University-School Collaboration

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Seventh International Conference, Integrating Learning Technology: Practice, Policy and Partnership. UMIST, Manchester, UK September 2000

Outline of Presentation

- Overview of Setanta Project (after 1 year)
- Aims
- Key challenges
- Key elements – St. Aidan's
  - Staff Training
  - Infrastructure
  - Content Development
- Success Factors
- Future Plans
- Demonstration of Virtual Art Museum

Setanta Overview

- Collaborative Project between Computer Applications, DCU and St. Aidan's Secondary School
- St. Aidan's teachers and pupils, C.A. teachers and students
- St. Aidan's School need real, usable applications of ICT using the internet in teaching and learning
- C.A. need real world projects for undergraduates

Setanta Aims

- To develop courseware for Secondary school curriculum and store on an intranet
- To make this Intranet available in the classroom, tailored to needs of the curriculum
- To target particular subject areas to test the viability of the project

Key Challenges of ICT

- More than basic computing skills
- Development of appropriate software
- Appropriate content difficult to find on Internet
- Access speed to Internet

Key elements of SETANTA Project

- Training
- Infrastructure
- Content Development

Developed Workpackages

- Identity training
- Network set up and on going support
- Research and Analysis
- Project management
- Pilot test

Staff use of ICT

- Basic Computer Skills
- Training in set up of data projector and laptop
- Training in use of different packages
  - Word
  - Powerpoint
  - Internet Skills
  - Web Design
- Ongoing support

Student use of ICT

- Pupils developed a Web site on Artists

- *I was working on an artist called George Seurat for Setanta. I had never heard of him before, but I suppose this was a good thing as I learned more about the artist then I did about computers.*

School Infrastructure

- Re-cabling the existing school network
- Upgrading the network server
- Reconfiguring the network to provide robust and secure access
- Cabling individual classroom to provide access to the Intranet, Internet and e-mail

Content Development

- C.A. staff liaise with St. Aidan's re: technologies
- Students in Computer Applications develop Virtual Art Museum
- Supervision of project - C. A.
- Art teacher (St. Aidan's)provides subject content
- Regular meetings with all parties

Software for Virtual Art Museum

- Java Development (JDK) 1.2
  - www.sun.com
- MS Access - Microsoft Office
- VRML - Virtual Reality Modelling Language
- Cosmo Player – to view virtual world
  - www.cosmoplayer.com

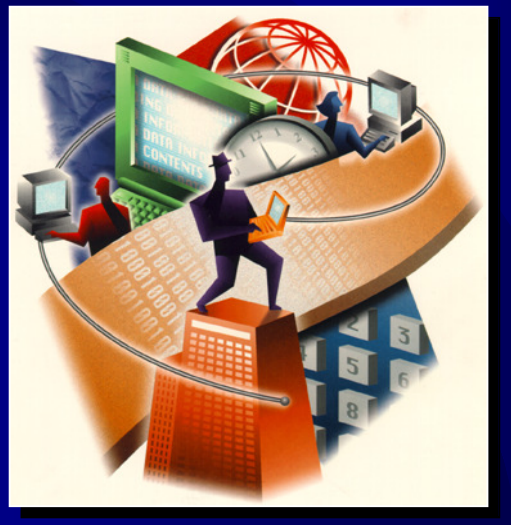
Further work on Gallery

- More user friendly Graphical User Interface
- Different database e.g. Sequel Server, more advanced features
- Within Gallery:
  - Index at side to move to different room
  - Create other rooms
  - Place 3-D sculputres within room
  - Avatars to direct you around room
- Map of entire Galery

Success Factors

One year on….

- ICT integrated into Art
- Teachers curriculum knowledge
- Teachers updated ICT skills
- Advice and Support from DCU
- Real applications for education
- Both parties have collaborated on other projects



Challenges

- Projects are developed by C. A. students and teachers may not have skills to update programs
- Students move on - need for documentation if programs are to last
- Teachers move on – whole school ICT policy

Future Plans

- C. A. student develop courseware for other subject areas

Setanta team

- Margaret Farren, Ray Walshe, Computer Applications, Dublin City University
- Ray O'Neill, St. Aidan's Secondary School