

# **KEEP on Internationalization:**

## How Technology Facilitates the Globalization of Future Education

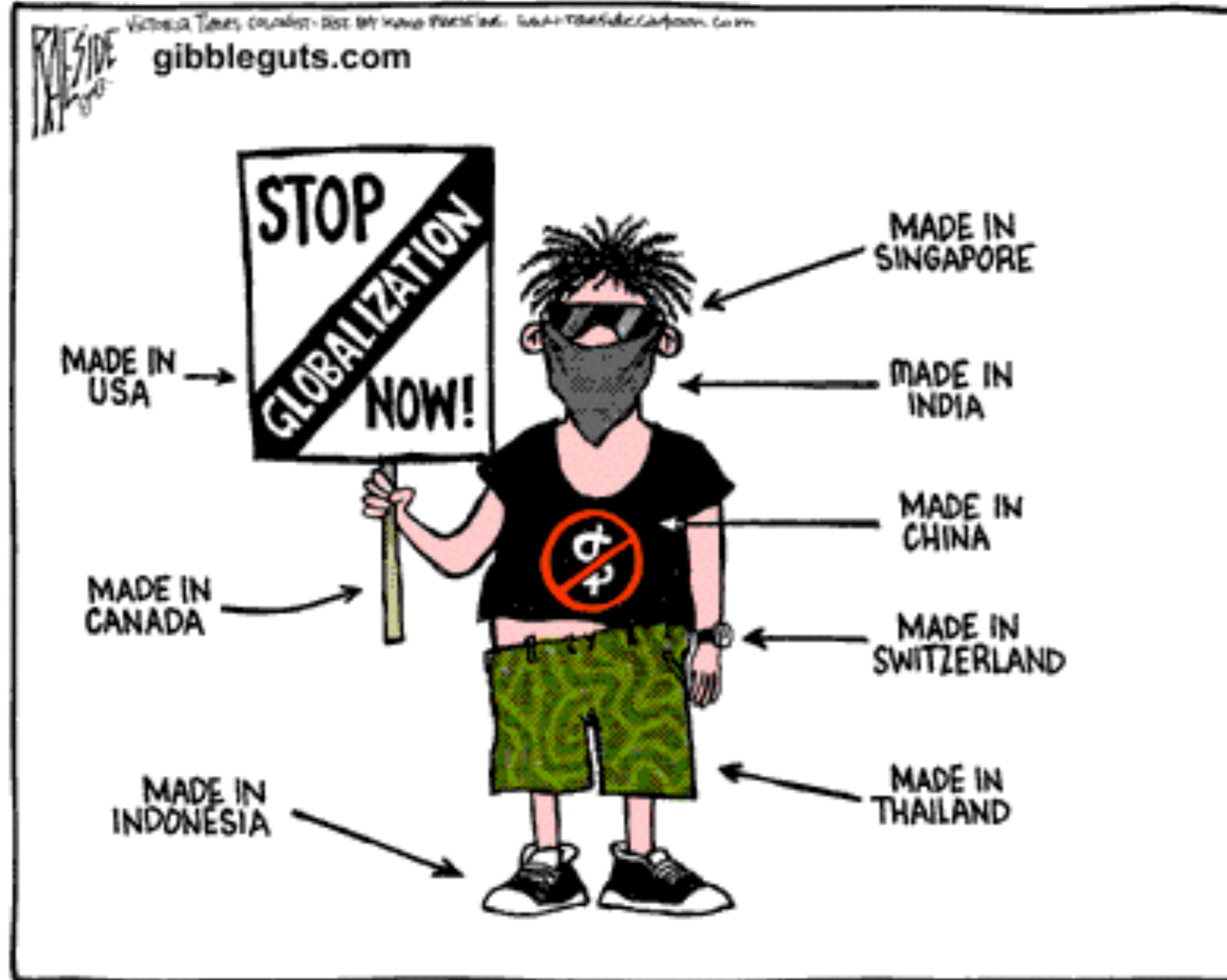
**Irwin King**

*Associate Dean (Education), Faculty of Engineering  
Department of Computer Science and Engineering  
The Chinese University of Hong Kong*



# World is Complicated!

Raeside Cartoon From Gibbleguts.com



# Glocalization

## **Globalization**

the process that focuses on the **worldwide flow** of ideas, resources, people, economy, values, culture, knowledge, goods, services, and technology

