

# Technology in Education: Strange Bedfellows or a Match Made in Heaven?

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# Disclaimers

About me:

Educator and Internist, Not a Techie

About Topic:

Not about use of technology in clinical environment



# Technology Aphorisms

## Access to Information $\neq$ Learning of information

- The internet is no substitute for a brain

## Bad Pedagogy + Technology $\neq$ Good Pedagogy

- A lecture by any other name is still a lecture.

## Good Teaching requires Good Teachers

- Even when technology is involved.

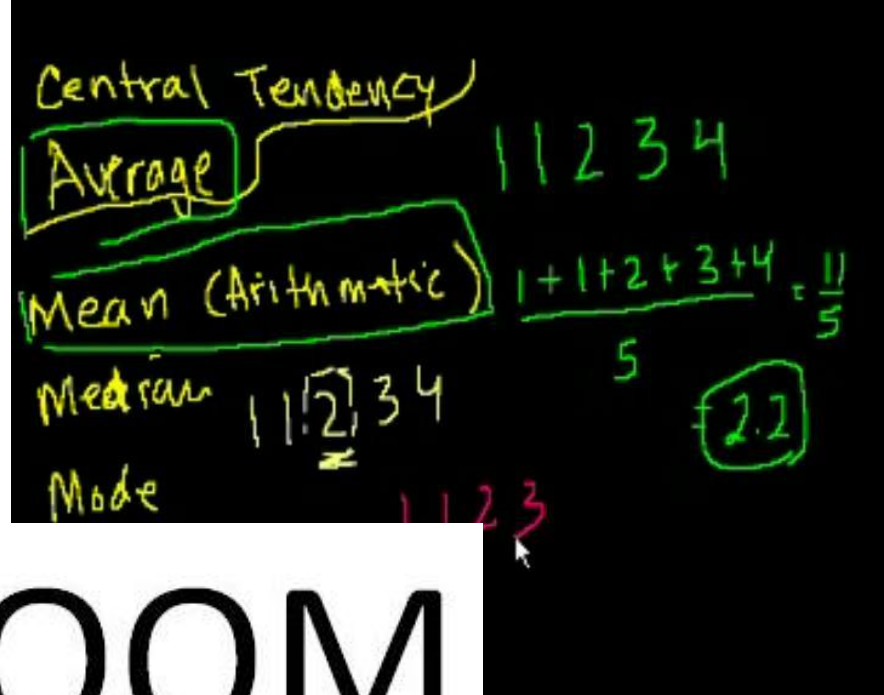


# EDUCATIONAL TECHNOLOGY: THE HYPE



2012 AAMC Annual Meeting

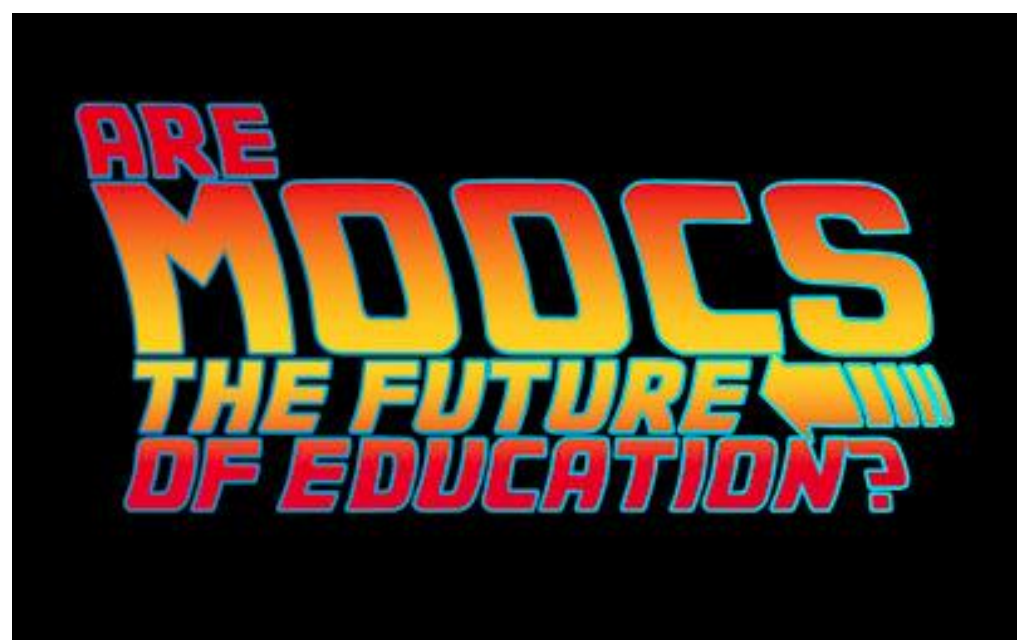




# ROOM FLIPPED CLASS

by viaAcademies





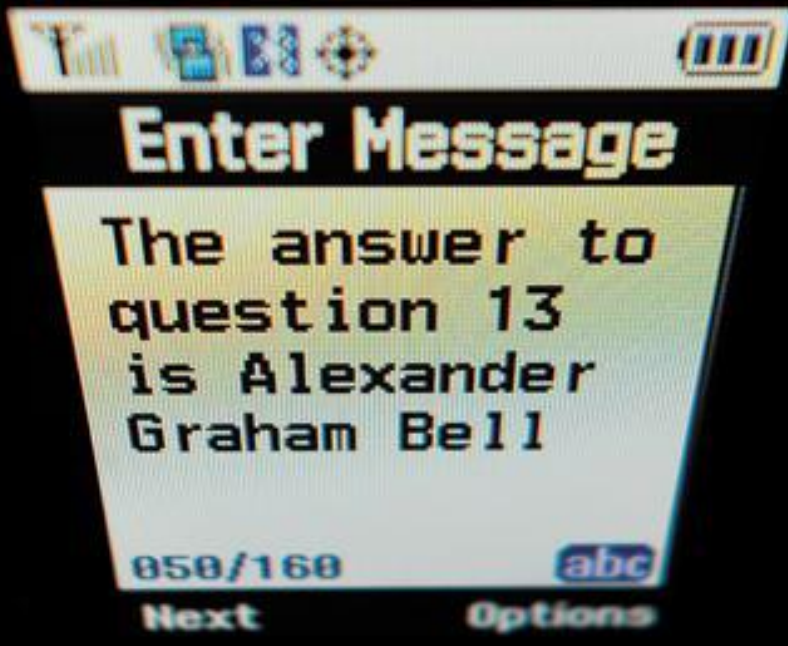
