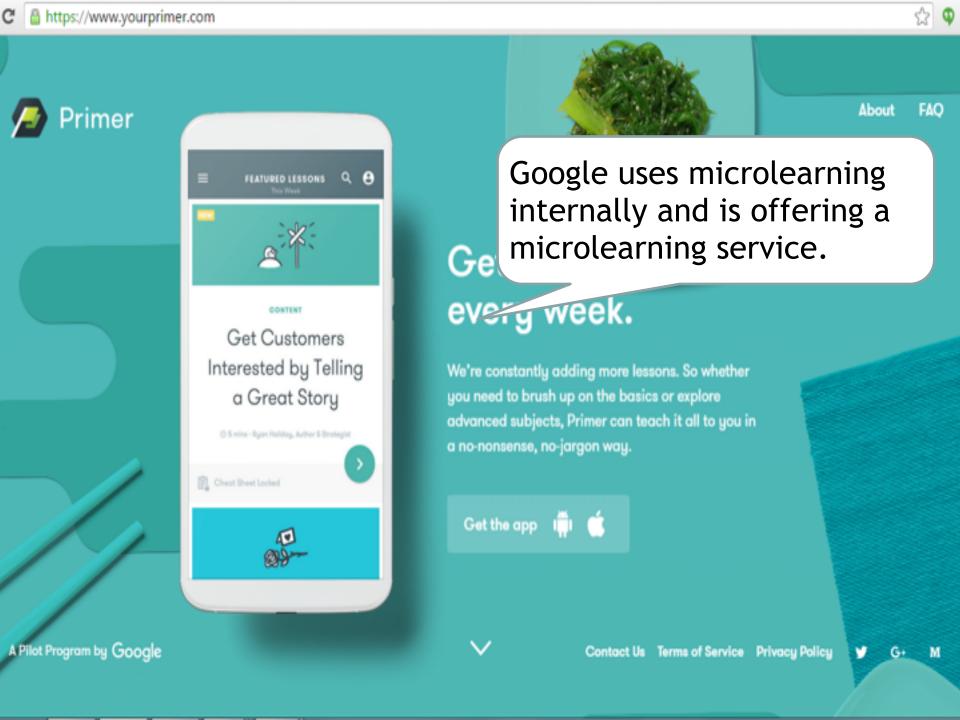
Business Questions

- Has your company developed micro-learning programs in the past? If yes, did you feel it was successful? How did you measure this success?
- To which topic would you to apply micro-learning?
 What are the business objectives?
- What existing training occurs on this topic? SOP training? Classroom? Existing eLearning?
- Could you describe your learners and their environment? Are they located centrally or around the world?

Who is using it for what?





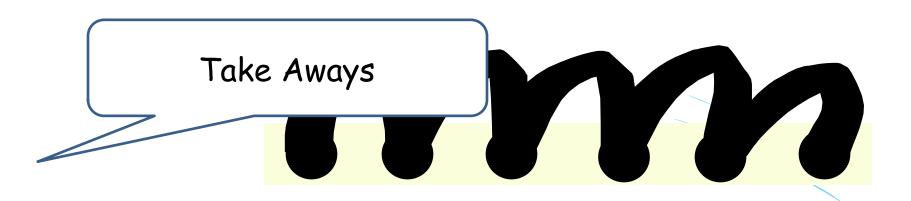






Gamification: \$11.10 Billion USD by 2020







Remember: The future is often "AND" not "OR"

Quote Attributed to Daniel Burrus-technology futurist, strategist, consultant and author on technology trends, future predictions, scientific advances and business