The Classroom of the (Near) Future: Technology Methods for Teaching Leadership and Engaging our Students

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Through creative uses of technology, the classroom of the future can fully engage our students and teach our students leadership principles that are normally not taught in the classroom. Three components must be found in the classroom of the future to embrace the digital natives' learning style and to effectively teach leadership traits: (1) Experiential Learning; (2) Social Learning; and (3) Mobile Learning.

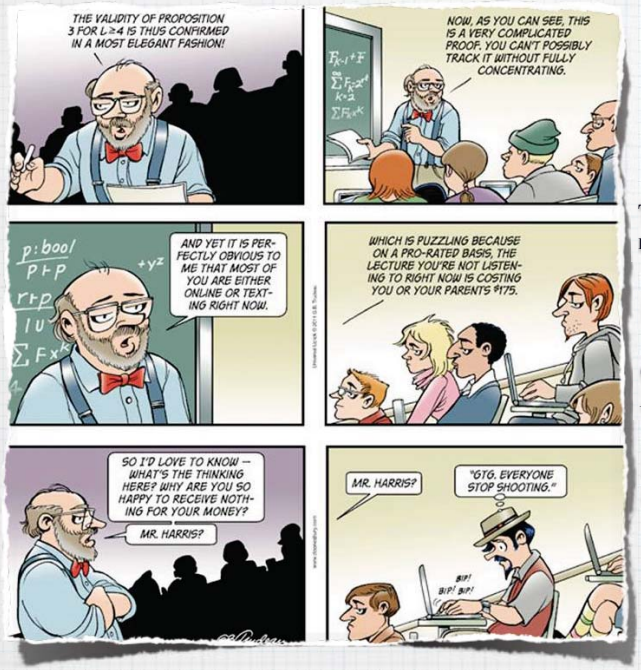
We can engage our students in (1) experiential learning through highly-visual video technology (observational learning) and 3D computer simulated environments that simulate physical presence in places in the physical world. This technology has the ability to allow students to interact with one another and engage in a particular scenario over and over again until students achieve the desired result. Furthermore, these environments allow students to simulate different roles in order to understand a situation from different perspectives. This type of immersive experience can teach leadership principles in the period of a semester rather than throughout a lifetime.

From a (2) social learning perspective, these environments allow us as teachers, to open our classroom doors and interact with students all over the world. The collaborative and global learning possibilities are thrilling.

Finally, (3) mobile learning is a necessary component as digital natives are accustomed to learning on the go and in short blocks of time. We need to create mobile apps that are interesting, entertaining, and immersive. One example is visual depictions of case law that can show students the facts of a case through video "case-u-mentaries."

All of these ideas, however, are not achievable by individual professors alone. Law schools need to embrace this conceptual style of teaching and industry can then respond to our needs.

Creating High-Tech Educational Spaces for the (Near) Future



- Traditional law school format is broken
- Students need to be fully engaged
- Or else they will multitask and their attention will wane
- Students won't learn and we will be failing them

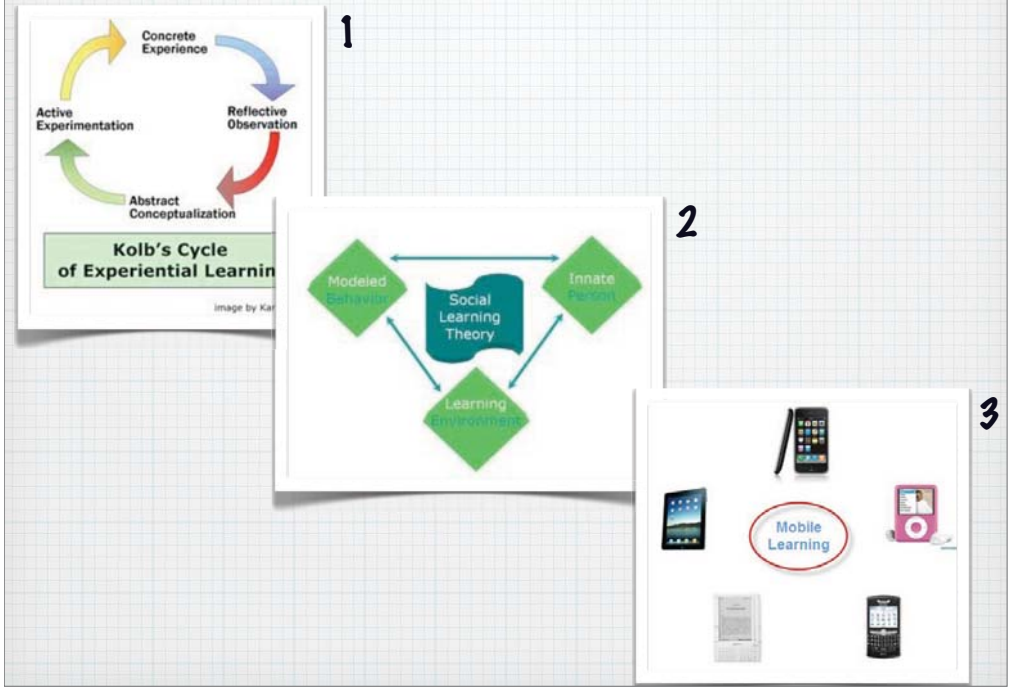
"Intelligence, academic performance and prestigious schools don't correlate well with fulfillment, or even with outstanding accomplishment. The traits that do make a difference are poorly understood, and can't be taught in a classroom no matter what the tuition: the ability to understand and inspire people; to read situations and discern the underlying patterns; to build trusting relationships; to recognize and correct one's shortcomings; to imagine alternative futures."