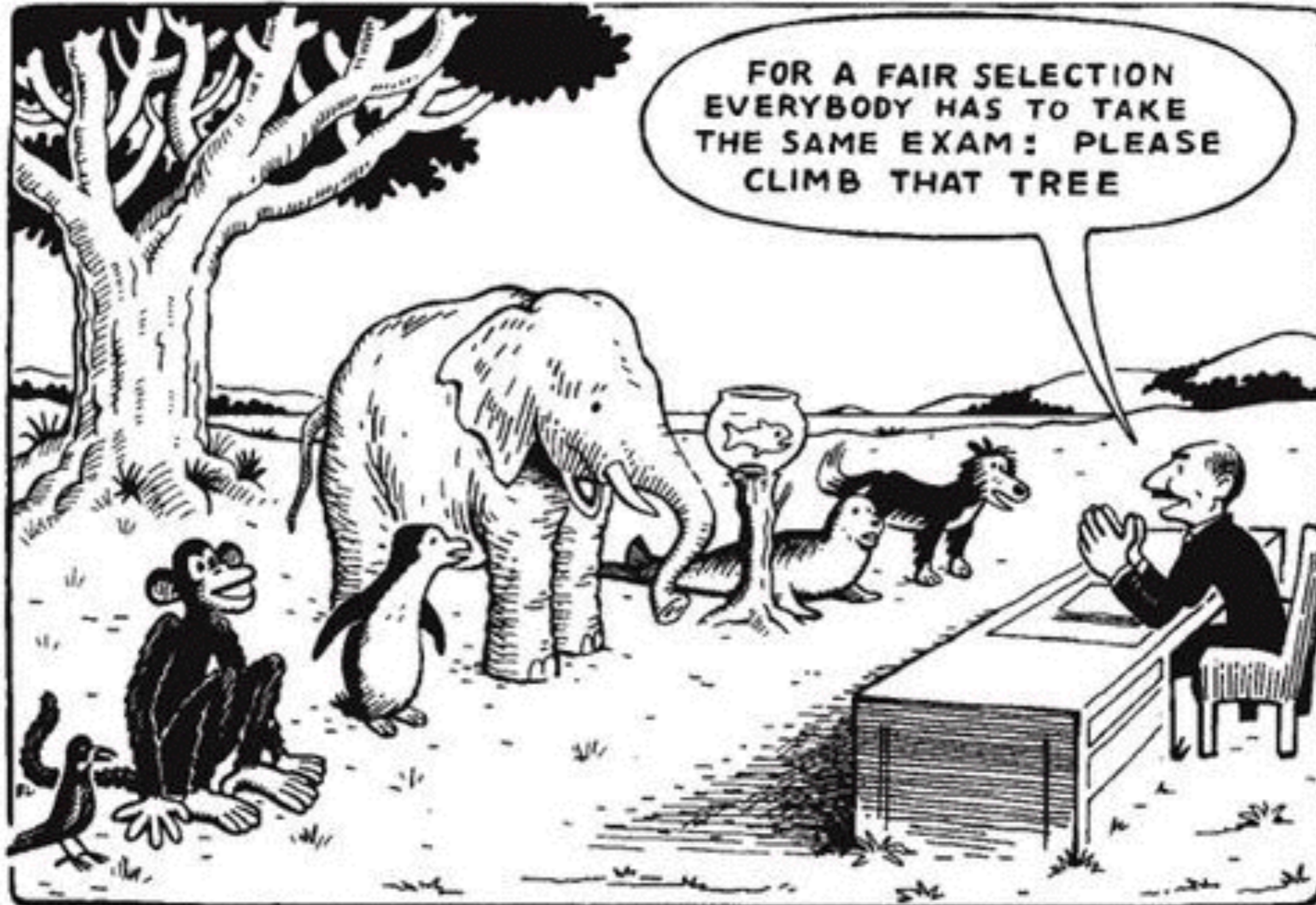
## **Localization**

refers to the **adaptation** of a product, application or document content to meet the language, cultural and other requirements of a specific target market

## **Internationalization**

**the process of integrating** an international, intercultural and global dimension into the goals, teaching/learning, research and service functions of a university or higher education system

# Cultural Differences



# How Technology Levels the Education Field

**A**ccess

**I**nteractions

**M**obility

Bringing the World into the Classroom:  
ACE Award to Recognize the  
Innovative Use of Technology to  
Promote Internationalization



# COIL Center

Center for  
Collaborative  
Online  
International  
Learning

Home

About

Courses

COIL Network

Conference

LAA

ACE/COIL Award

Institute

SEARCH

Entire site ▼

## Faculty Guide for COIL Course Development

*Our current v1.5 guide includes info on collaborative online international learning, gathering institutional support, locating and negotiating course content with your partner professor.*

*Please email [coilinfo@suny.edu](mailto:coilinfo@suny.edu) to get a free copy of the guide.*

## COIL Institute Case Studies

Click [here](#) to view the summary or complete report for the largest case study of COIL courses.

## COIL Activities

2016 COIL Conference

by admin

Posted: 18 Nov 2015 - 21:13

## Invitation & CFP for 10th Anniversary COIL Conference

### COILing Across a Decade: Reflections and New Directions

**When?** April 25 - 26, 2016

**Where?** CUNY Graduate Center, 365 5th Ave., NYC

**CFP Deadline?** February 1, 2016

**Questions?** Please email [COILConference@suny.edu](mailto:COILConference@suny.edu)

**For more info please visit our [Conference page](#)**

Register at <http://www.cvent.com/d/gfqk06>

The SUNY COIL Center's annual conference is the leading international event in the field and brings together a unique group of 300+ professors, international programs staff, instructional technologists, and administrators from the State University of New York (SUNY), as well as over 75 colleges and universities across the country and the world to explore and promote innovation in collaborative online international learning. The COIL Conference is the leading higher education focused annual conference in this vital area of international teaching and learning.

<http://coil.suny.edu/home>



**Prospective Students**

**Current Students**

**Alumni**

**Faculty & Staff**

**Companies**

**Media**

- ↳ [Press Releases](#)
- ↳ [Feature Stories](#)
- ↳ [Social Media Directory](#)
- ↳ [Mentions](#)
- ↳ [Building Scott Hall](#)
- ↳ [News Submission](#)

**Parents & Visitors**

**Global Education**

Media : Feature Stories : 2013 : [CEE Course Gives Students a Taste of International Collaboration](#)

## CEE COURSE GIVES STUDENTS A TASTE OF INTERNATIONAL COLLABORATION



Civil and Environmental Engineering Professor **Burcu Akinci** knows a thing or two about the challenges of international collaboration. Akinci earned BS and MBA degrees in her native Turkey before moving to the United States to earn her MS and Ph.D. at Stanford University, and in the process she took part in projects spanning multiple cultures and languages. Now, she's sharing her knowledge with CEE students via *International Collaborative Construction Management*, a project-based course in which students form joint construction ventures with students from universities in Israel, Brazil and Turkey and tackle the challenges of operating internationally.

