

W7 Portfolio Activity: Add Microlearning Project and Reflection

Part One: Detailed overview of your Microlearning project- Identify the tool and a short description of why you picked it:

I choose to do an Infographic for the Project Based Learning Scenario developed in the W6 Portfolio Activity Authentic Assessment. The infographic I developed was a poster announcing the Business Workshop I described in my Project Based Learning Scenario. The tool I used to design the poster was **Vennngage**. The URL for **Vennngage** is <https://venngage.com>. **Vennngage** is a professional infographic maker. I went through an analysis process with Canva, another application, prior to picking **Vennngage**. I first considered Canva to do the infographic, since I used it in the past. But I ended up choosing the **Vennngage** application to complete this assignment. In my opinion **Vennngage** had a better selection of sample infographics to choose from to customize for this assignment. As well, I just found some of the features on **Vennngage** more user friendly then those of Canva. My own analysis could just boil down to personal preference for **Vennngage**. I really liked using **Vennngage**, the service has a low monthly rate, and could be cancelled at any time.

Part Two: Post the final product you created with the tool to your portfolio website:

I attached the infographic I designed to the portfolio website.

Part Three: How you applied theory principles-Short Reflection of the learning theory or theories that supported you in learning to use the tool and why those approaches were effective:

For my reflection I choose to discuss below how the learning theories of Behaviorism, Constructivism, Cognitivism, Connectivism, and Andragogy supported learning to use my tool, **Vennngage**, and why those approaches were effective.

Behaviorism: Behaviorist strategies teach facts and what is needed for understanding concepts. Behaviorism has always been in the classroom. Most traditional classroom structures are organized around this theory. The teacher controls the classroom and the learning experience. You need to come into the classroom, sit down quietly, listen to the lecture, and pass the required exams. If you did not comply with one of these protocols, you were punished in some manner. The Theory of Behaviorism supported learning to use my tool, **Vennngage**, in several ways these included a structured approach to using the application and the motivation of an exemplary grade for completing the assignment. **Vennngage**, like most applications, required you to learn their predetermined structured instructions to complete a project. The application of the instructions needed to be repeated continuously until the project was completed. If you did not follow the instructions the project would not turn out the way you envisioned, it. The motivation of an exemplary grade for using the application, **Vennngage**, was guided by including all the pre-determined components specified in the portfolio rubric. If you did not fulfill the set requirements for an exemplary grade in the portfolio rubric cube than you received a lower grade.

Constructivism: Constructivist strategies use a shift toward real-life applications, where the learner is given the opportunity to construct personal meaning from what is presented. The theory of Constructivism impacts everything we do all day. We are constantly integrating what we learned in the past in constructing solutions to our challenges today. To get ahead in life you need to be a Constructivist. There was a lot of research done related to this field by such researchers as Dewey (Social Activism Theory), Piaget (Child Development Theory), Vygotsky (Scaffolding & ZPD Theory), and Bruner

(Discovery Learning Theory). Analyzing the details of these theories allowed me to understand the various beliefs that contributed to the development of what comprises Constructivism. Like I discussed earlier, I first considered Canva to do the infographic for this project, since I used it in the past and was familiar with the applications capabilities. But I ended up choosing the **Vennage** application to complete this assignment. I formed my opinion **Vennage** had a better selection of sample infographics to choose from to modify for this assignment. As well, based on learning to use the applications I found some of the features on **Vennage** more user friendly than those of Canva. Doing the infographic for this activity revolved around me first learning to use the **Vennage** application and then taking what I learned to build more knowledge to use in applying the application. Constructivism allowed me to absorb the new information I encountered each time I used the application and then incorporate it into what I learned previously in using the application. The application allowed you to make choices to modify your design project. Your previous knowledge of the using the application helped you decide what choices to pursue.

