# Applying the Concept of Innovation Trinity to E-Learning Analysis

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### Agenda

Model of Innovation Trinity

Surveys on Current E-Learning Practices

E-Learning Frontier



### I. Model of Innovation Trinity

Innovation dichotomy

Innovation trinity

Innovation codes

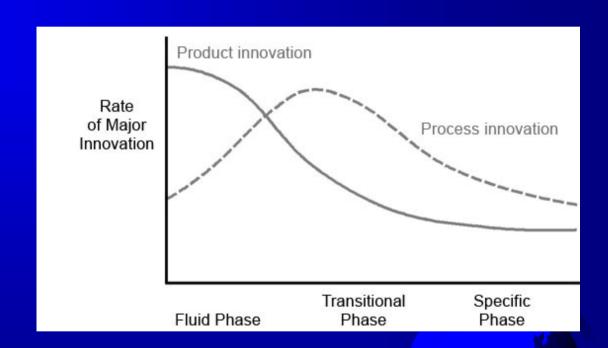


### Innovation Dichotomy

Meaning

Typical types

Limitations

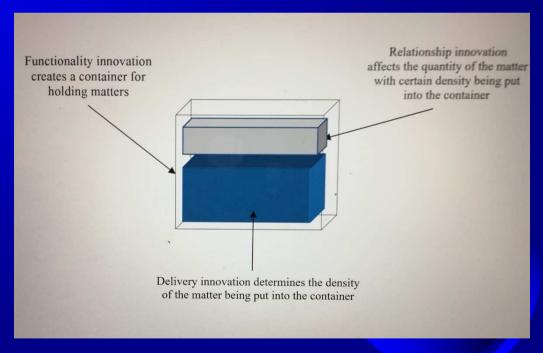


### **Innovation Trinity**

#### A common denominator

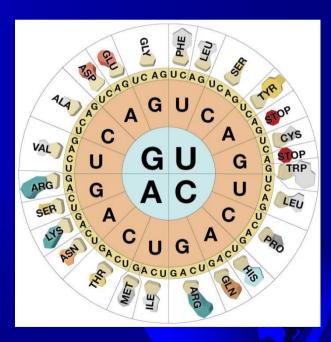
- Functionality
- Delivery
- Relationship

Success samples



#### Innovation Codes: 3-7-3-9-7

- 3: three basic types of innovation: F, D, R
- 7: seven innovation landscapes
- 3: three binding forces
  - Learning, perception, gravity
- 9: nine battle fields
- 7: seven innovation stages



## II. Surveys on Current E-Learning Practices

Survey Orientation

Students' Inputs and Outputs in Different Settings

Students' Reasons and Comfortability

Interface and Received Supports

Students' Suggestions for Improving Online Courses

### **Survey Orientation**

Item	2014 Survey	2015 Survey	2016 Survey
Survey responses	73	50	85
Survey scope	-Students in all disciplines -Alaska wide	-Students in Business Management only -Alaska wide	-Students in all disciplines -Alaska and Wyoming
Survey priority	Motivation for taking online classes	Interaction with others in e-Learning	Improvement for online courses

# Students' Inputs and Outputs in Different Settings

Items	Online Setting	Classroom Setting	<b>Both Settings</b>
Output measurement: Answers to "How do you learn in different settings?" (%)	I learn more in online courses (4%)	I learn more in face-to-face courses (68%)	I learn equally in both settings (28%)
Input measurement: Answers to "What are your involvement in courses of different settings?" (%)	I am involved more in online courses (25%)	I am involved more in face-to- face courses (33%)	I am involved equally in both settings (42%)

## Students' Reasons and Comfortability for Taking Online Courses

Items	Answer (%)	Rationales
Reasons	100%	
Flexibility	69%	Schedule, style, pace
Only offered Online	14%	No Choice
Needed Course for	10%	Curriculum enrichment
Degree		
"Easy" to pass	7%	Teacher was easy, or course is easy
Comfortability with		
using computers	100%	
High Comfortable	64%	High competent due to daily use of
		various applications
Low Comfortable	16%	Basic skills need some helps
Technically	8%	Difficulty & frustrated
Uncomfortable		
Psychologically	12%	Competent but prefer F2F instructions
Uncomfortable		

## Interface and Supports for Taking Online Courses

Items	Choices	Answer (%)
Importance of face-to-	Not important	12
face interaction in	Somewhat important	56
course learning	Very important	32
Helps got from	Extremely Helpful	8
instructor or peers in	Very Helpful	18
taking online courses	Equal Helpful	22
	Less Helpful	41
	Not at all Helpful	11

# Students' Suggestions for Improving Online Courses

Improvement Suggestion	Responses
Use more video conference facility (one-to-one video chat)	90%
Better communication between instructor and students	78%
Add hands on segment	61%
Use Virtual reality technology	40%
Dealing with online cheating	14%
Other (abolish them all, standardize them all)	7%

### III. E-Learning Frontiers

#### **Current Paradigm**

- An alteration of functionality
- Convenient/cost-effective delivery
- Disrupt the old without a new linkage

**Emerging Frontiers** 



# An alteration of functionality along with e-Learning

Dual-function of education institutes:

- Provide trained people,
- Grant a degree to graduates

With online courses, leaning more towards to obtaining a degree instead of obtaining certain level of knowledge

### Convenient/Cost-Effective Delivery

Students are better access to learning materials and resources, but

Students do not experience cost saving in taking online courses

# Disrupt the old without a new linkage

E-Learning came loose the old linkage among stakeholders

E-Learning did not initiate substantial new linkage among stakeholders or engaging new stakeholders, such as employers.

### **Emerging Frontiers**

Hands on

Consolidated learning

Innovated learning



### Questions?