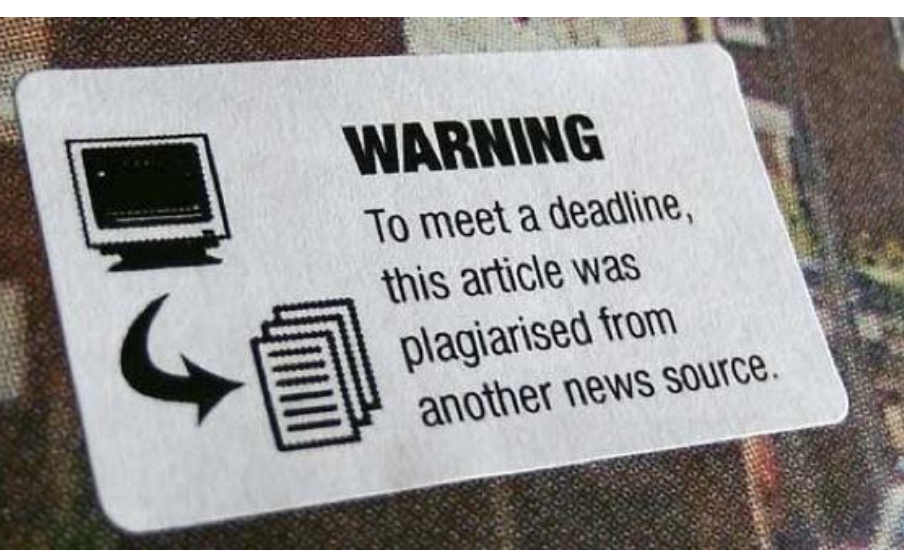
# **TECHNOLOGY AND EDUCATION: THE HORROR**



2012 AAMC Annual Meeting









# Technology Changing How Students Learn, Teachers Say



Nancy Palmieri for The New York Times

Lisa Baldwin, a chemistry teacher, works with her students to fight through academic challenges.

By MATT RICHTEL

Published: November 1, 2012

# **EDUCATIONAL TECHNOLOGY: THE HOPE**



2012 AAMC Annual Meeting



# Educational Technology will...

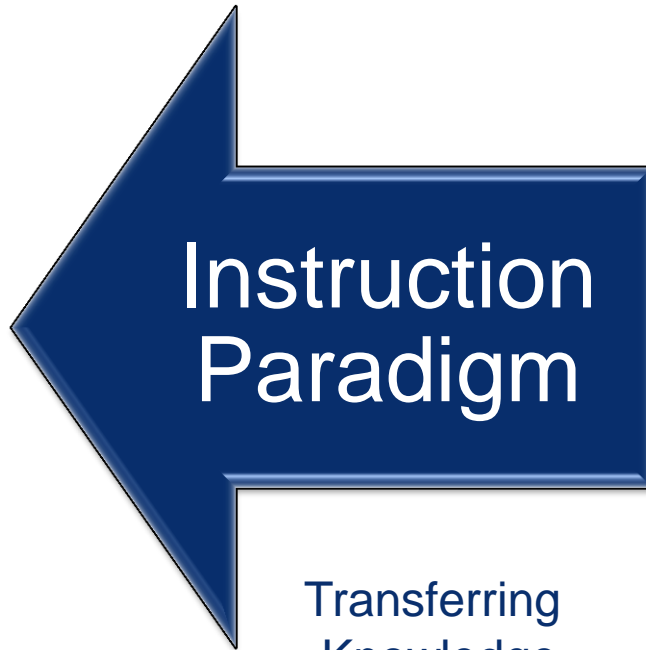
...enhance learning

...democratize higher education

...decrease educational costs



# 20<sup>th</sup> Century Paradigm Shift



Transferring  
Knowledge  
From Faculty to  
Student



“creating  
environments  
and experiences that  
bring students to  
discover and  
construct  
knowledge...”



