University-School Collaboration

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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 sculptures within room
  – Avatars to direct you around room
• Map of entire Gallery
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

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• Ray O’Neill, St. Aidan’s Secondary School