

# From Traditional Approaches in ICT Learning to New Methods

Tablets and Applications in English lessons for older adults

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UNIVERSIDAD DE ALICANTE  
SPAIN





**The World  
keeps  
Changing**

Google Play | Apple

**CaixaBank Pay**  
Características: Nos permite gestionar todos nuestros tarjetas de CaixaBank (débito y crédito), consultar todas las operaciones realizadas y enviar dinero entre particulares con un solo click.

**Samsung Pay**  
Características: Compatible con los Galaxy S7 edge, Galaxy S7, Galaxy S6 edge+, Galaxy S6 edge y Galaxy S6 de momento se limita a las tarjetas de débito y crédito de CaixaBank e ImaginBank.

**BBVA Wallet**  
Características: Necesitas ser cliente BBVA y disponer de claves de acceso. ES, O, de Android desde 4.4, e iOS desde 7.0.

**Apple Pay**  
Características: Compatible con iPhone 6, iPhone 6s Plus, iPhone 6, iPhone 6s Plus, iPhone 5s. Requiere una tarjeta emitida por una entidad que esté dentro del programa de pagos (Visa, Amex, Citibank, PayPal...). Pronto disponible en España.

**imaginBank**  
Características: Permite pagar con el móvil a través de tu compañía aplicación que permite gestionar todas nuestras cuentas y tarjetas.

**Bankinter Pagos TVM**  
Características: Esta aplicación de Tarjeta Virtual Móvil generará en el móvil tarjetas de crédito o débito de un solo uso para pagar con el móvil en comercios o en tiendas online.

**Santander Wallet**  
Características: Los clientes del Banco Santander podrán asociar sus tarjetas de débito y crédito para pagar en comercios que acepten los pagos sin contacto. Esta aplicación requiere de Android 4.2 o superior.

**Bankia Wallet**  
Características: Permite a sus clientes usar sus tarjetas Plus para pagar con el móvil a través de su aplicación Bankia Wallet y dispositivos móviles con NFC y Android 4.4+.

**Sabadell Wallet**  
Características: Necesitas ser cliente BBVA y disponer de claves de acceso. ES, O, de Android desde 4.4, e iOS desde 7.0.

**ING Direct**  
Características: Permite a sus clientes asociar una tarjeta MasterCard para poder realizar pagos sin contacto o contactless en cualquier establecimiento a través de su aplicación oficial.

Fuente: kataandroid.com

**HOSTALIA.com**



# App SUNAT

**¡Ahora, con nuestra aplicación móvil puedes emitir tus recibos por honorarios, realizar consultas RUC y mucho más!**

Disponible para Google Play, y próximamente para iOS

Descarga aquí

(Belda-Medina et al., 2017; Guillén-Nieto & Aleson-Carbonell, 2012; Jordano de la Torre et al., 2016; Kukulsk-Hulme et al., 2015)