# 21<sup>st</sup> Century Paradigm Shift



Technology  
Assisted  
Teaching

Access,  
Store.  
Disseminate  
and Present  
Content

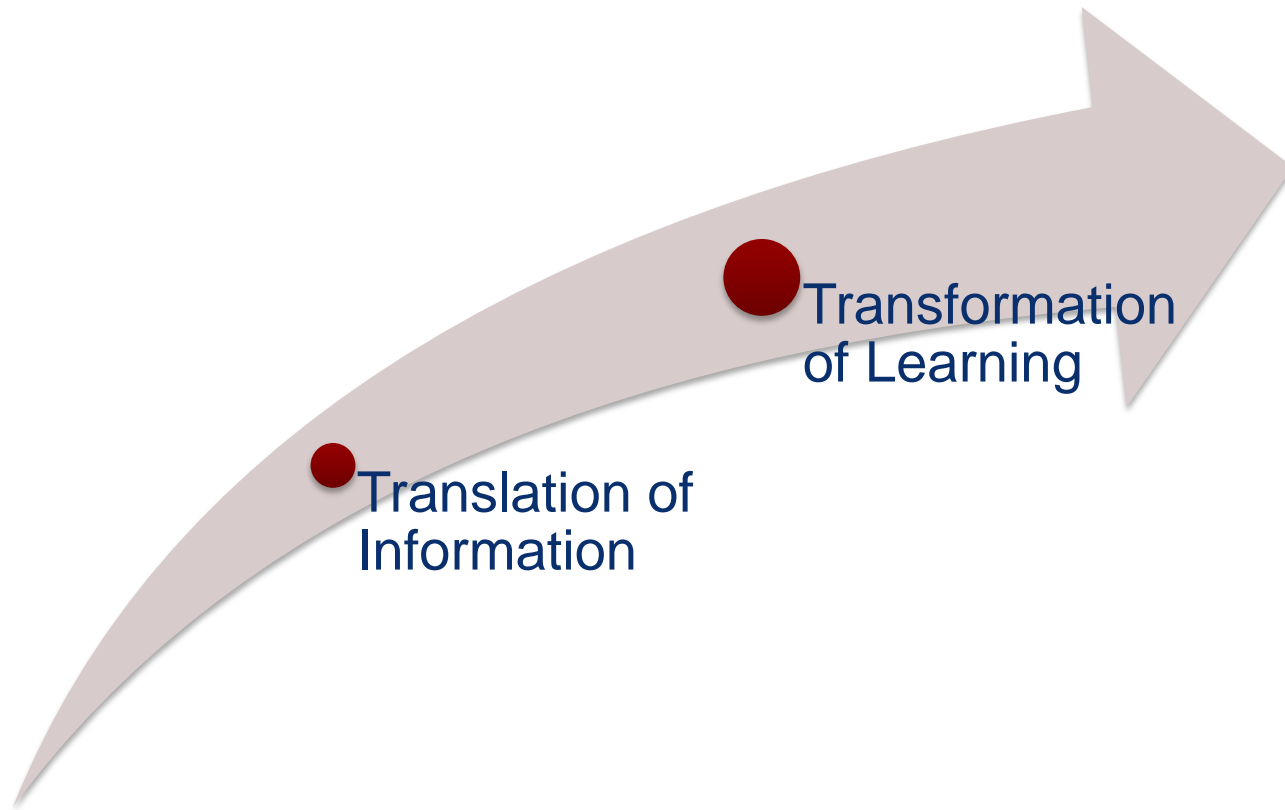


Technology  
Enhanced  
Learning

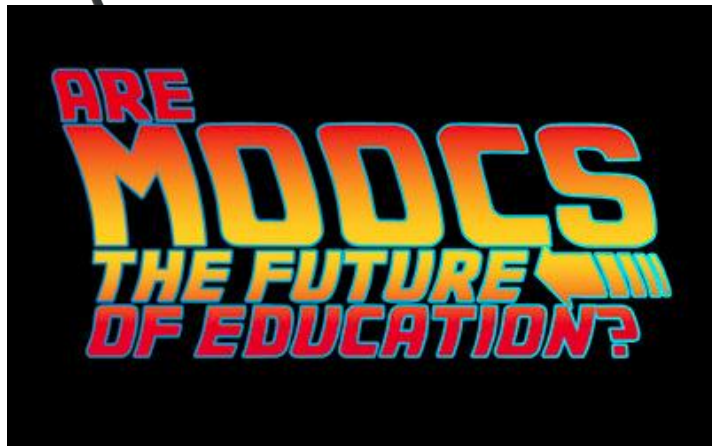
Recreate  
Reality,  
Manipulate  
Reality,  
Engage  
Learners



# A spectrum of tools and impact



# Translational Educational Technology



A-Z Index Librarians Newsletter Subscriptions

**ACCESS** Medicine from McGraw-Hill

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< Back

**Harrison's Online** > Part 1. Introduction to Clinical Medicine >

## Chapter 1. The Practice of Medicine

The Editors

**Sections in this chapter:**

- The Modern-Day Physician
- **Clinical Skills**
- Principles of Patient Care
- The Patient-Physician Relationship
- The Twenty-First-Century Physician: Expanding Frontiers
- Further Readings

Generate a Citation :  :  :  :

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### CLINICAL SKILLS

#### History-Taking

The written history of an illness should include all the facts of medical significance in the life of the patient. Recent events should be given the most attention. The patient should, at some early point, have the opportunity to tell his or her own story of the illness without frequent interruption and, when appropriate, receive expressions of interest, encouragement, and empathy from the physician. Any event related by the patient, however trivial or seemingly irrelevant, may provide the key to solving the medical problem. In general, only patients who feel comfortable with the physician will offer complete information, and thus putting the patient at ease to the greatest extent possible contributes substantially to obtaining an adequate history.