Cognitivism: Cognitive strategies focus on how the process should be implemented for the most successful learning. The Theory of Cognitivism focuses on our mental processes (information is stored in memory in a meaningful and organized manner). The theory revolves around how we perceive, think, remember, learn, solve problems, and direct our attention to one type of stimulus more than to another. Our brain acts like a computer constantly storing and retrieving information to react to the various circumstances that impact our life daily. I was actively using Cognitivism for all the portfolio activities just like I use in life every day. I found Howard Gardner's Theory of Multiple Intelligences reflective of how education should occur. I applied Cognitivism to this portfolio activity by continually searching my memory for information to apply in creating the infographic I designed using **Vennage**. My brain functioned just like a computer retrieving information stored in my memory and using it to apply **Vennage** to complete the portfolio activity.

Connectivism: Connectivism can be used as an important instructional guide or theory to develop previous learning theories for their application to today's globalized and networked world. The theory of Connectivism was developed as a theory for the digital age by George Siemens and Stephen Downes. Stated simply, Connectivism is social learning that is networked. Knowledge is distributed across a network of connections, and therefore learning consists of the ability to construct and transverse those networks. Connectivism is an important school of thought directly applicable to the use of technology, such as used in online learning. There is no doubt that online learning is a direct technological response to different learning cultures, methods, and inspirations. Connectivism led me to learn to develop my Infographic by utilizing the online tutorials and other information provided by connecting to the **Vennage** Website. Utilizing Connectivism I used Goggle to search for any additional information I needed to complete my Infographic Project on **Vennage**. Connectivism led me to my ultimate decision to use **Vennage** based on the application's diversity of resources, ease of use, and pricing.

Andragogy:

The theory of Andragogy helps explain the reason I am taking this course. I found studying about Andragogy as remarkably interesting and reflective, I used Malcom Knowles 5 assumptions, which explain the characteristics of adult learners, to analyze myself. The 5 assumptions were right on the money, all 5 characteristics matched me. The research done during this activity provided me with a good understanding of the adult learning theory of Andragogy. Andragogy forms the basis for what drives

adult learners to want to continue to learn more. The explosion in the growth of online adult education courses is reflected of applying Andragogy. In composing the activity, I pointed out that many adults want to take advantage of online learning environments. As well, that Andragogy looks at how learning can be made attractive to adult learners. Andragogy is a great theory to study to understand adult learning. As well as Andragogy, Connectivism also greatly explains learners in today's online environment. Andragogy gave me the adult learning characteristics that drove my desire to successfully complete the **Venngage** Infographic Project. I brought into my analysis and thought process skills I learned through past education and work experience to design the **Venngage** Infographic Project.

The learning theories of behaviorism, Constructivism, Cognitivism, along with Connectivism and Andragogy contribute in unique ways to the design of online materials through their ideas of how learning takes place. Constructivism and Cognitivism were both moving actively and rapidly as I thought thru completing the Infographic **Venngage** activity. Connectivism and Andragogy gave me the tools I needed to complete the infographic **Venngage** activity.

Part Four: Detailed reflection inclusive of your biggest “ah ha” moment about your approach to learning and discussion why:

My biggest “ah ha” moment revolved around choosing and using the **Venngage** application to design the infographic. First, I want to briefly recap some of the of learning theories used during the “ah ha” moment. Building on my previous knowledge of learning applications such as **Venngage**, I used Constructivism to learn the various features of **Venngage**. Behaviorism drove me to continuously repeat the features I learned to use **Venngage** in the structured format provided by the online tutorials. Connectivism got me online learning to use the **Venngage** application designing the Infographic along the way. Andragogy assumptions help drive the whole learning process that resulted in the successful complete of the Infographic activity using **Venngage**. Second, I want to discuss my approach to learning the application and why it created a “ah ha” moment. Before I choose **Venngage** to do the Infographic I did an exhaustive hunt on both Canva and **Venngage** looking for a good template I could redesign. During the hunt for an infographic, I looked at the features and pricing of both applications. After I selected the infographic template on **Venngage**, I would use I proceeded to learn the application hand on referring to the online tutorials as needed. The actual “Ah ha” moment occurred when I felt the activity was going in the direction, I wanted it to go, and my infographic looked good. “Ah ha” more in response to relief that my infographic designed on **Venngage** was looking good as opposed to any challenges I faced in designing the activity.