### FEATURE STORIES

- [Current Feature Stories](#)
- [2014 Archive](#)
- [2013 Archive](#)
- [2012 Archive](#)



User login

[Log in/Register](#)

## Language Interface

- 简体中文
- English
- Français
- Deutsch
- 日本語
- فارسی
- Português
- Русский
- Español

## Users Online

.Osama.

Native Language:  
Arabic, English  
Language Sought:  
Japanese

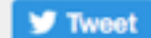
james2014

Native Language:  
English  
Language Sought:  
Chinese-Mandarin

Sâdrî Lâïéonè

## The Mixxer - a free educational website for language exchanges via Skype

 Like 8,426 people like this. Be the first of your friends.

 Tweet



**The Mixxer** is a free educational site for language learners hosted by Dickinson College. The Mixxer is designed to connect language learners around the world so that everyone is both student and teacher.



Find a language partner



Talk to them via Skype



Practice writing and receive corrections and feedback.



## Welcome to Cultura

**Cultura** is an intercultural project that connects groups of students online to help them understand each other's culture. A Cultura exchange is typically based in a language class and involves two partner teachers and two groups of students from two different cultures.

### For educators

In the [guide](#) you will find resources for teachers, including ideas and materials to support both online and classroom learning.

If you are interested in starting your own Cultura exchange, we have created a free, [open source tool](#) that will enable you to host your own exchange.

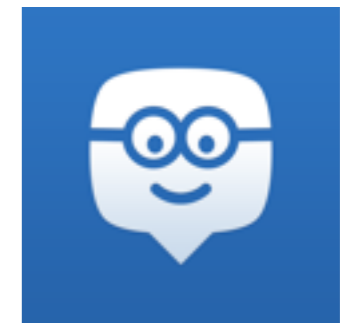
### For researchers

The Cultura project has been running since 1997. Our archives are a rich source of linguistic and cultural data and include exchanges in English, French, Russian, Spanish, and German, among others. To see what students have shared with each other over the years, we invite you to explore [past exchanges](#).

### Learning from experience

If you are already using Cultura in your classroom, we invite you to [share your experiences](#) with the community.