An informative history is more than an orderly listing of



# Benefits to the General Learner: Convenience

Accessible

Portable

Repeatable

Manipulate-able

Inexpensive

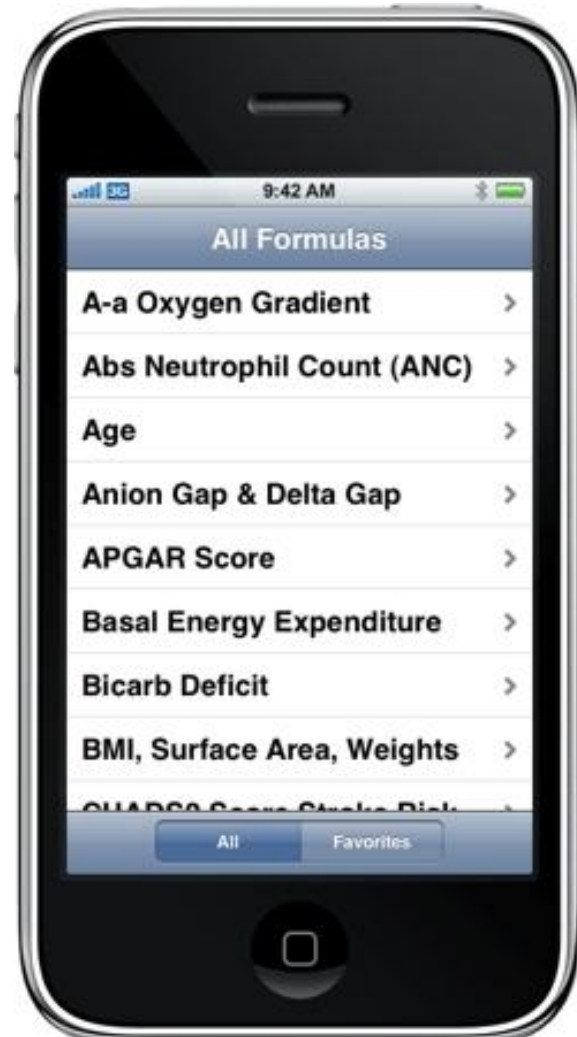


# Benefits to the Health Professions Learner

Makes just in time information seeking possible.

Reinforces check rather than guess habit of the mind.

Emphasizes dynamic nature of medical information



# Translational Educational Technology: Problems

- Produced as afterthought may not translate well
- Accessibility of information may discourage learning
- Passive, difficult to sustain attention
- Socially Isolating

**Impact on Learning: Minor**



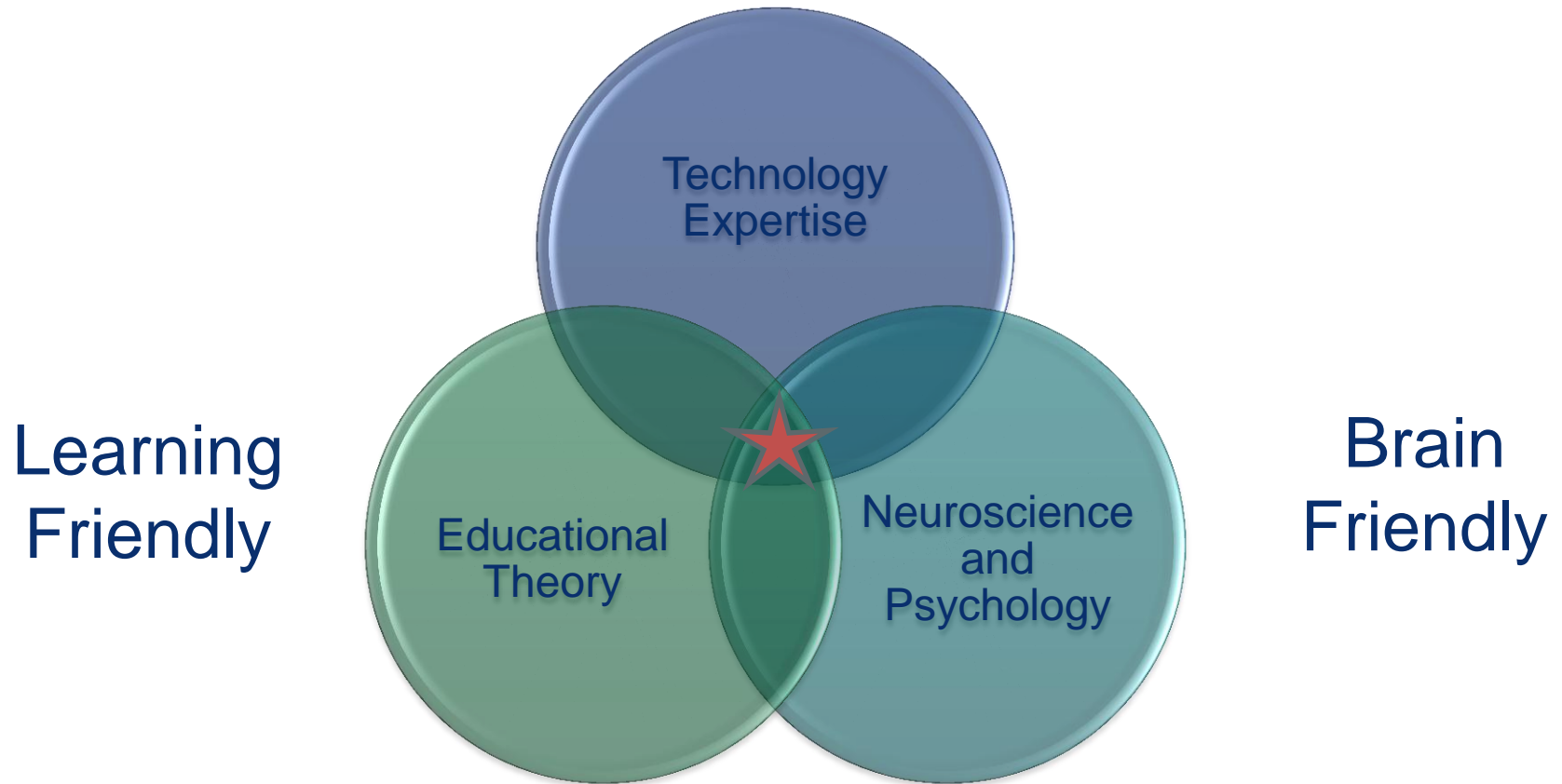


# Key Challenge

Using technology, create an environment and experiences that brings students to discover and create knowledge, both as individuals and as members of a multidisciplinary, diverse community