David Brooks

Or can these traits be taught in the classroom of the future?

Classroom of Future:
(1)Students fully engaged
(2)Students can learn these traits

What is the Classroom of the Future?



Immersive, highly visual, 3D environments

Computer simulated environments that can simulate physical presence in places in the real world

Experiential Learning: 3D

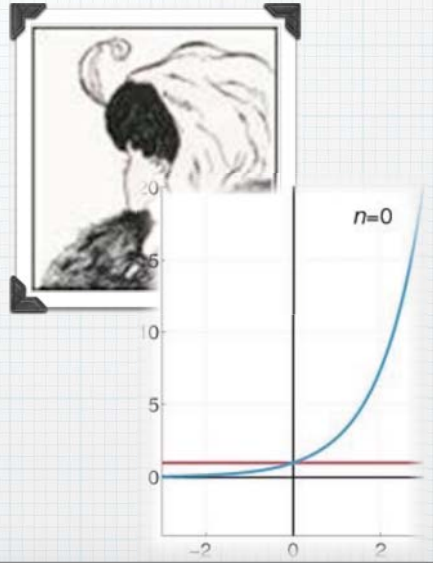
- Interactive
- Can engage over and over again until achieve desired outcome

Experiential Learning: 3D

- Learned how to understand and inspire people; to read situations and discern underlying patterns; to build trusting relationships; to recognize and correct one's shortcomings; to imagine alternative futures.

Experiential Learning: 3D

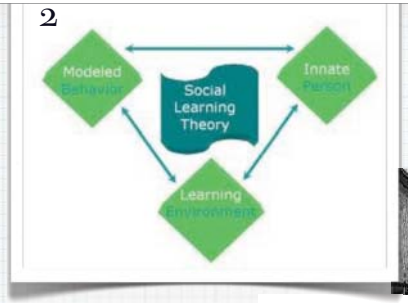
- Simulate different roles



What Does 3D Experiential Learning Look Like?

Experiential Learning: 3D

- Administra

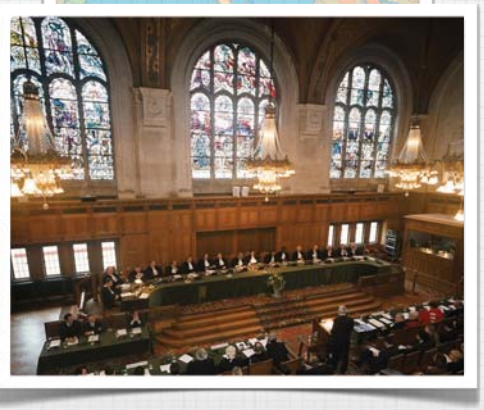


- Behavior Theory: Observation, imitation, modeling
- Students want to be social while learning
  - popularity of social media
- How to create technology driven learning models that are social?

Social Learning

- Open doors of classroom
- Learn with students in your region
- State
- Country

Social Learning



Learning that can be on the go

Take place in short chunks of time

7 minute attention spans are now 90 second attention spans

Mobile Technology

INTEGRATE MOBILE TECHNOLOGIES INTO TEACHING MODELS

Photo credit: Glenn Fleishman

Apps that are:

* Interesting
* Entertaining
* Immersive
* Appealing

Mobile Learning

* Case – U– mentary
* Videos depicting caselaw

In conclusion:

Then you better start swimmin'
Or you'll sink like a stone
For the times they are a-changin'.