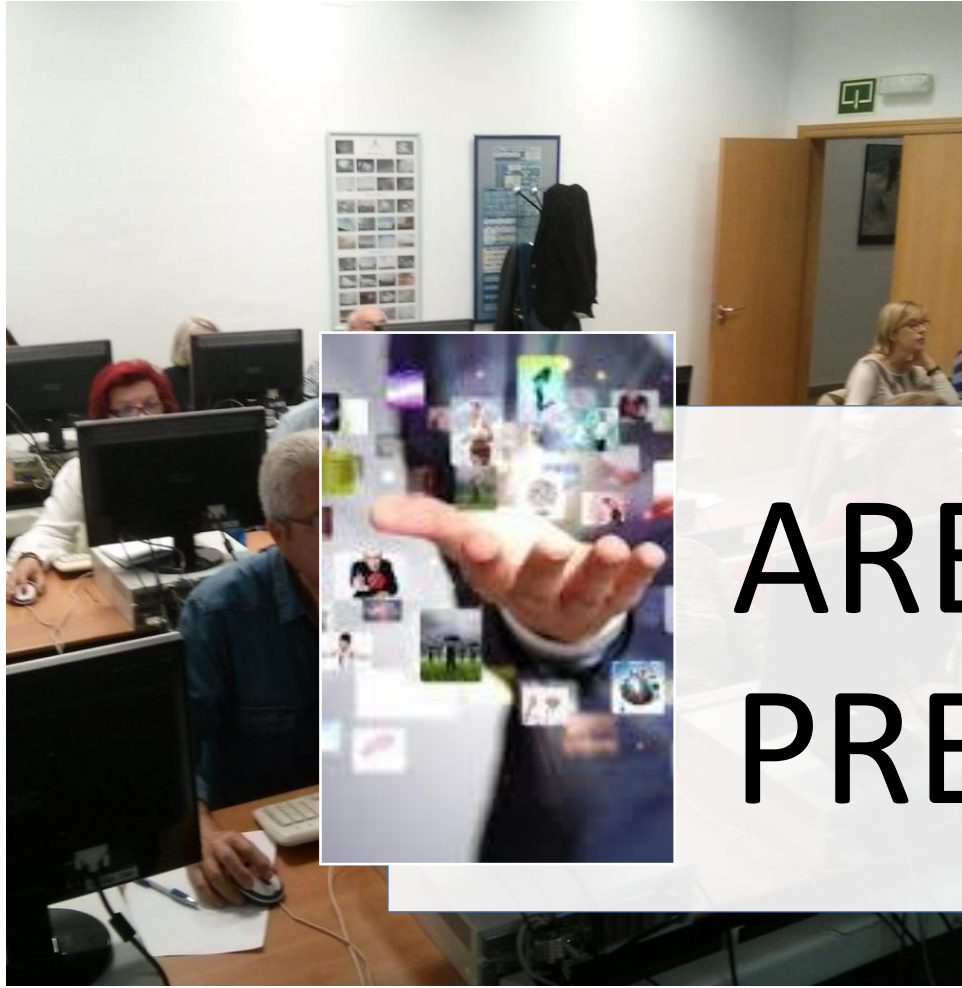
LONG-LIFE  
LEARNING

NEW  
COMPETENCIES  
AND  
SKILLS



# 4 QUALITY EDUCATION





# ARE WE PREPARED?



STUDENTS

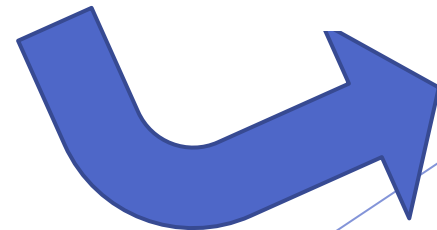


INSTRUCTORS

# U3A AND THE PROGRAMMES FOR OLDER ADULTS

## CULTURAL , SOCIAL AND ACADEMIC

- ▶ IMPROVE LIFE QUALITY
- ▶ DEVELOP NEW KNOWLEDGE
- ▶ FOSTER RESPONSIBLE CITIZENSHIP
- ▶ EMPOWER OLDER ADULTS
- ▶ ADAPTATION TO A CONSTANT-EVOLVING WORLD
- ▶ FIGHT AGAINST **THE DIGITAL DIVIDE**







**Where are we now?**

# SURVEY

November 2013 - March 2014

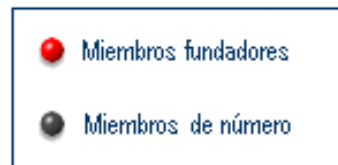


Asociación Estatal  
de Programas  
Universitarios para  
Personas Mayores





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Universitarios para  
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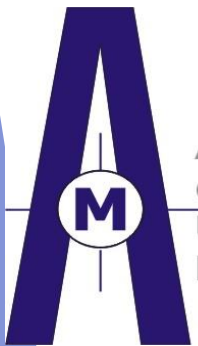


40  
Universities

5,390 surveys  
10% students

# MAIN OBJECTIVES

- Available resources
- Main Drawbacks
- Attitude and Perception
- Profile of Users