# Technology Enhanced Learning Requires Integrated Expertise



# Two Types of Tasks for HP Students

## Learn Skills

Learning Theory:  
**Deliberate Practice**

Technology Support:  
Computer Based Tutoring

## Solve Problems

Learning Theory:  
**Constructivism**

Technology Support:  
Computer Based Learning





## Development of **Skill** Based Expertise



# Role of Technology in Skill Based Learning for the Health Professions

## Drill and Review:

- Repository of Cases for Practice
- Sequencing of CB Cases can be developmental rather than opportunistic
- Interactive technology can provide instant feedback
- Rewards for persistence
- Safe Environment





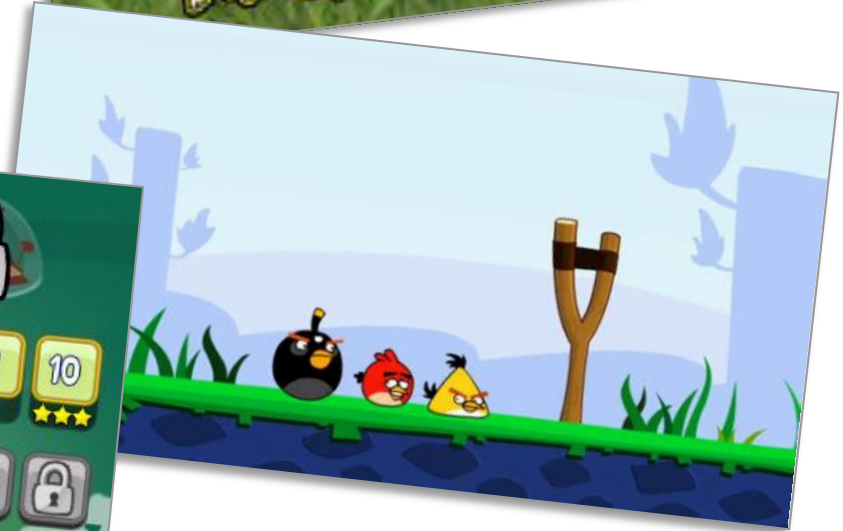
# Computer Based Tutorials: Gaming Strategies



Sequential Gated  
Challenges

Immediate Coaching  
and Feedback

Challenged Again



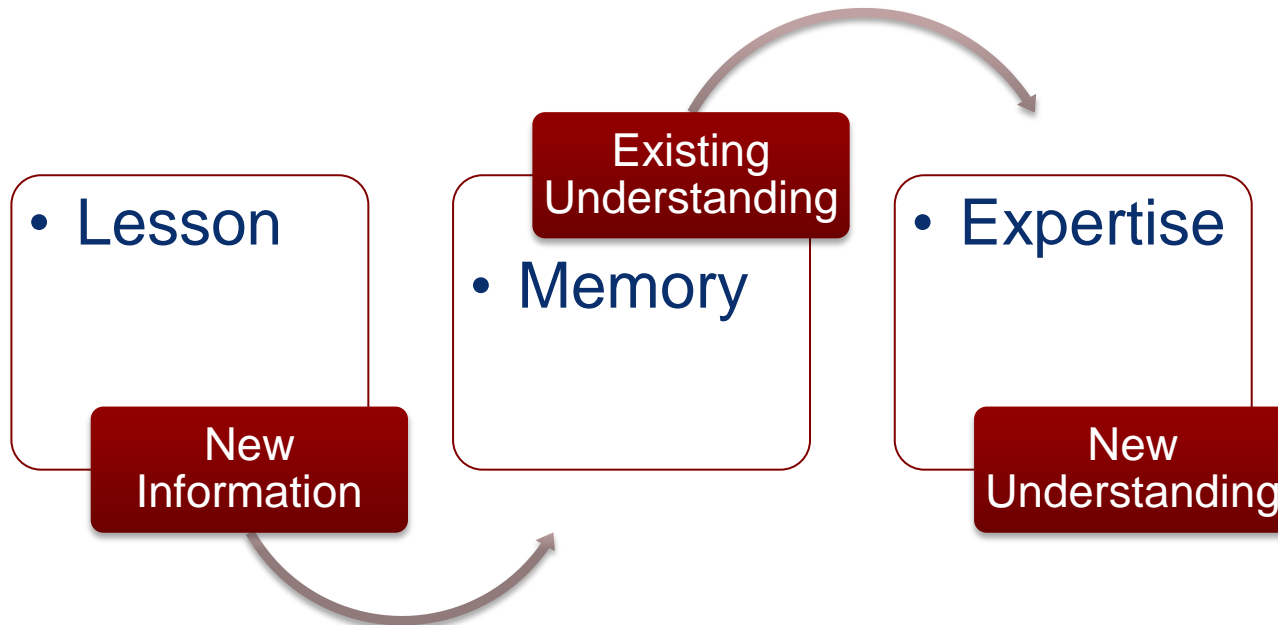
# Technology as Tutor: Cognitive-Visual Skills



# Technology as Tutor: Cognitive:Auditory Skills



# Development of Problem Solving Expertise: Constructivism



“Understanding is constructed by students, not received in messages simply to be encoded, remembered and recalled.”

