

# *Blade Runners on ICE*

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*Introducing the Interdisciplinary  
Center for eLearning*



Bob King / UNC Greensboro



## Blade Runners

Faculty exploring  
the cutting edge potentials  
of techno-pedagogy



## ICE

A perfect surface for  
*Blade Running*

*ice*

*A presentation in three parts*

- 1. Premises*
- 2. Projects*
- 3. Future*

# Premises

1. Shelter
2. Creativity
3. Relevance



# 1. Shelter

Originally approved by GA as ITEC

Re-framed in 2003 as ICE -- with an interdisciplinary spark!

Initial year of capacity building via events, website, and Blackboard presence

Next year: expand and focus

Mission statement:

The Interdisciplinary Center for eLearning seeks to advance teaching and learning K-16 and graduate in North Carolina and the nation through facilitating innovative partnerships and projects in the intersection of teaching, learning, and technology.



## 2. Creativity

**ICE is a magnet for creatives!**

### **Creative pedagogy**

How can technology help me do the good pedagogical things I have always done, only better? (Or, when do I benefit from using power tools vs. hand tools?)

How can technology enable me to do good pedagogical things that I have always wanted to do but couldn't?

### **Creative research**

How can I translate my interest and involvement with technology into academic markers?

How can technology help me “look in the dark alley rather than under the streetlight”



## Creativity

Is important

Is contagious

Is perhaps required  
by technology

# 3. Relevance

## Social relevance (mega)

Service learning  
Scholarship of Practice

## Professional relevance (macro)

Collaborative professional development  
Distributed workplace  
System-wide co-development

## Instructional relevance (micro)

Constructive  
Problem-based  
Active  
Collaborative

## **Rhizomatic relevance**





## Relevance

Is important

Is contagious

Is overdue  
and doable

“The real question, then, is not *whether* technology can make a difference in instruction and learning, but how and under what circumstances it does.”

Chris Dede (2002). Investing in  
Technology: The Learning Return  
WestEd Policy Brief

# Projects

1. Faculty-generated
2. Center-generated



# 1. Faculty-generated

Levin

Ahern et al

Hannum, King, and Fowler



## 2. Center-generated

ICE Mine  
intelligent database

System dynamics





# Future

UNC system-wide  
projects

Service Learning  
projects

International projects

