Oracle Learning Exchange

Personalized Learning

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Agenda

1. Introduction – Digital Shift & Personalized Learning
2. Solution Overview - Oracle Learning Exchange
4. Questions & Feedback
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The ‘Print To Digital’ Paradigm Shift
This is the biggest change in education in 100+ years

Almost *everything changes* about how institutions run their businesses, because everything about instruction has been driven by the textbook-centric classroom is now driven by digital and mobile technologies.
Providing Digital Learning Anywhere, Anytime, Any Device

Flexible  On-demand

Rich content & in context

Personalized

21st century skills

Recommended

Engaging

Social

Journey
Multiple - Citizen Learning Requirements

**Sallie**
- Pre-school student who lives in rural area and needs access to more opportunity

**Mrs. Smith**
- Primary School teacher wanting more insights & training in digital learning

**Amy**
- High school student looking at institutions that best fit career goals

**Mr. Clark**
- School administrator using learning analytics to see district’s content effectiveness and empower teachers

**Sarah**
- University engineering student looking for career opportunity post-graduation

**Mr. Kim**
- Young professional who wants to learn English as a second language and earn a credential
“The key is not to standardize education but to personalize it, to build achievement on discovering the individual talents of each child, to put students in an environment where they want to learn and where they can naturally discover their true passions.”

— Sir Ken Robinson, TED Talks EDUCATION
Defining Personalized Learning

Adaptive
- Self Paced
- Data Driven
- Individualized
- Engaging

Competency Based
- Lifelong Learning
- Social
- Identity

Flipped Classrooms
- Pedagogy
- Project Based

Teachers
- On Demand

Lifelong
- One size does not fit all
- Gamification

Blended Learning
- Policy
- Standards

Digital
- Privacy

How do you like to learn?

Platform
One Size Does Not Fit All – Use Data To Personalize Learning

• Understand each individual student, tailor educational experience to their needs

• Improve learner outcomes by engaging learners and understanding learner style, needs, goals and pace

• Use diagnostic tools and data-driven interventions to proactively address learning choices, issues and opportunities

• Engage teachers & librarians in new digital educational models, powered by data

• Support self-paced, competency-driven learning
Essential Strategies For Educational Institutions

How do we...

- Personalize the learning experience to drive student success?
- Empower and guide students to make the best choices for their learning and career goals?
- Provide teachers with access to best digital resources for teaching and professional development?
- Provide stakeholder insight to best practices for lifelong learning?
Learning Exchanges - An Innovative New Approach

Creating a new citizen-centric learning platform

- Powerful “Amazon-like” digital learning business platform
- Data-driven rich media learning personalized to the user
- Empowering teachers with best digital resources for teaching and professional development
- Stakeholder insight to best practices across learning institutions and models
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Oracle Learning Exchange - Scenario 1

Noel Thomson is a high school senior checking out his Facebook page and sees a link inviting him to visit the VisionEd Learning Exchange site for the first time.............
Welcome to the Learning Exchange
A personalized digital marketplace of educational courses, learning resources and insights to guide and reward the achievement of lifetime learning success.
Career GPS

The Millennial Survey 2014

College and Career Readiness

College and Career-Ready Standards

Career in Designing Video Games
The Princeton Review’s Top 50 Undergraduate Video Game Design Programs created in partnership with GamePro magazine

Learning and Working in the Collaborative Age
Pixar’s Randy Nelson who is the Dean of Pixar University gave a short talk entitled Learning and Working in the Collaborative Age

DreamWorks Outreach Program
Company-wide effort that includes scouting for Animation, Design, Character Animation, Computer Graphics, and Media Studies graduates

Career GPS
Guided learning paths to success through data-driven insight

TODAY’S TOP READ
Fundamentals of Biology
Pre University Calculus
English Grammar and Style
New User Registration

* First Name: Noel
* Last Name: Thomson
* User Name: noel.thomson@email.com
* Password: ********
* Email: noel.thomson@email.com
* School/College Name: Central High School, Camp Point
* Twitter Id: #nothom001
* State: Illinois
* Country: USA
* Credit Card Number: 411111111111111

Role: Student / Teacher

* indicates mandatory field

Create User
History & Social Studies

Digital Collection

- The American Revolution: $12.99
- Video Game Studies: $8.49
- The Renaissance: $10.99
- Communicating Across Cultures: $7.99
- World Civilizations: $4.99

STEM Education

TODAY'S TOP PICKS

Introduction to...
Video Game Studies

Field: History and Social Studies
Subject: Media Studies - Game Design
Publisher: MIT OCW
Instructor: Clara Fernandez-Vara

This course offers an introduction to the interdisciplinary study of videogames as texts through an examination of their cultural, educational, and social functions in contemporary settings.

Price: $8.49

Add to my Cart

Rate this book

Leave a Review

Your message (required)
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Download Now  Add to my favorites
Kevin - another student - has programme credits on his Learning Exchange account and wants to procure learning content for his personal use.............
Learn how to create 3D animated stories, movies, and games using basic Java programming in this self-paced, online course.
Search results

You searched for: Maths

Results per page: 10

Sort by: Name Z-A

Minecraft
Director: Minecraft
Minecraft blowing up the classroom. Educators say the interactive game can teach everything from math to genetics.

Math, Grade 6
Director: ck12.org
Covers the fundamentals of fractions, decimals, and geometry.
Multiplication

Category: Virtual Library
Field: Mathematics
Type: Simulation
Publisher: VisionEd

This simulation explains how the multiplication tables help in understanding how to multiply, factorize and divide.

Add to my favorites

Leave a Review

Your message (required)
All Subscriptions Points

Complete Community or School Service/Program  cxprod97  500 pts
Complete College and Career Readiness Program or Workshop  cxprod104  500 pts
Complete a Student Advisement Program  cxprod103  500 pts
Earn an academic certificate or badge  cxprod99  500 pts
Complete a Tutoring Engagement  cxprod100  250 pts
Meet your Mentor  cxprod107  250 pts
Accept an Internship  cxprod102  250 pts
Participate in after school program  cxprod08  200 pts
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1. Powerful “Amazon-Like” Online Learning Store
   Easy access, search, discovery and transaction of digital learning resources

2. Personalized Learning
   Data-driven insight to personalize learning to needs of each individual learner

3. Empower Learners for 21st Century Digital Learning
   Insight and recommendations of digital learning resources for students & teachers

4. Learning Beyond Boundaries
   Social credential-linked ‘trans-institution’ Learning Record guides lifelong learning
Oracle Learning Exchange - Content and Service Providers

Open Education Resources
- MIT Open Courseware
- Kahn Academy
- Coursera
- EdX
- Curriki
- Connexions
- CK12
- PBS Learning Media
- Oracle Academy
- National Libraries, Museums and Archives

Open Architecture leveraging Cloud Services and Industry standard specifications

Commercial Content
- Publishers
- Media Providers
- Games

Data Ingestion
- SIS (student success)
- LMS
- ERP
- Library
- Social
- Tin Can API

Learner Support Services
- Dept. of Labor and Workforce
- Dept. Child Welfare, Social Services
- Volunteerships
- Community Events
- Tutors
- Mentors
- Job Boards
- Financial services
- Career Guidance
- Sports and Recreation
- Safety and Security
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If you are interested in discussing the Oracle Learning Exchange in more detail, please contact:
kevin.roebuck@oracle.com (Director, Oracle Learning Exchange)
Hardware and Software
Engineered to Work Together