*Winn, W. Tech. Inst. Cognition and Learning 2002.*



# Constructivism in Action with Technology

Engage students:	Authentic Cases
Goal Setting:	Pretests
Provide Feedback:	Progress Tests
Allow Choice:	Navigation Options
Build Mental Models:	Multiple Examples
Progressive Challenge:	Fading Scaffolding
Goal Reflection:	Mastery Testing





# Khan Academy

Central Tendency

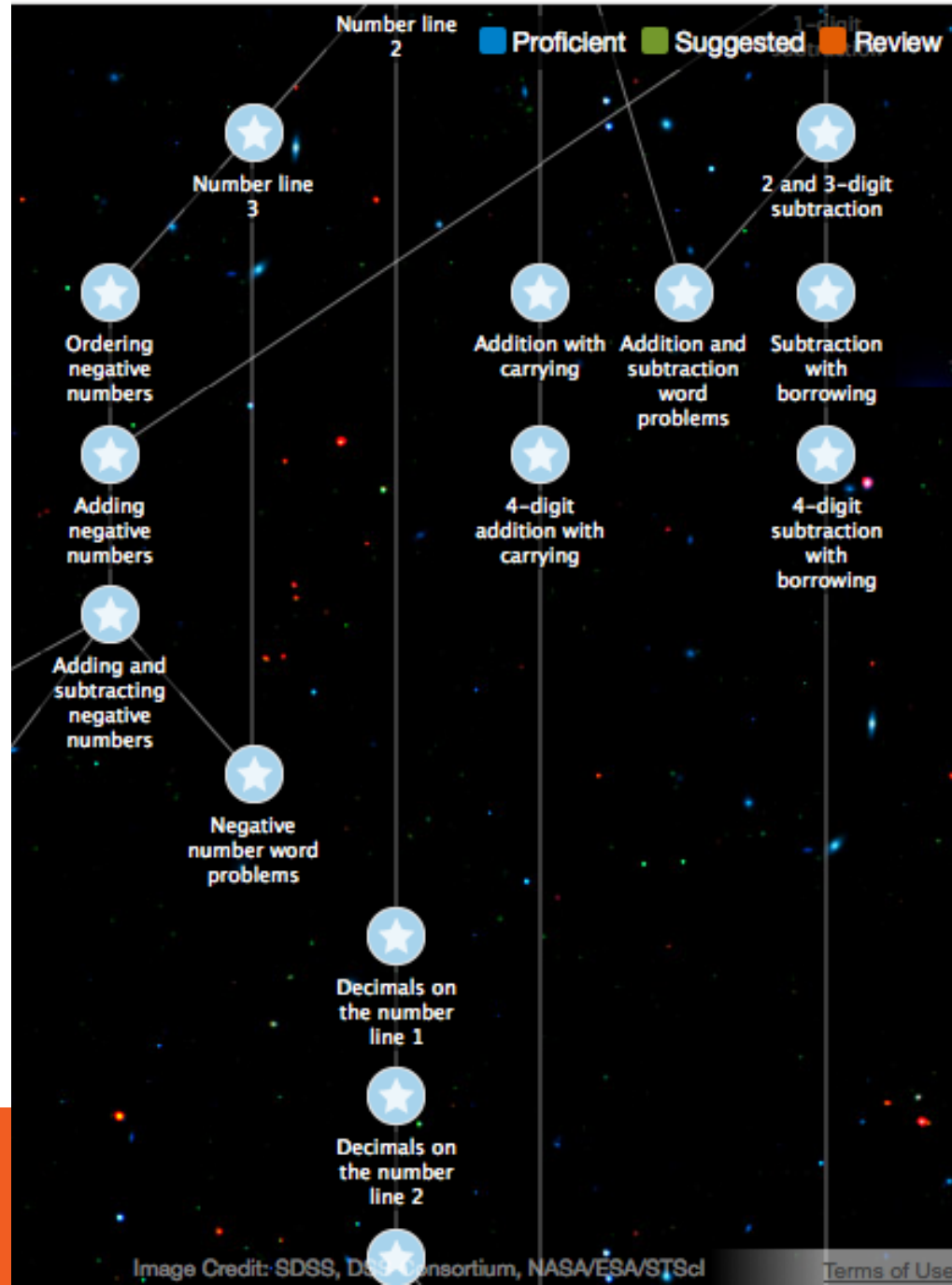
**Average**

1 1 2 3 4

Mean (Arithmetic)  $\frac{1+1+2+3+4}{5} = \frac{11}{5}$

Median 1 | 2 | 3 4 **2.2**

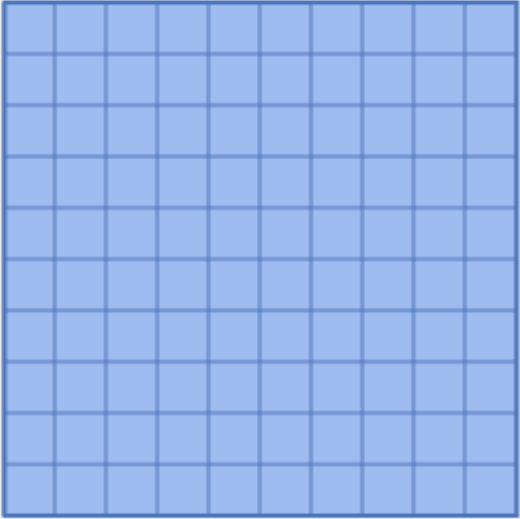
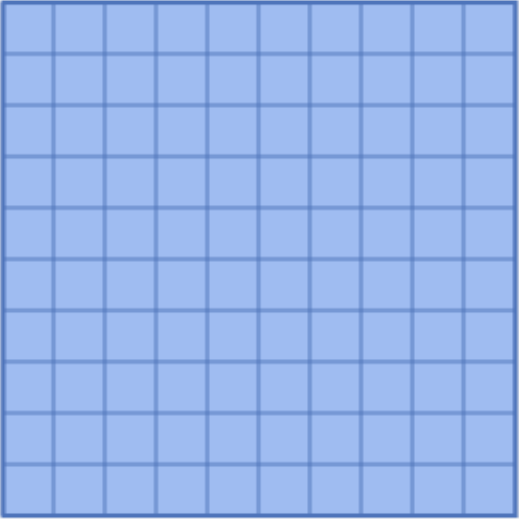
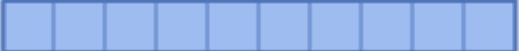
Mode 1 1 2 3



# Addition and subtraction



What number is represented by the blocks shown?