Asociación Estatal  
de Programas  
Universitarios para  
Personas Mayores

# Owned Resources

➤ Phone

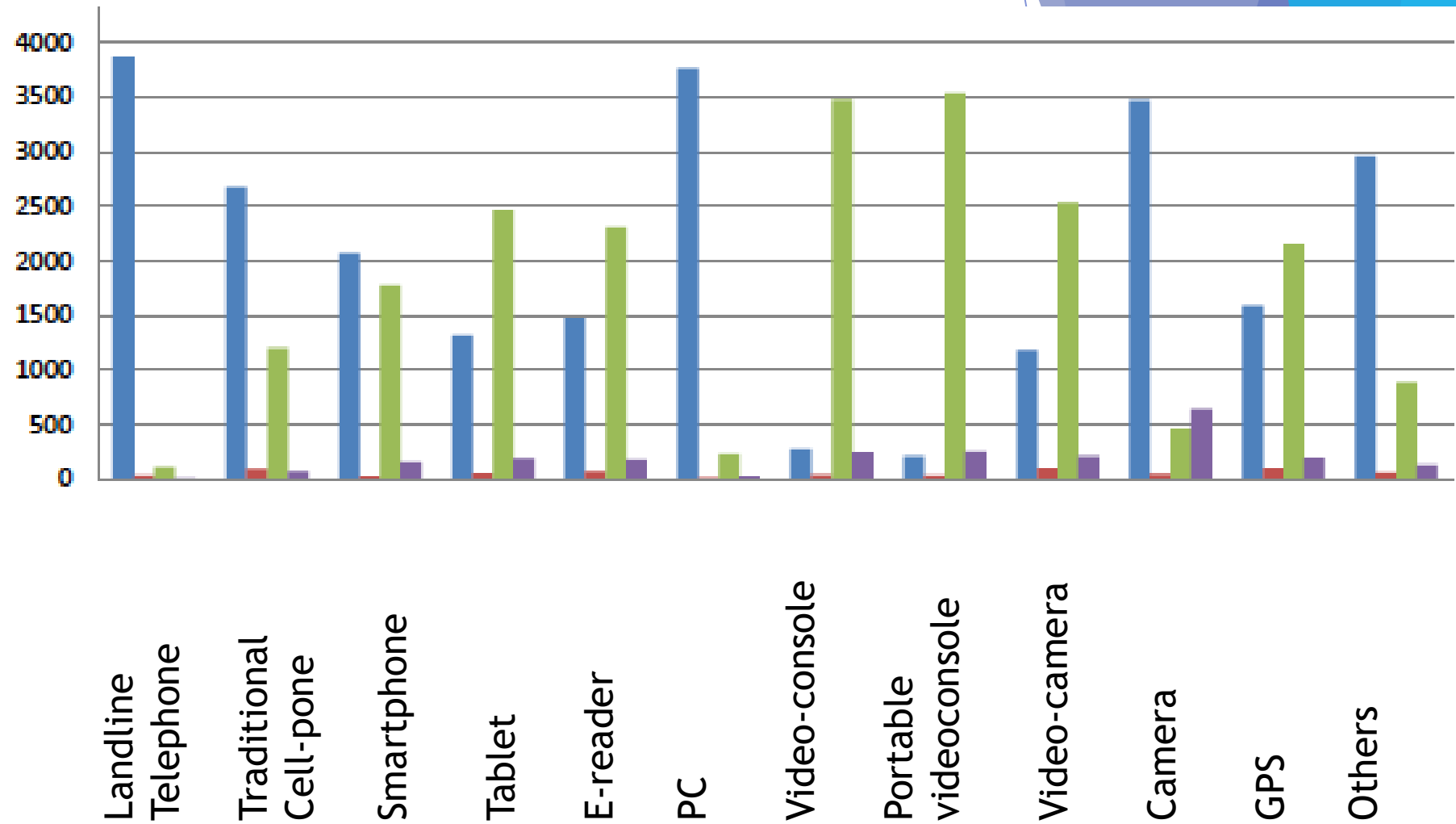
➤ PC

➤ Camera

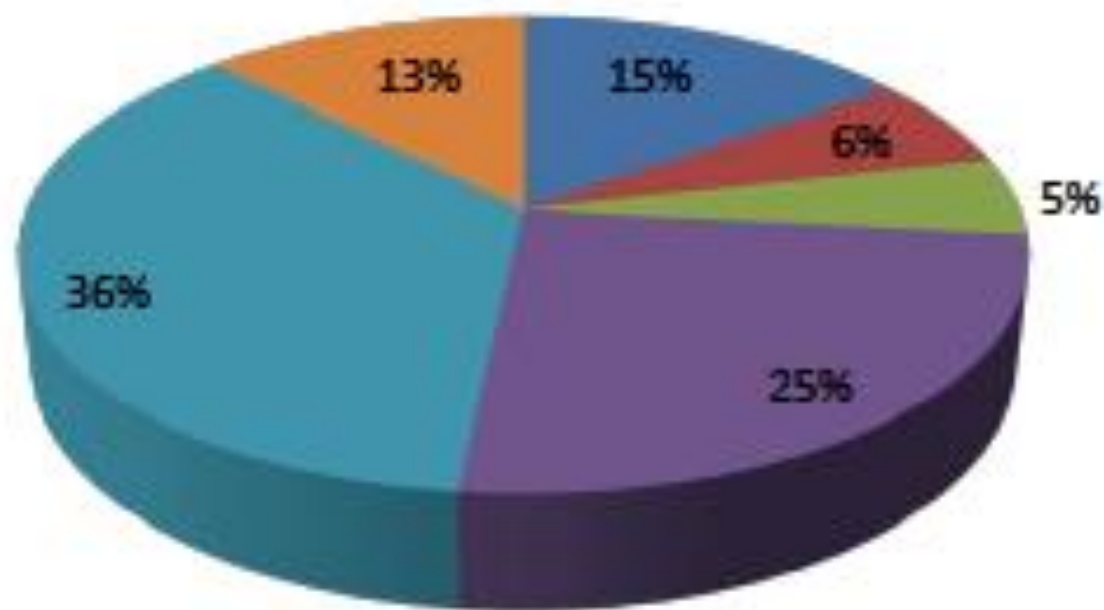
❖ E-book Reader

❖ Tablet

❖ GPS



# Main Difficulties with ICT



- Too Expensive
- I am not interested
- Difficult to Read
- Complicated ✓
- Needs Time Investment ✓
- I do not have anybody to help me with