# Current Solutions



Blackboard



# **Current State of Internationalization with MOOC**

# Currently, a MOOC **can**...



share content  
through  
**online video**

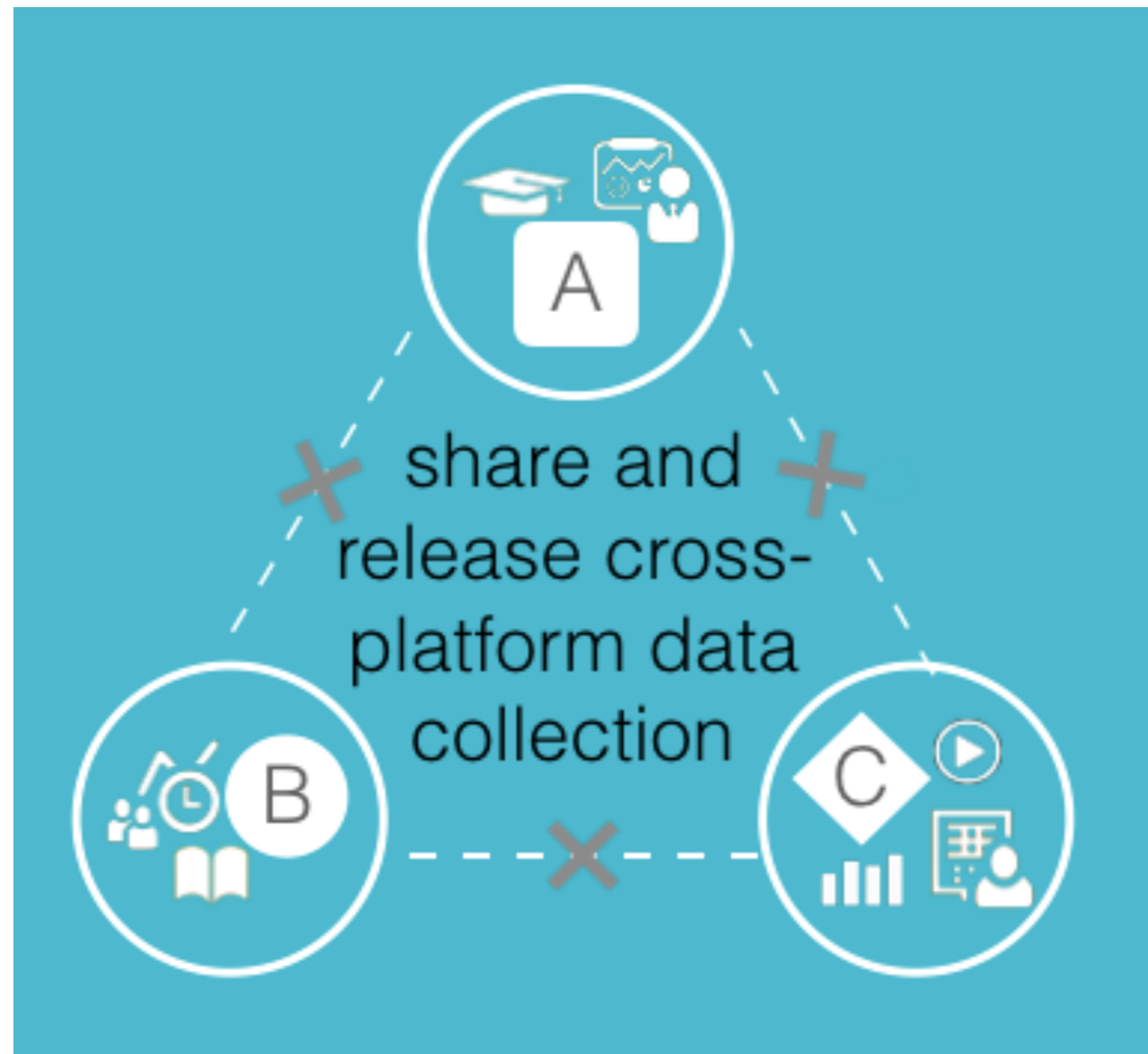


facilitate  
in-course  
**discussion**



reach **many**  
**students** across  
cultures

# Currently, a MOOC **can't**...



so we have a **limited and fragmented** understanding of learning behaviors in MOOCs

# Currently, a MOOC **can't**...



vs

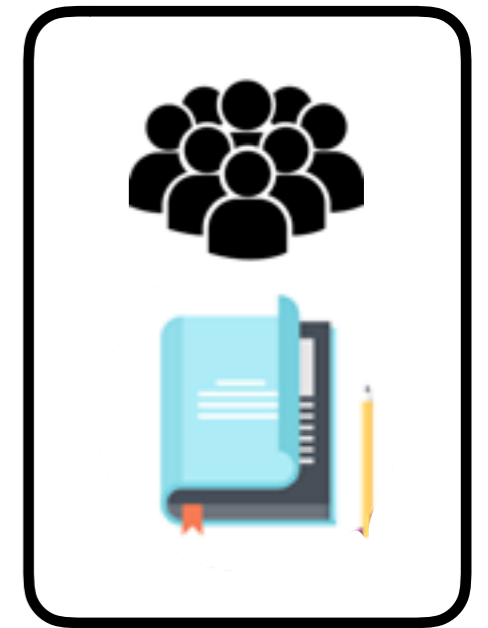
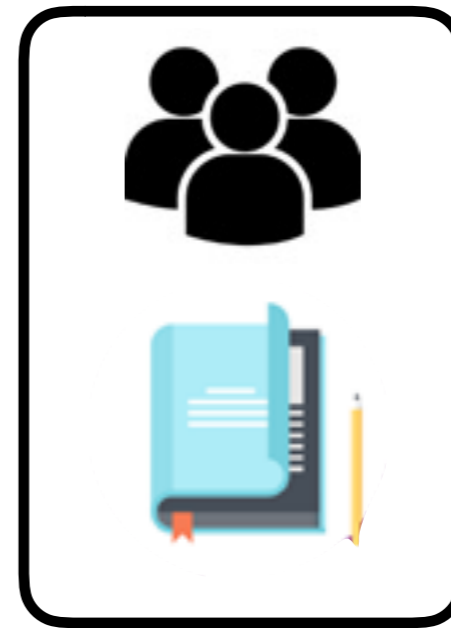


integrate  
gamification and  
question banks

so we are stuck in **unengaging**  
**and traditional** forms of learning

# Currently, a MOOC **can't**...

create community  
between courses /  
across platforms for  
students and  
educators



so our learning communities are  
**isolated and unsustainable**



# Currently, a MOOC **can't**...

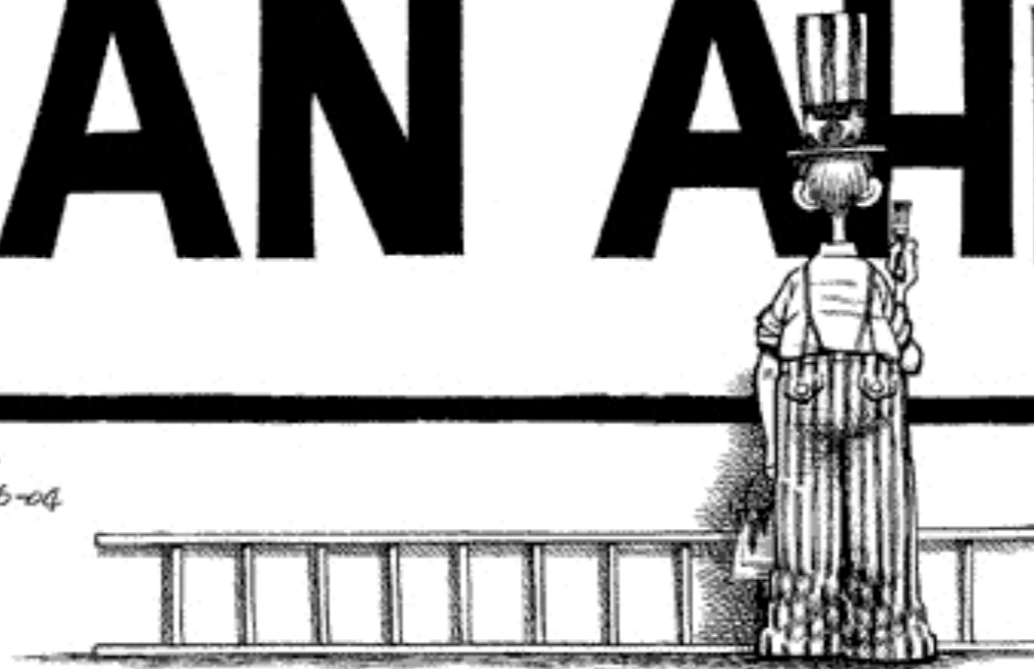
encourage micro-modules and generate learning specifically for mobile platforms



so courses are **long and not catered** toward learners on mobile-only devices

**FOR QUALITY  
EDUCATION  
PLAN AHEAD**

*W. W. GWINNETT  
DAILY POST 7/5/6-04*



[http://rulestoliveyourlifeby.blogspot.hk/2010\\_08\\_01\\_archive.html](http://rulestoliveyourlifeby.blogspot.hk/2010_08_01_archive.html)

