

What is Learning Environment?

Learning environment refers to the (physical or virtual) place and context where learning and teaching may occur. The context can vary widely, including traditional classrooms, online learning, or workshops.

Guidelines for the Learning Environment Component

Take into account different situations such as online, blended or face-to-face classroom learning.

Think about the context where teaching and learning may occur.

Consider:

- The curricular requirements and the relation to the subjects.
- The amount of time devoted to the activity, the available time for instruction and the sufficient teaching time required for good learning outcomes.
- The disciplinary climate or any related actions that can improve context during the delivery of Design Thinking (DT) with Emerging Technologies (ET) activities.
- The class size and what is the optimal setup for the collaborative learning experience for the students

Examples: Consider how to assign students in groups or pairs and keep in mind if the class size allows collaborative learning for students. Manage the classroom in a way (e.g., monitoring class time, conflict resolution, and fostering teamwork) that is conducive to learning.

Make sure physical and virtual learning environments are accessible.

Examples: Support of accessibility on the web for students with disabilities.

Keep in mind the decisions on the multimedia that will be used in learning to ensure adaptability to the different situations and contexts.

Examples: Provide multimedia content in multiple formats (e.g., digital using web-based platforms) and ensure they can adapt to and are compatible with different devices (e.g., desktop computers, laptops, tablets and smartphones) across different operating systems.

Facilitate the usage of technological standards (for the digital tools that will be used) of interoperability and compatibility to enable integration into various situations and contexts.

Example: Include clear instructions and documentation on how to integrate the digital tools in different settings such as online or blended learning environments. Collaborate with educational technology providers to ensure the digital tools align

with their interoperability standards. Consider using an all-in-one platform that facilitates the seamless integration of digital tools into various virtual learning environments.