# PROFILE

**YOUNGER Generations**

→ Smartphone & PC

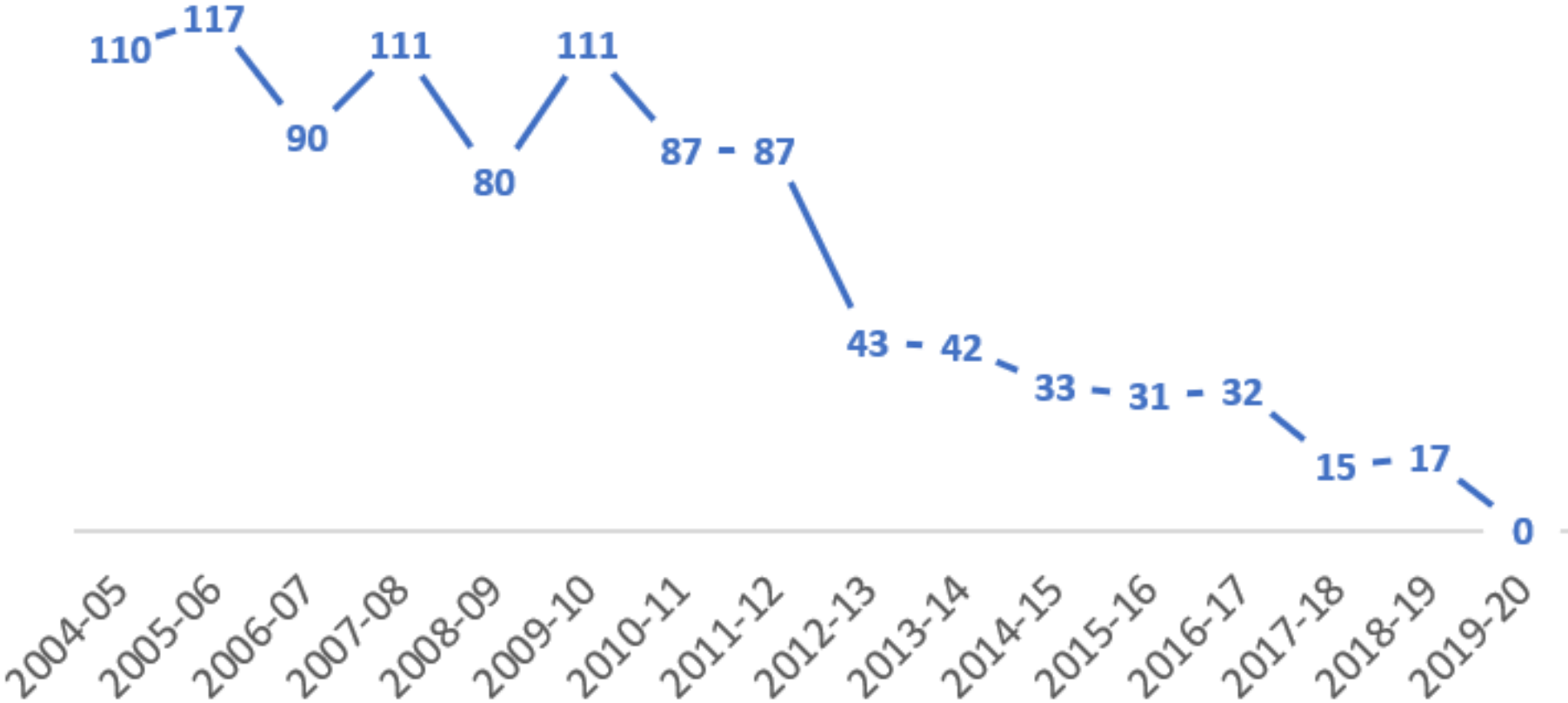
+ 70

→ Traditional Cell-Phone

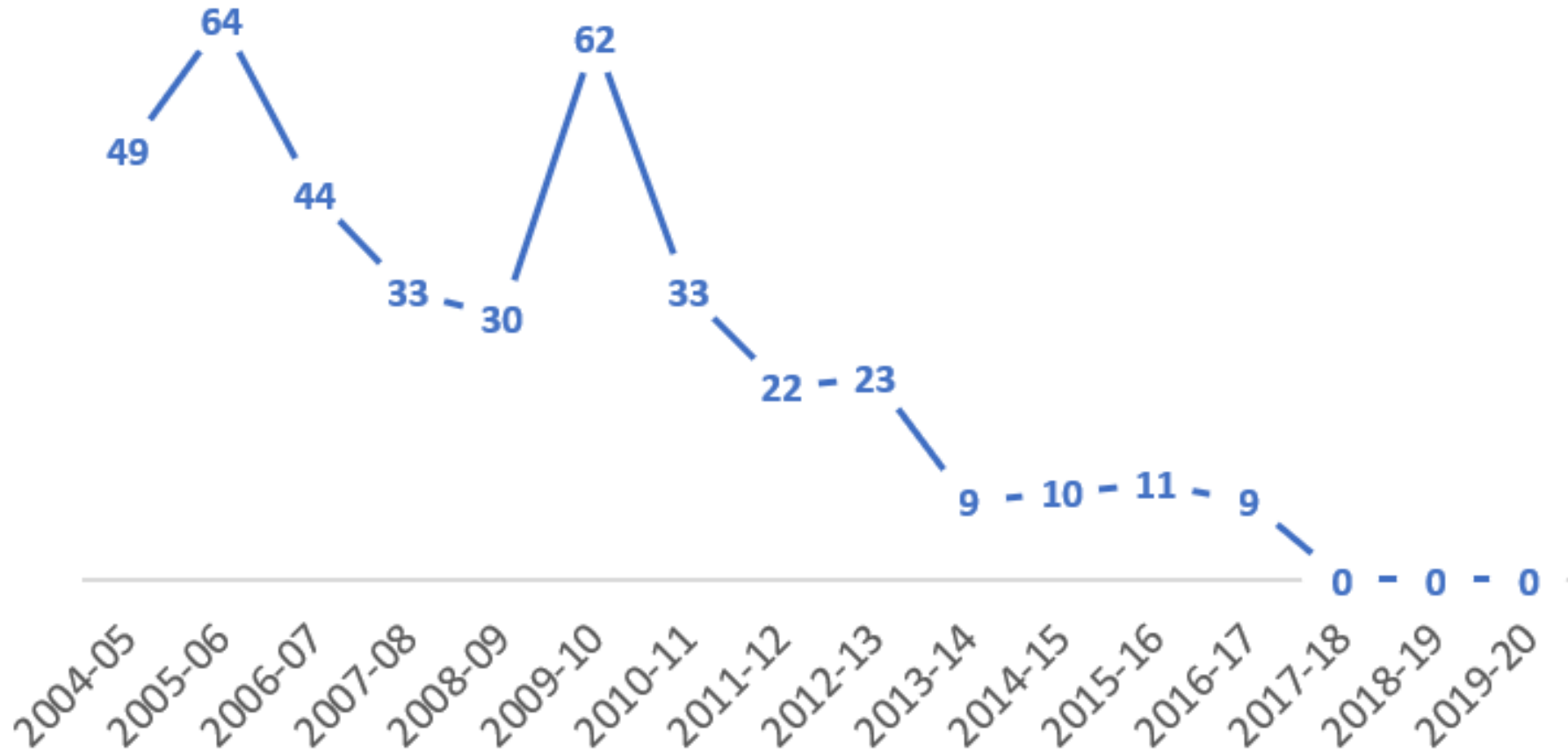
- ▶ Some Older Adults WITH **PREVIOUS TRAINING IN ICT**
- ▶ Others **RELY** on Friends and Family
- ▶ The ones that have not received training → **Isolated**
- ▶ They prefer “**face-to-face lessons**” than “**on-line**”
- ▶ Insecurity in use: **cybersecurity** and **problem-solving**