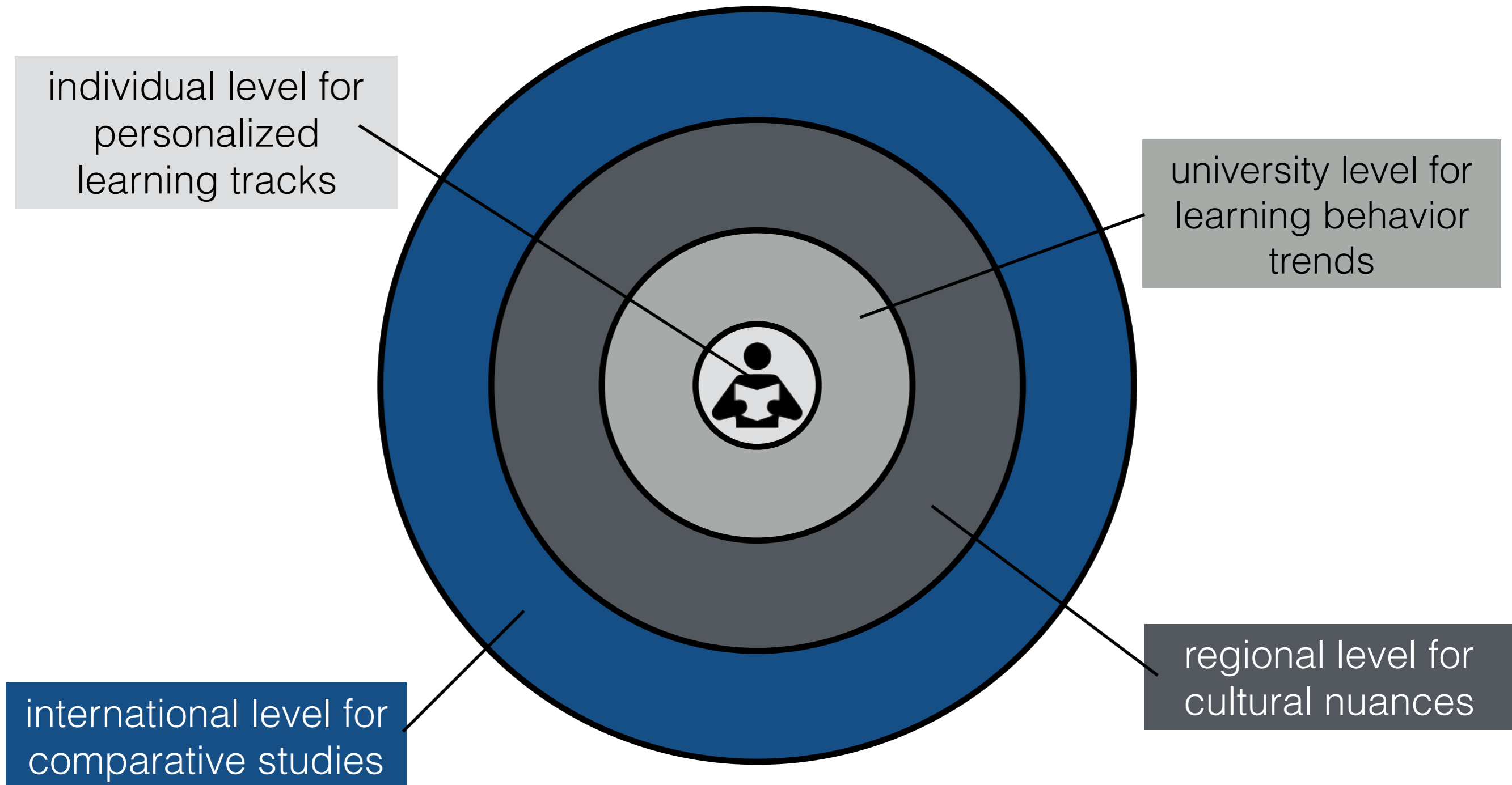
**Future State** of  
Internationalization with  
the next generation MOOC  
and eLearning Platform

