



A Survey of Adult Learning

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Key Factors in Adult Learning

- ✓ Individual needs and uniqueness are honored; abilities and life achievements are acknowledged.
- ✓ Foster intellectual freedom and encourage exploration.
- ✓ Faculty treats students as intelligent experienced adults whose opinions are appreciated.
- ✓ Self-directed learning: students work with faculty to design individual learning programs which address what each person needs and wants to learn.



Key Factors cont..

- ✓ Pacing: challenging people just beyond their present level of ability- optimal flow.
- ✓ Active involvement in learning: students and instructors interact; students try out new ideas in the workplace; exercises and experiences are used to bolster facts and theory.
- ✓ Regular feedback mechanisms: students tell faculty what works best for them and what they want and need to learn.



Motivation to Learn (Again)

- ✓ Adults seek out learning experiences in order to cope with specific life-changing events - e.g., marriage, divorce, new job, promotion, being fired, retiring, losing a loved one, moving to a new city.
- ✓ Adults who are motivated to seek out a learning experience do so primarily because they have a use for the knowledge or skill being sought.
- ✓ Increasing or maintaining one's sense of self-esteem and pleasure are strong secondary motivators for engaging in learning experiences.



In The Classroom

- ✓ The learning environment must be physically and psychologically comfortable; long lectures, periods of interminable sitting and the absence of practice opportunities rate high on the irritation scale.
- ✓ Adults have expectations; need to take time to articulate all expectations before getting into content.
- ✓ Adults bring a great deal of life experience into the classroom.
- ✓ Feedback has to be a two-way process.
- ✓ Learning and teaching theories function better as resources than as rules.



Curriculum Design

- ✓ *Transformational Learning*: Adults prefer courses that focus on the application of the concept to relevant problems
- ✓ Design programs to accept viewpoints from people in different life stages and with different value sets.
- ✓ Adults prefer self-directed and self-designed learning projects over group-learning experiences led by a professional; they desire to control the pace.
- ✓ Regardless of media, how-to is the preferred content orientation (hands-on nature of the class).



Our Goals

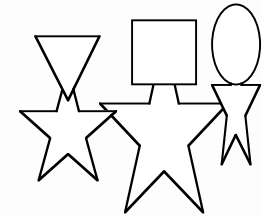
- ✓ To explore learning patterns and attitudes that differ between “traditional” and continuing ed. students.
- ✓ In particular we wanted to examine two aspects:
 - the motivational aspect that draws the individual back to school, and
 - the kind of instruction these students prefer
- ✓ Prior notions:
 - Major motivations: current career demands, a career change, and self-improvement.
 - Preferred instruction medium: classrooms that are more collaborative, ones that involve active participation and include hands-on experience.



Our Methodology

- ✓ Examine these issues within CU's School of Continuing Education
- ✓ Develop survey of 10 questions ranging from statistical data about age and education level, to more subjective areas like class preference and learning styles.
- ✓ Conduct survey and observe classes from three categories:
 - Boulder Evening Credit - Communication & Society
 - Computer Applications - Advanced HTML
 - Personal Enrichment - Intro. to Drawing

Agenda



- ✓ In-Class survey
- ✓ Comparison with study surveys
- ✓ What the numbers say
- ✓ Evaluation against Null Hypotheses
- ✓ Questions
- ✓ In-class discussion



Communication & Society

- ✓ Age: 20yr olds
- ✓ Education Level: High School diploma
- ✓ Work Experience: Have little to no work experience
- ✓ Course Purpose: Convenient time slots (athletes, day jobs, course availability)
- ✓ Learning Style: Discussion and Hands-on
- ✓ Group Learning: Most prefer small groups
- ✓ Technology Integration: Moderate use
- ✓ Outside experiences have only minor influence

Advanced HTML

- ✓ Age: Largely 20-40yrs
- ✓ Education Level: Most have Undergraduate degree.
- ✓ Work Experience: 3-5 yrs experience
- ✓ Course Purpose: Enhancing current job skills
- ✓ Learning Style: Most preferred hands-on
- ✓ Group Learning: Individual projects
- ✓ Technology Integration: Complete
- ✓ Outside experience steered class discussions



Introduction to Drawing

- ✓ Age: Broad age range with a majority over 40yrs
- ✓ Education Level: 50% have Graduate experience
- ✓ Work Experience: Extensive in unrelated fields
- ✓ Course Purpose: Personal enrichment
- ✓ Learning Style: Hands-on
- ✓ Group Learning: Most prefer individual projects
- ✓ Technology Integration: None
- ✓ Outside experiences have little to do with in-class work



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¿Preguntas?

✓ Do you have any?

✓ We have some!

- How would you integrate technology with a class like Introduction To Drawing?
- How would you avoid technology dominating a class like Advanced HTML?
- Do surveys like these help? Are they conclusive?



Additional Resources

- ✓ *Seven Characteristics of Highly Effective Adult Learning Programs* - Dorothy D. Billington, Ph.D., *The Adult Learner in Higher Education and Workplace*.
- ✓ *30 Things We Know For Sure About Adult Learners*. *Innovation Abstracts* Vol. VI, No 8, Mar 1984