# INTRODUCTION TO COMPUTERS



## OFFICE I: INTRODUCCION TO WORD





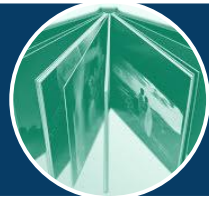
# RECENT COURSE PROPOSALS



Google Docs. Enjoy with New Suites  
Google Tools



**Buying on the Internet: Safe Practices**  
Internet: Advance Browsing, Downloads and Mail



Digital Albums Management; Photography with Art  
Photoshop: Creative Techniques



**Explore the possibilities of your Smartphone,  
Tablet and Social Networks;  
Your Tablet, your Ally.**

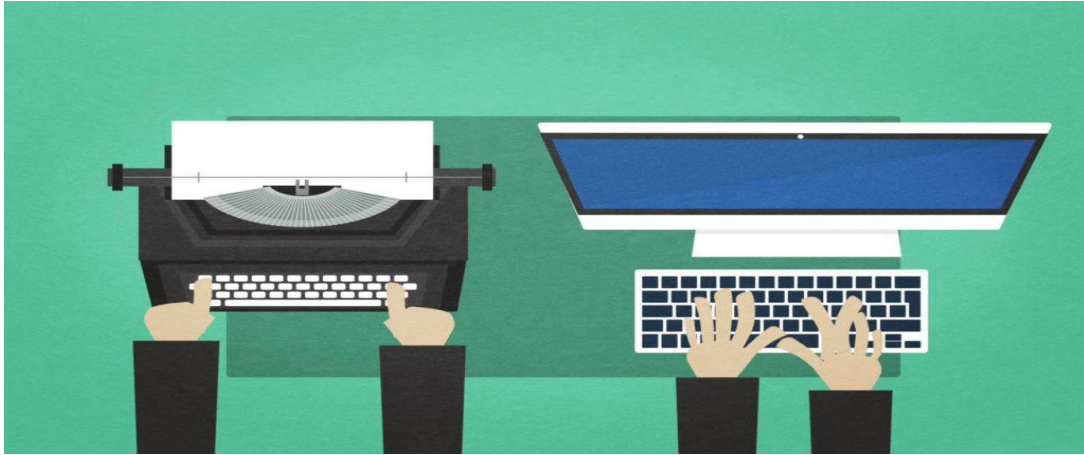


Introduction to Programming with  
Cell-phones: Android with App Inventor



**IS THE  
DIGITAL DIVIDE  
A MYTH??**

# THE MYTH



1st Stage:  
To Have or Not to  
Have

2nd Stage:  
To Use or Not to Use

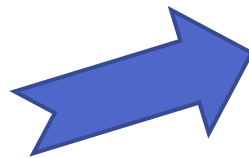
3rd Stage:

Native / ~~Non native~~

Visiting / Resident

# UNIVERSITY PROGRAMMES FOR OLDER ADULTS MISSION

VISITING



RESIDENT





**NEW NEEDS  
NEW CONTENT  
NEW METHODOLOGY**

**MEANINGFUL LEARNING??**

**EPT**

EMPOWERMENT  
AND  
PARTICIPATORY  
TECHNOLOGIES

**LKT**

LEARNING  
AND  
KNOWLEDGE  
TECHNOLOGIES

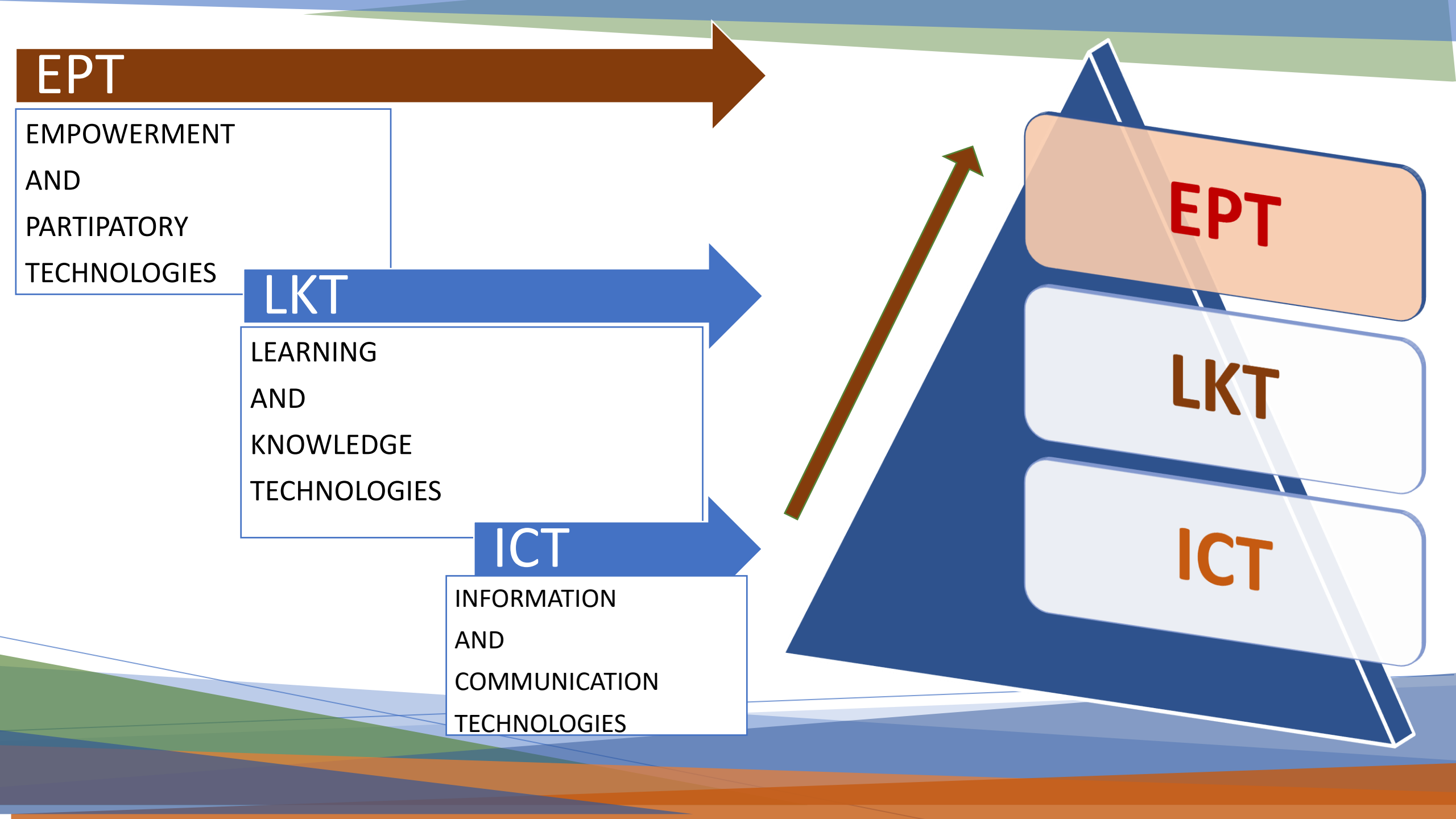
**ICT**

INFORMATION  
AND  
COMMUNICATION  
TECHNOLOGIES

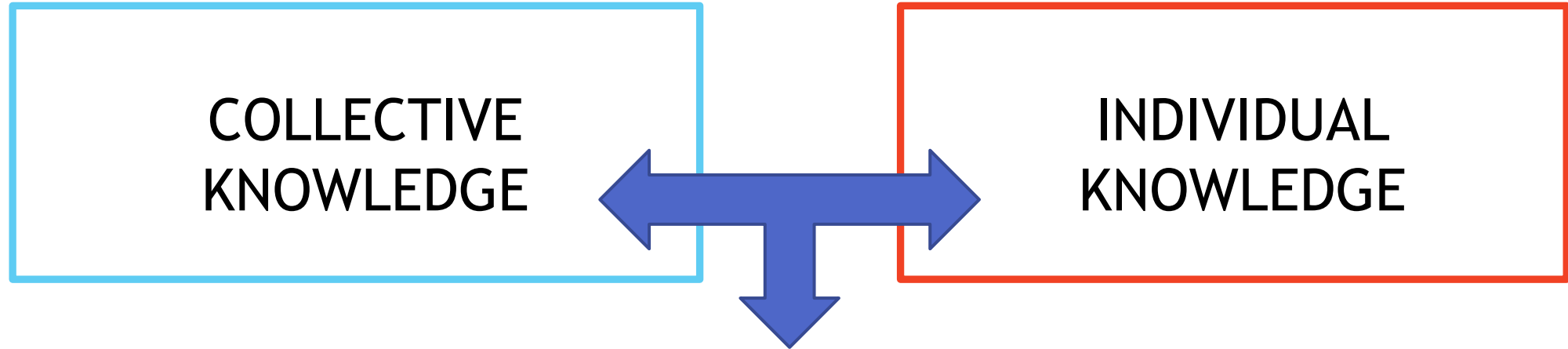
**EPT**

**LKT**

**ICT**



# EPT BRIDGE



INDIVIDUAL COMPETENCE AND KNOWLEDGE IN  
A PARTICIPATORY & MEANINGFUL CONTEXT

AUTONOMY  
COGNITION  
KNOWLEDGE CONSTRUCTION





**Learning ICT  
through  
English Lessons  
with EPT**

# 2 EXAMPLES

- IM in English Lessons



- English for Developing Online Heritage Routes



# IM TECHNOLOGY IN ENGLISH LESSONS

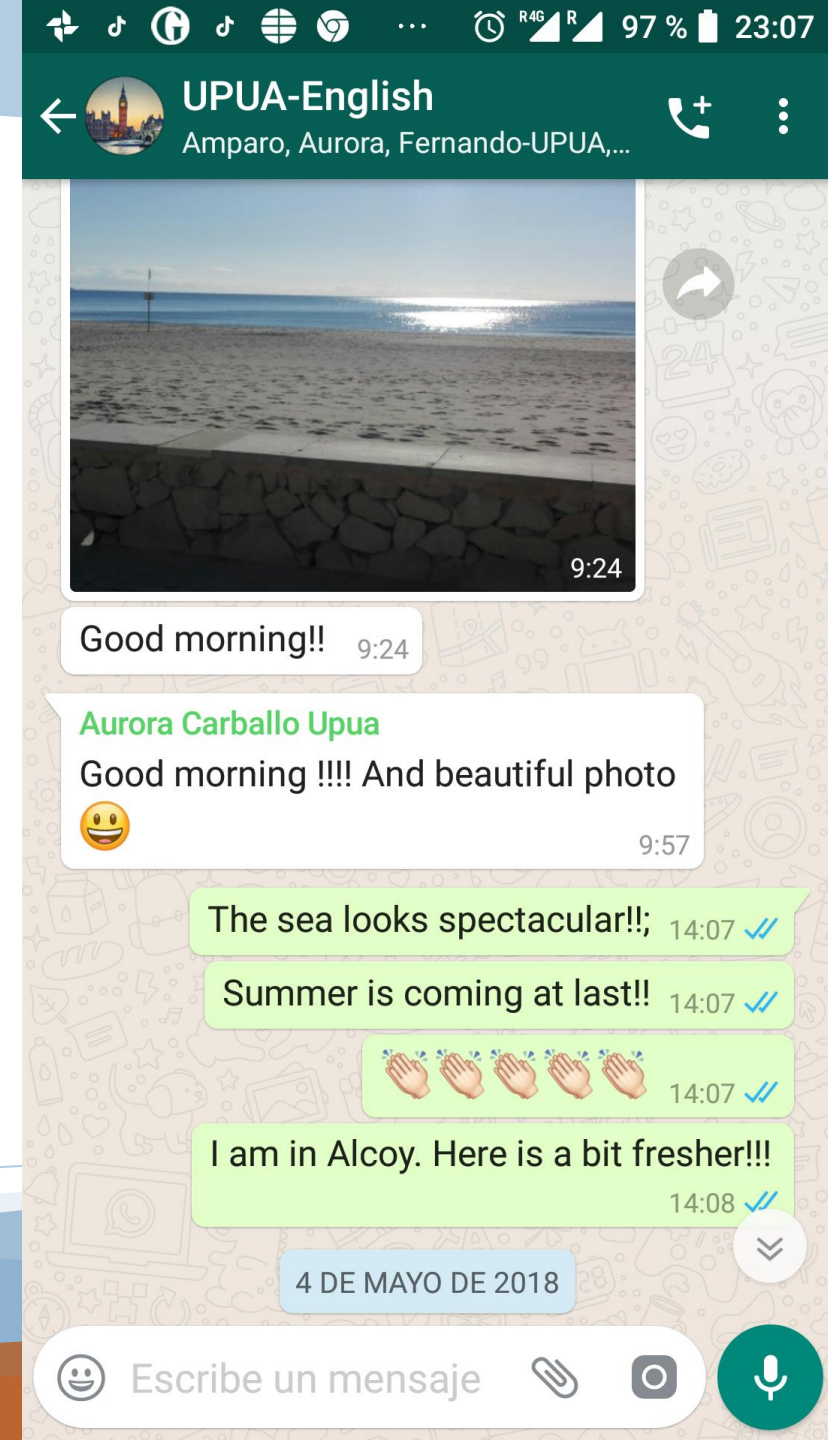
## IM GROUPS

- ▶ Curso Elemental III  
January-February
- ▶ Curso Elemental IV  
April-May
- ▶ Participants  
20