# Learning Analytics

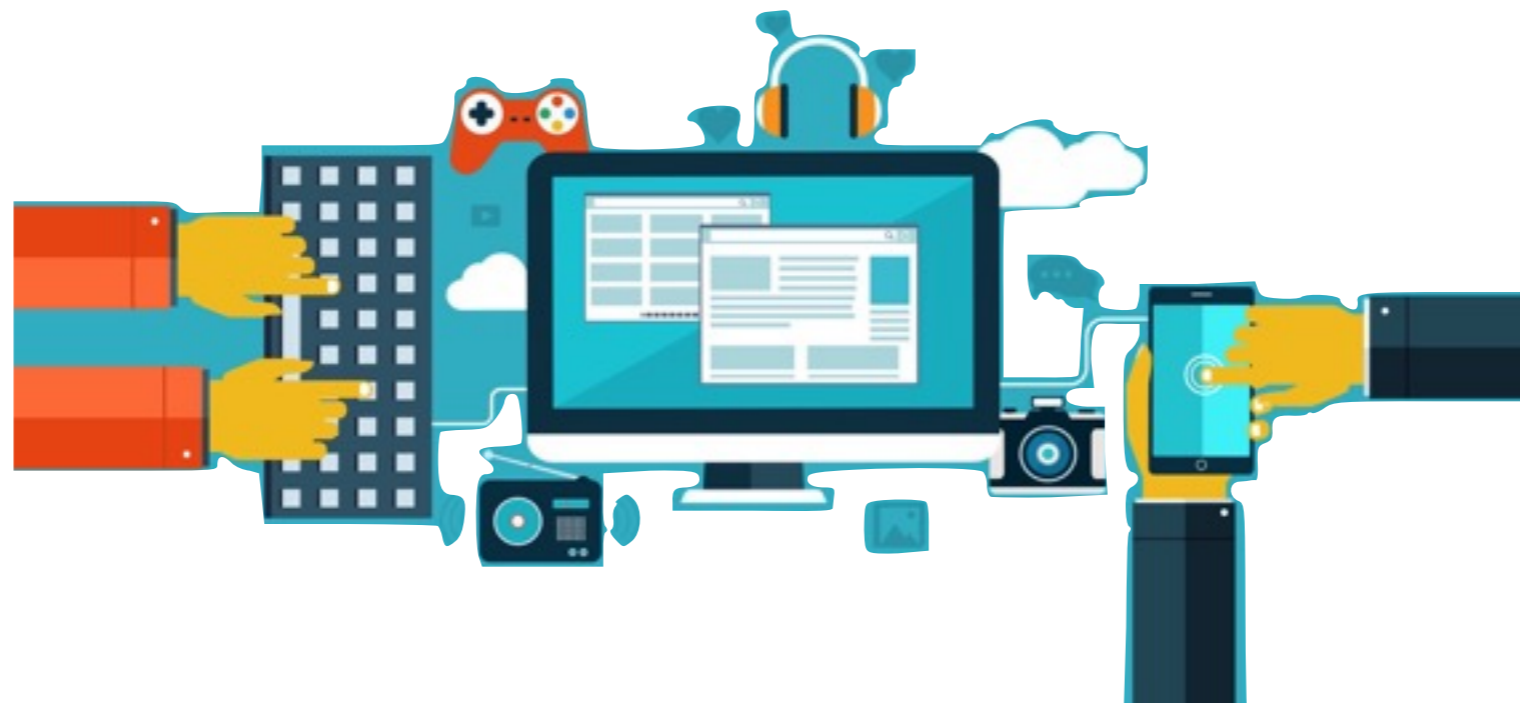


Utilize global analytics and big data to understand cultural nuances and use text-mining / translation capabilities to overcome language barriers

