Research Proposal

- Time
  - Technology implemented by end 2012
  - Series of webinars Jan to April 2013
  - Research period 4 months
  - Analysis ongoing
- Data
  - Approach
    - Action Research
      - Cooperative Inquiry
      - Group agrees focus of Inquiry
      - Group records outcomes
      - Group members immerse in experience
      - Group reflects on original question in light of experience
  - Data collection
    - Questionnaire
    - Focus Group
    - Observation
    - Reflective Diary
  - Analysis
    - Collaborative Social Research Approach
      - Feedback for action
      - Understand situation
      - Resolve problem
    - Data Collected and Organised
    - Codes Developed
    - Codes transformed to categories or themes
    - Material sorted by category
    - Patterns isolated
    - Identified patterns considered in light of previous research
  - Presenting
    - Findings and results presented throughout analysis - demonstrates/documents patterns and observations
    - All data approaches taken from Berg and Lune 2012
- Find Out
  - Discovery - What is
  - Dream - What could be
  - Design - What should be
  - Destiny - What will be
    - Adapted Cooperrider (2005) as cited in Coughlan and Brannick (2010)
- Group
  - Learning & Development Team
    - 6 Trainers
  - External Trainers
- Pedagogical Activity
  - Current pedagogical approaches
  - Adapting existing approaches
  - Gaps in current approaches
- Technology
  - WebX
  - Microsoft Live Meeting
    - Webinars
      - Learning and Development Team
        - Develop Best Practice
      - Developing interactive Content
      - Develop delivery skills
  - Similar alternative
- Research Question
  - Delivering Lectures Through Web Based Technology: Exploring Theory to Develop Practice
- Aims
  - Review Current Research
  - Challenges
    - Identify possible solutions
  - Existing approaches
  - Review trends in approaches
- Key words
  - Web based lectures
  - Pedagogical approaches
  - Experiences
  - Staff Perspective
  - Student Perspective
  - Content design
  - Distance education
  - Adult Learning
  - Workplace Learning
  - Higher Education

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