**Answer**

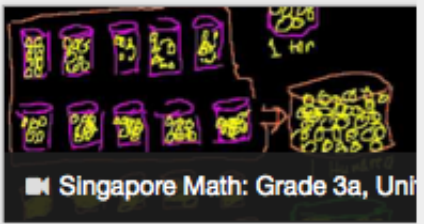
Acceptable formats

Check Answer

**Need help?**

I'd like a hint

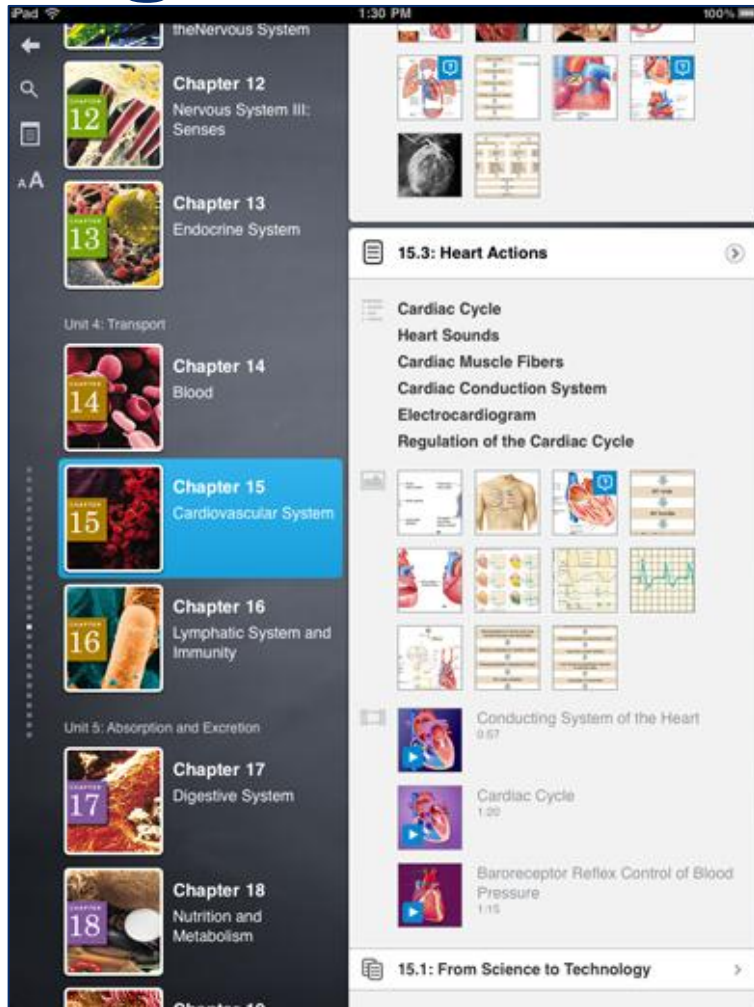
**Stuck? Watch a video.**



Show scratchpad



# Multimedia Learning Tools: Digital Textbooks



inkling

 BioBook



# Considering Cognitive Load

- Load: total amount of activity imposed on working memory at a given time
  - Humans Attend to 7+/- 3 audio/visual
- Intrinsic Load:
  - the material to learn
- Germane Load:
  - the work of learning
- Extraneous Load:
  - distractors