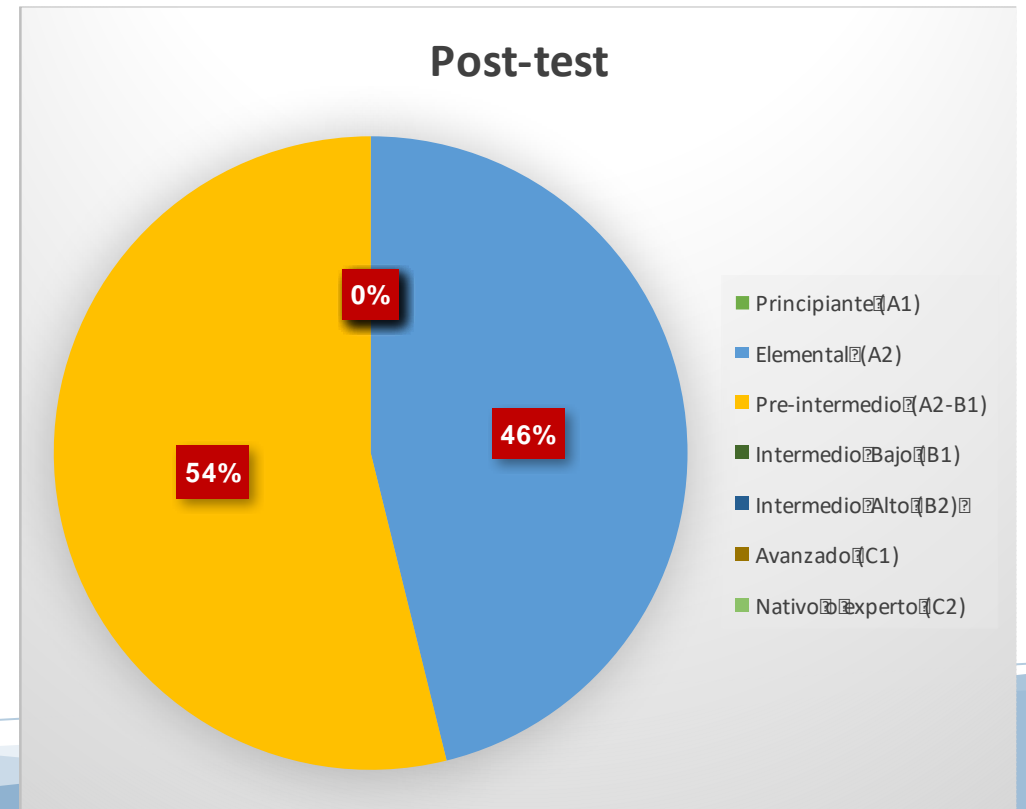
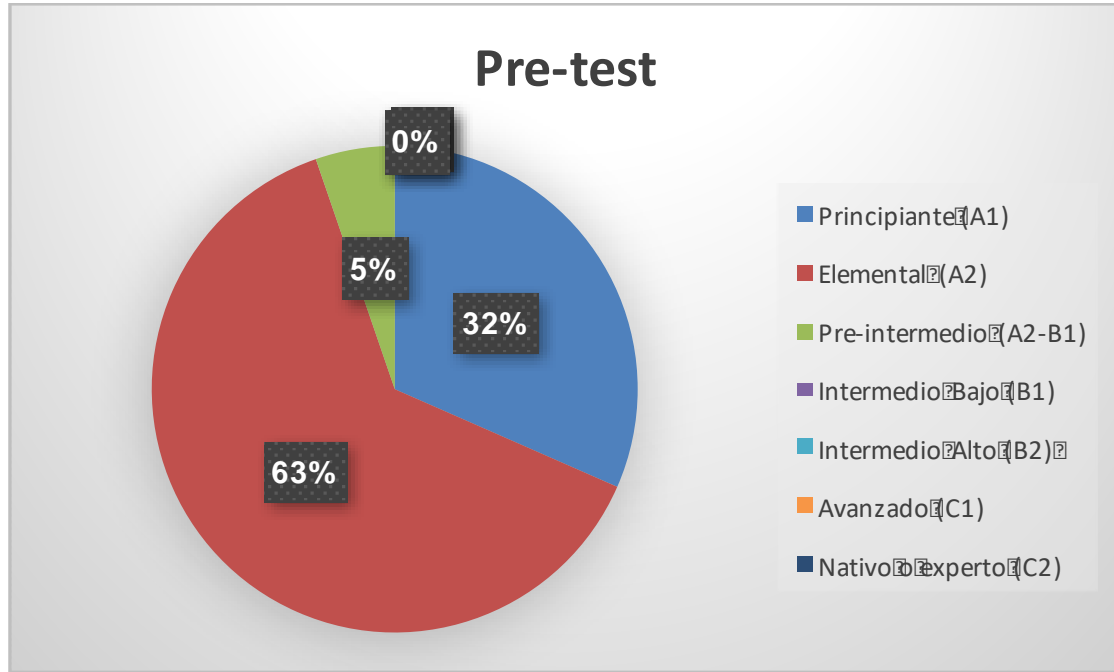
## CHRONOGRAM

