POSTER / DEMONSTRATION ABSTRACTS

Classroom-based Publishing Using the Internet
Maureen Labrum, Chapbooks.com, US; Michael Josefowicz, Chapbooks.com, US; Sam Swope, Chapbooks.com, US;
WorkSpace, a homepage builder for books, is designed to enable groups of people to work together over the Internet to create a book. The technology uses a simple web-form interface; therefore, a teacher does not need to know HTML or any desktop publishing software. One person, usually the teacher, serves as the Editor of the book, and the others are writers. Each writer posts material using any Internet connection and the editor/teacher can then conference with the writers via the WorkSpace forum. The individual writer or the entire class can automatically create page galleys of their pieces at any point in the process. Once the pieces are edited, proofread, and ready to be printed, the Editor can post the book to the Internet with a class password and submit an order for professionally designed paperback copies of their anthology. With this technology, teachers can create online collaborative writing communities that extend beyond the classroom and integrate technology and the writing process.

Accomplishing More by Doing Less - Lessons from Spanish Language Instruction
David Levine, St. Bonaventure University, USA; Kerr Thompson, Gettysburg College, USA
Current trends in foreign language instruction emphasize the use of “creative use of language” - encouraging student conversation even at the price of technical errors. As classroom instruction time is finite, these trends reduce or eliminate the amount of classroom time that is spent on “technical” issues such as vocabulary building (to some degree) and verb conjugation skill (to a much greater degree). To combat this, a small set of simple-to-use tools was created to aid teachers and students in the acquisition of these skills outside of the classroom. These tools are easily customized by the instructor and have been found to be effective with traditional students; there is also evidence that they are particularly effective with learning disabled students. Both WWW and stand-alone versions of the tools will be demonstrated at the conference.

The Cyber Sisters Club: Penn State Lehigh Valley’s Technology Outreach Program for Inner City Girls
Judy Lichtman, Penn State Lehigh Valley, USA
Those of us in institutions with ready access to technology can play an important role in bridging the digital divide. At Penn State Lehigh Valley, an outreach program nicknamed the Cyber Sisters Club introduces inner-city minority girls to emerging technologies. The afterschool club brings fifth grade girls who do not have online access to Penn State Lehigh Valley where they learn Internet skills and design personal webpages. The program is designed to encourage girls to become enthusiastic users of technology. The teachers and the physical environment, a “colab” with modular tables and laptops, promote collaboration rather than competition. Creative and social activities, such as webpage design and chat, are included in the program. Women in IT fields at the campus serve as role models. Although new skills are introduced each session, the girls are also given time to explore sites of interest to them. The club website at http://www.lv.psu.edu/jkLSisters includes curriculum materials.

Knowledge Management for Executives Learning: MODEL project
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One of the most challenging issues in the context of knowledge management is the establishment of dynamic mechanisms that manipulate learning content. The traditional approach since today was limited in static approaches without consideration for the dynamic nature of learning. MODEL integrated framework supports the MODEL tool set, an integrated learning environment especially designed for the specific features of executives learning. The MODEL tool-set is going to combine a multidisciplinary contribution in order to fulfill the generic requirement for the establishment of effective learning mechanisms that maximize the potential usability of learning assets. From this point of view the technological capabilities that will be available to the users have to incorporate facilities that substantially create the web of services needed for the realization of the knowledge wealth. The concept of?MODEL architecture uses four general theoretical concepts: ? The learning templates ? The concept of learning processes ?knowledge product ? The concept of interactive case studies. The knowledge or educational product consists of six components with specific value for every knowledge worker or trainee: Needs, Knowledge, Motivational Elements, Team Synergy, Problem Solving, Packaging are features that realize the knowledge product. Their combination with the employment of the information and communication technologies provides the necessary workspace for the MODEL toolset. From this perspective the MODEL tool set manipulates in general knowledge products with capabilities to satisfy needs by providing knowledge in a way that enhances the team synergy between teammates in order to solve work-oriented problems. The Learning Processes are well-defined procedures that set the educational scene for the knowledge worker or the trainee in order to understand consciously the value dimension of any specific knowledge product. The learning processes can be presented on a learning cycle, on which the separate and following activities summarize graphically the continuity of the learning effort. The obvious conclusion from this definition is that the role of the information technology for the establishment of learning environments is very critical. Having in mind the diversity of the different learning styles the MODEL tool set must capitalize its effectiveness from its ability to provide a customized way of setting the educational scene for every trainee.
In other words the MODEL tool set provides educational scenes that combine different learning processes according to the type of the knowledge product. The Learning Templates are the design tool sets that are used in order to formulate the Knowledge Management Procedure. The interactive case studies finally, are used in order to integrate the previous mentioned concept on a functional level. So MODEL tool set is an advanced knowledge management mechanism which manipulates specific types of knowledge products, namely interactive case studies. MODEL is a project which is funded from the European Commission under the IST Program initiative.