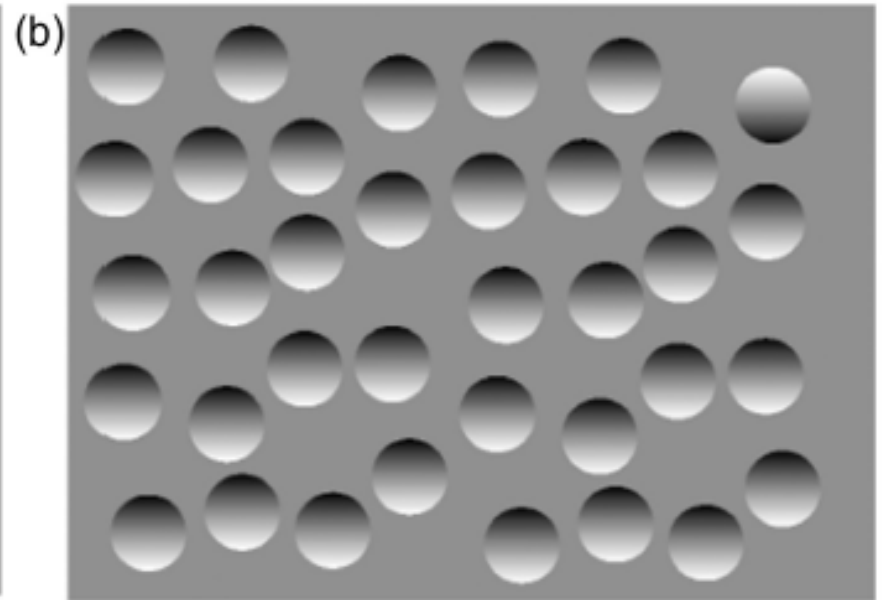
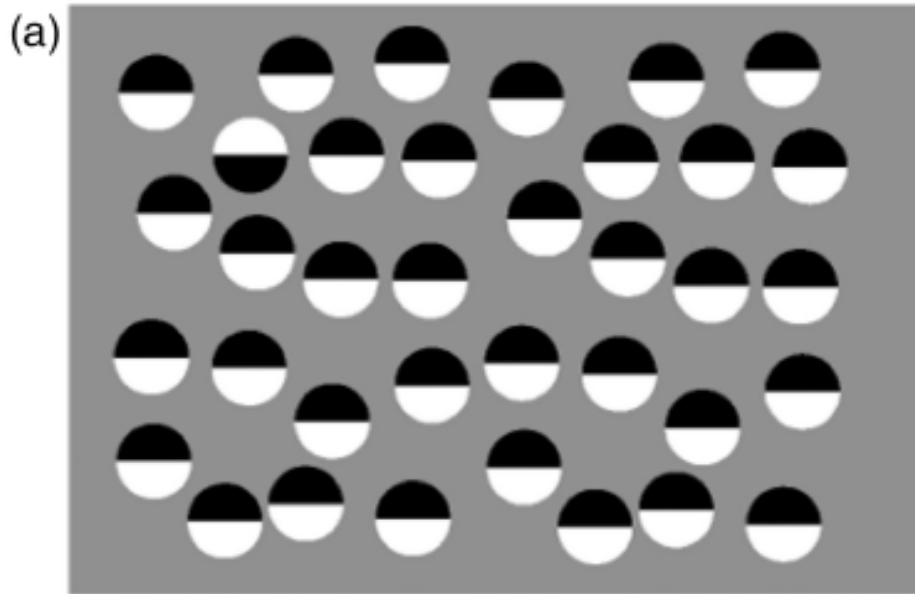


# In TEL, Less is More

- Design:
  - Sparse screen design
  - Synchronized auditory and visual challenges
    - Text processed through auditory pathway
  - Standardized visual symbols for navigation
  - All relevant information accessible
- Instructional Elements
  - Exaggerate differences rather than emphasize reality



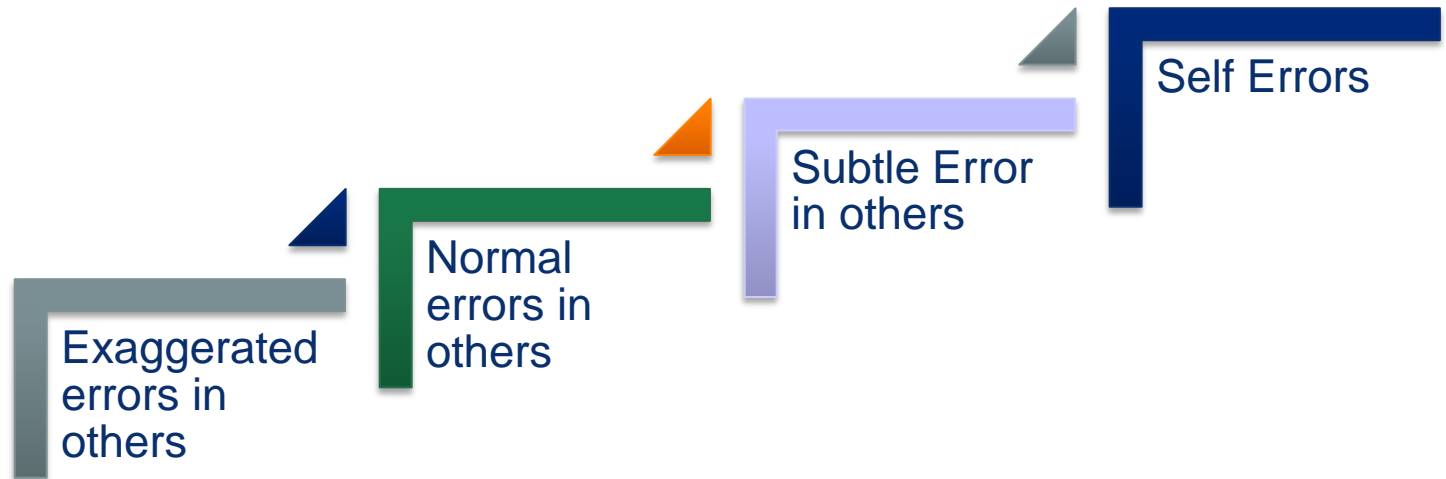
# Presentation Impacts Cognitive Load





# MMLT: Brain Friendly Interactive Videos

Time and  
Distraction  
Pressure



# Holy Grail: Personal Learning Environments



- Student Progress Maps
- Learning analytics for faculty
  - Time on page, questions answered, hints used
  - Connection to demographic data
- Instructor and peer interaction through Social Media
- On the fly editing for “breaking news”
- Dynamic Course Adjustment



# Lessons Learned: Good Educational Technology is Expensive

- Human Capital: FACULTY, Instructional Designers, Graphic Designers, Educational Experts, App Developers
- Software, Videography
- Sample Costs:
  - Coursera Course: \$30-50K for production
  - Khan: 2 weeks to deconstruct a case
  - App: \$50,000 +



# Conclusions

Technology in Learning is here to stay

True Technology Enhanced Learning starts with an understanding of neuroscience and educational theory.

Our challenge is to teach students, faculty, and administrators about the best use of technology in education.