# Data sets from a central location analysed at multiple levels:

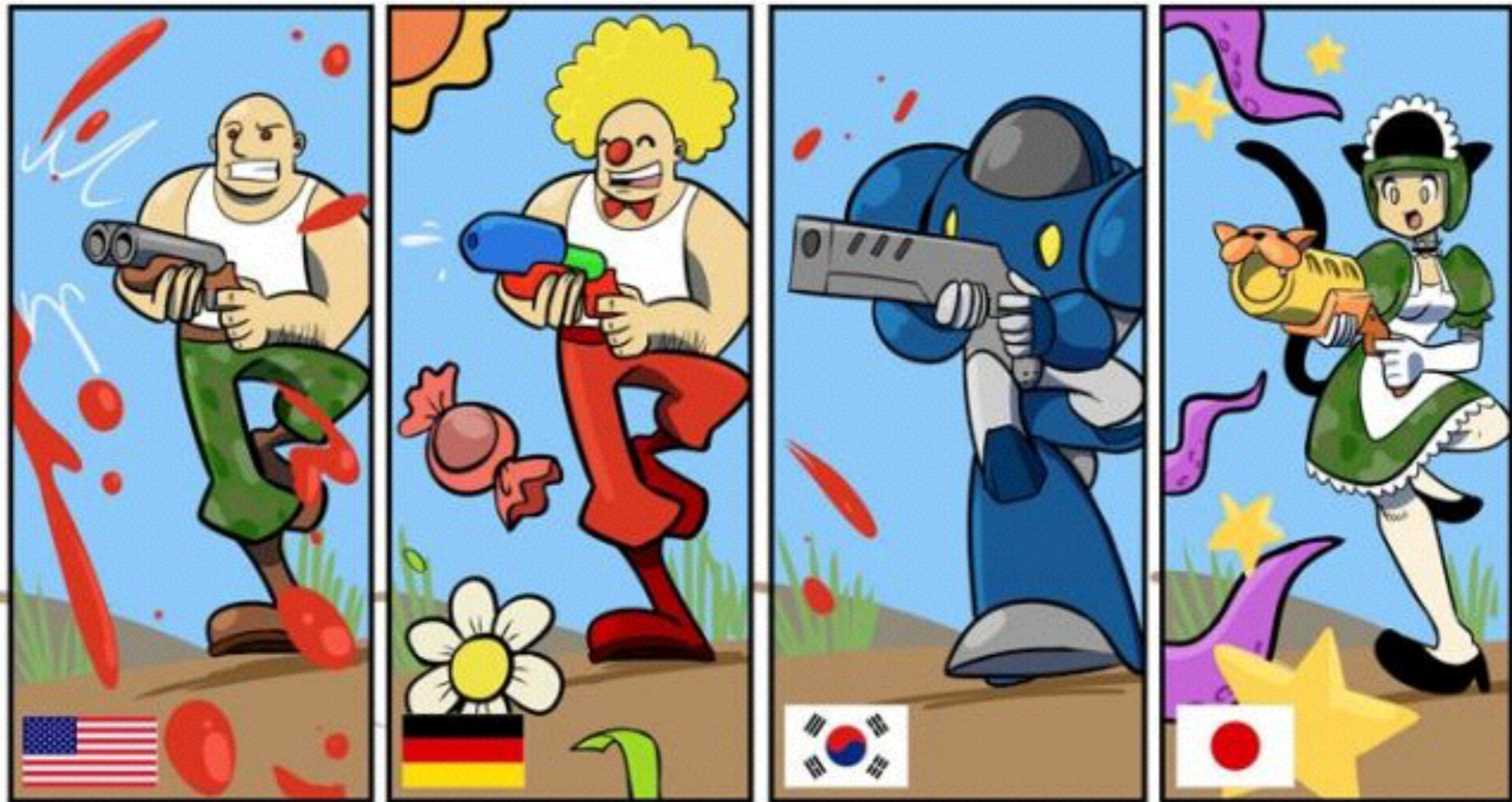


# Integrated **Gamification**



Integrating into MOOCs culturally-sensitive learning games to motivate students from any background and language

SOMETIMES, SLIGHT CHANGES ARE MADE IN A GAME TO MAKE SURE IT WILL BE PROPERLY RECEIVED BY DIFFERENT CULTURES.



<http://www.gamasutra.com/blogs/MichelleZhao/20140618/219411/>

Game Art Internationalization and Localization An "East Meet West" Interview by LAI.php

# CALCULUS WORLD CUP



PaGamo



# Global Community



Providing international social communities where educators and learners can share the best global learning pedagogies

The Facebook logo, consisting of the word "facebook" in white lowercase letters on a blue rectangular background.

facebook

The Amazon logo, featuring the word "amazon" in black lowercase letters with a curved orange arrow underneath it pointing from the 'a' to the 'z'.

amazon

Facebook meets Amazon:  
catalog of tools and reviews  
share and recommend courses  
distribute learning materials  
learning paths across cultures

# Mobile Learning



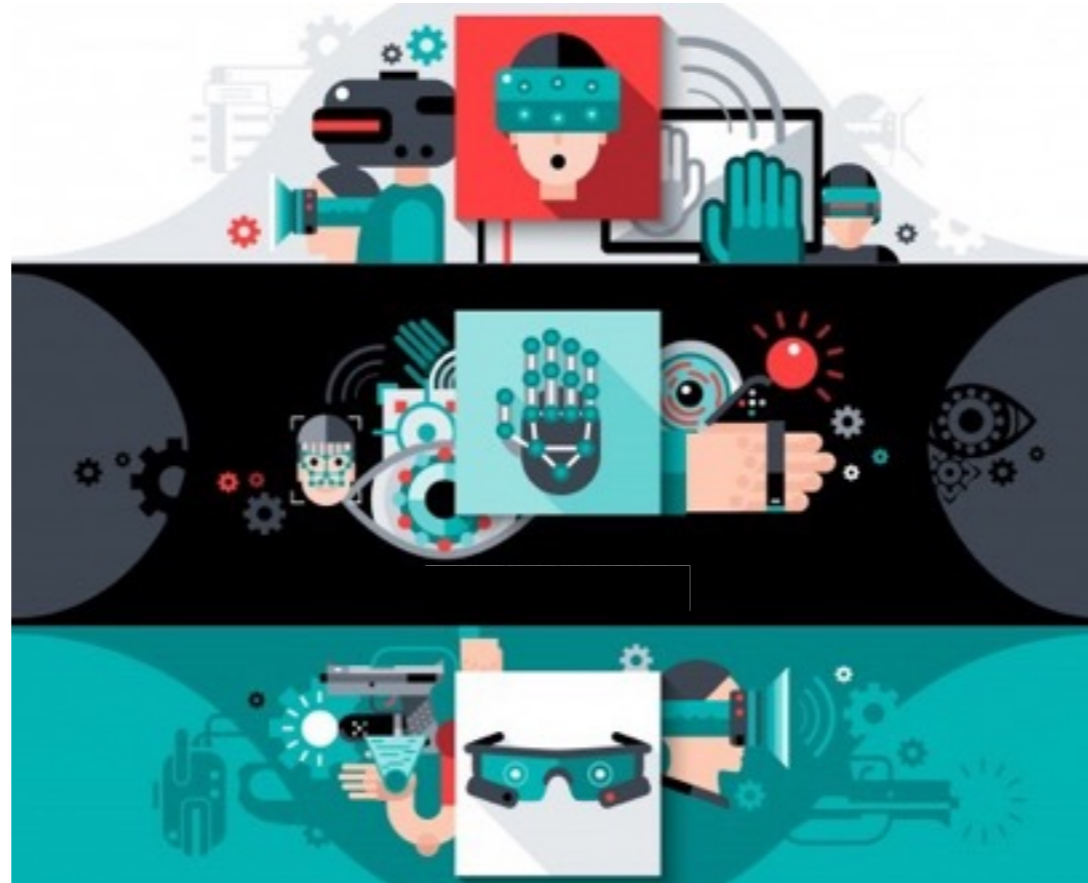
Deep mobile integration making learning more accessible to those in the world who use mobile devices more than laptops and desktop computers



In-class interaction using mobile and wearable devices to do location-based learning

Micro-modules to develop “competencies” instead of having full “courses”

# Real-time Learning



Utilizing advanced video conferencing and virtual reality to collaborate internationally

# Real-time Learning

Bringing real time collaboration on projects to MOOC

Utilizing VR headsets and visual simulated environments to do collaborative learning





# Knowledge and Education Exchange Platform

## **OUR VISION:**

To empower educators and learners with impactful resources and innovative technologies for lifelong education

## **OUR MISSION:**

We enable access to educational resources, data, analytics, courseware, and tools through a one-stop platform that facilitates the future of learning to a global community



**KEEP**





# Existing Functions



## **KEEPSearch**

Enter a keyword, one click will open the door to the amazing world of academia.



## **KEEPCatalog**

We recommend to you the most popular and useful products for teaching and learning.



## **KEEPCourse**

Provide the best courses online from top universities and institutions.



## **KEEPOll**

A real-time web and mobile classroom-polling service with instant survey results.



## **KEEPAttendance**

Take attendance data for a large or small class by simply scanning a QR code!

# Future Focus



## ANALYTICS

Collecting data from various platforms (LMS, MOOC, interactive tools, catalogs, etc) and other partner platforms (i.e HKMOOC/VisMOOC) to display analytics at different levels (individual, organizational, regional, global) and provide recommendations of cross-culture courses



## GAMING

Partnering with PaGamO

Developing a platform for question banks that are culturally sensitive



## SOCIAL

Creating KEEProfile to share recommendations and learning paths, create comments and reviews for MOOC courses

Forming groups and developing algorithms to form diverse groups for case studies



## MOBILE

Partnering with startups like edore to encourage creation and distribution of micro-modules

Developing mobile apps on iOS, Android, and watch platforms

# KEEP in Touch

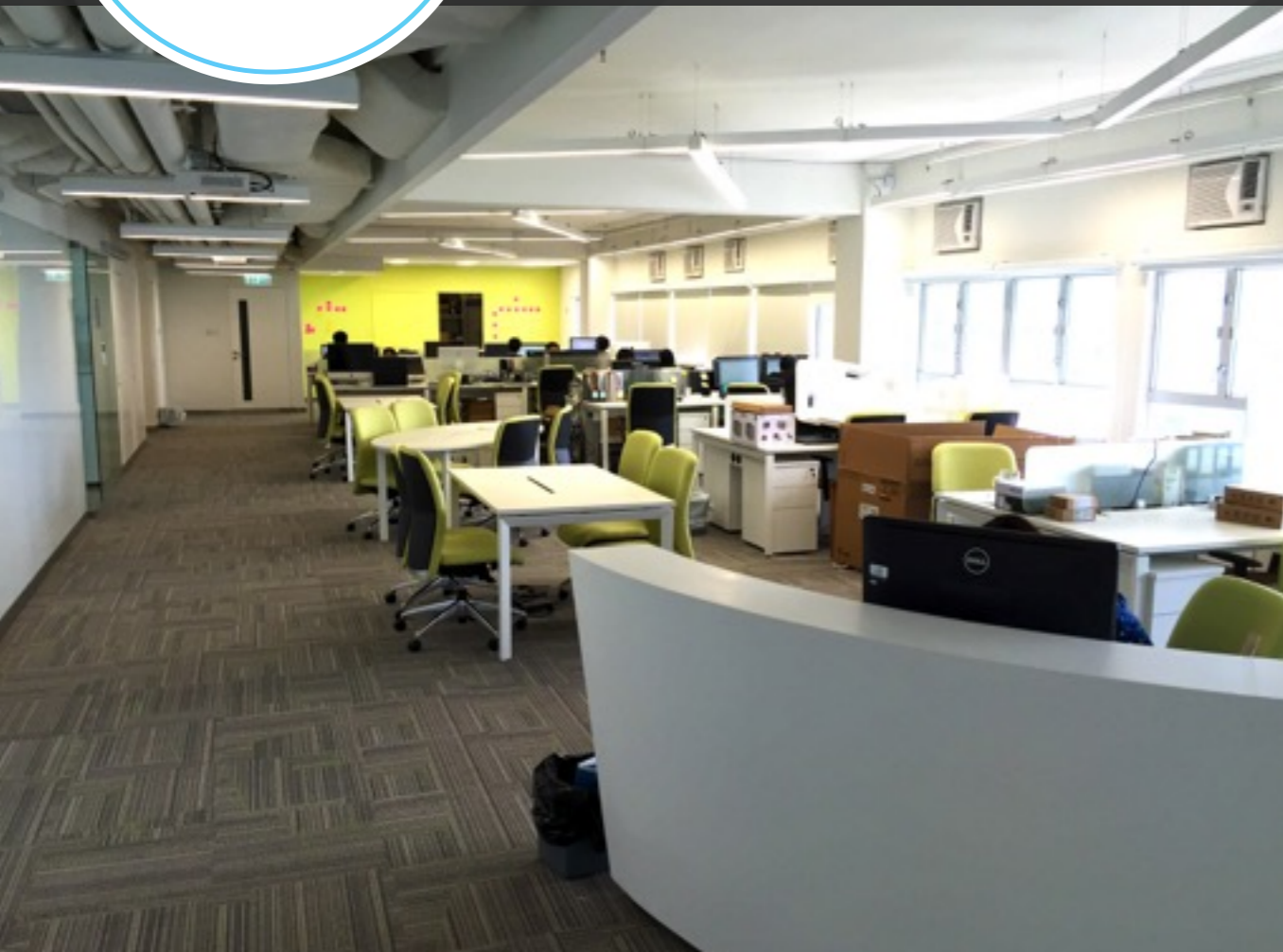
We would love to hear from you



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[info@keep.edu.hk](mailto:info@keep.edu.hk)





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# QUESTIONS



**KEEP**

**Learning for Life**

<https://keep.edu.hk>

# THANK YOU!



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<https://keep.edu.hk>