- ▶ Pre-test (January)
  - ▶ Sociodemographic
  - ▶ Languages
  - ▶ Motivation
  - ▶ Self-assessment
- ▶ Post-test (May)
  - ▶ Languages
  - ▶ Self-assessment
  - ▶ ICT

(Man 2014, Fattah 2015, Basal et al. 2016; Simarro Vázquez 2016)

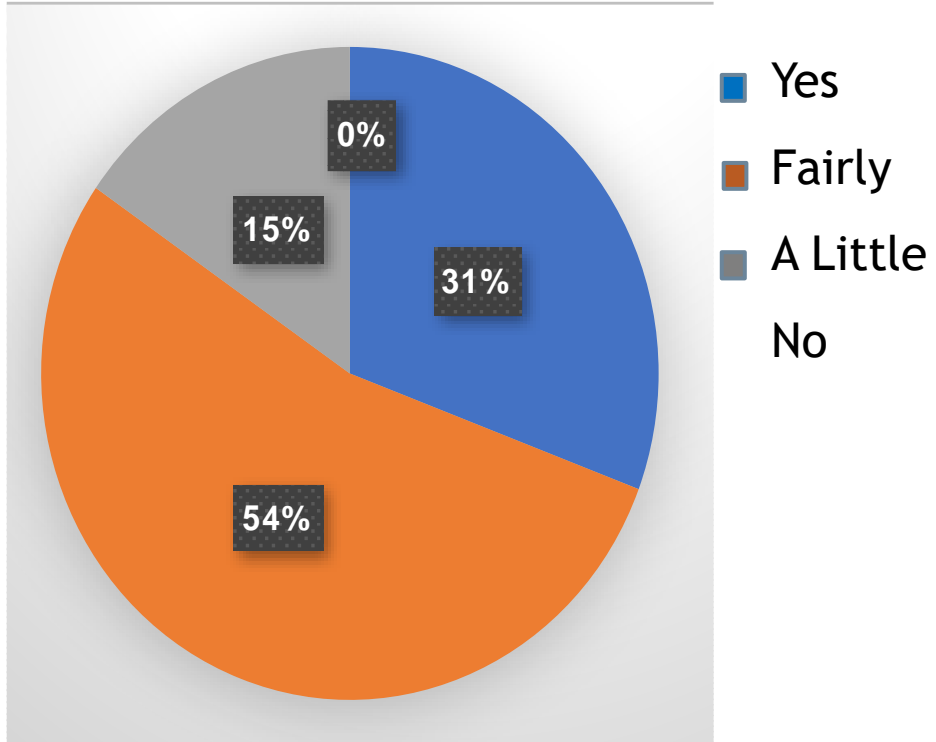


# Language Levels

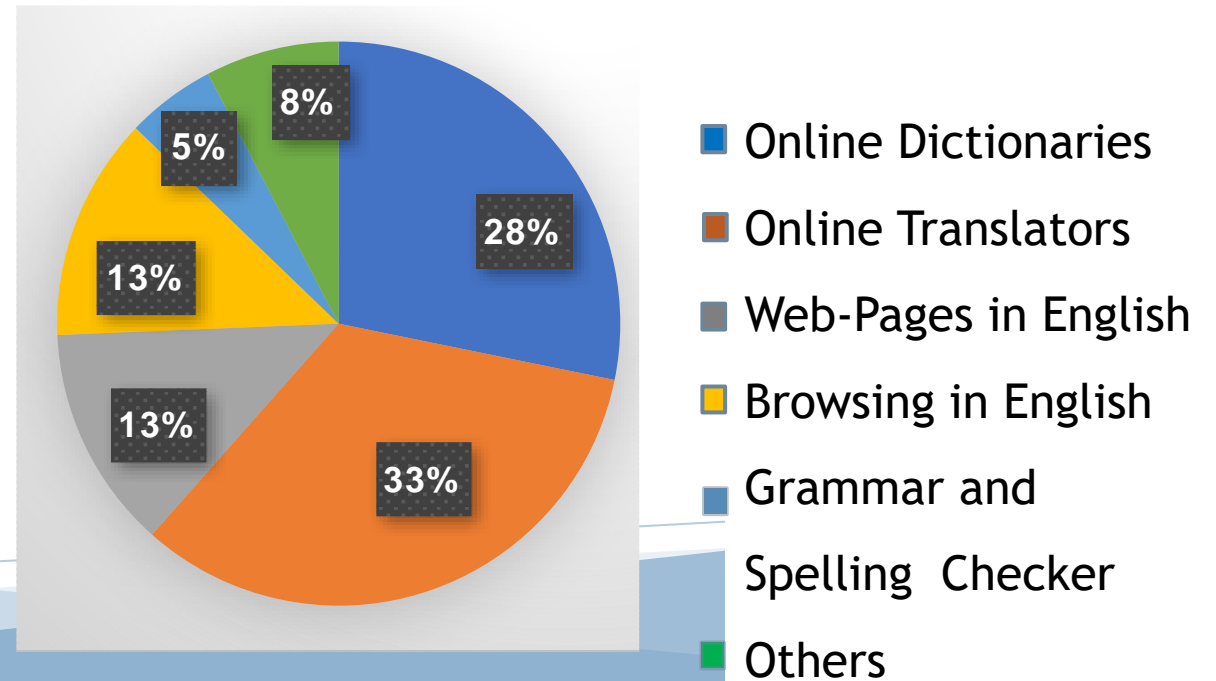


Significance:  
T= 0.02

# Have your ICT Skills improved during the Programme?



# Use of other Technological Resources



## Others:

- Kahoot/Cram/**Quizlet**
- Wordreference - Linguee
- TV in OV



**LKT**

**EPT**



# QUIZLET

<https://quizlet.com/>



**EPT**



**Autonomous  
Development**

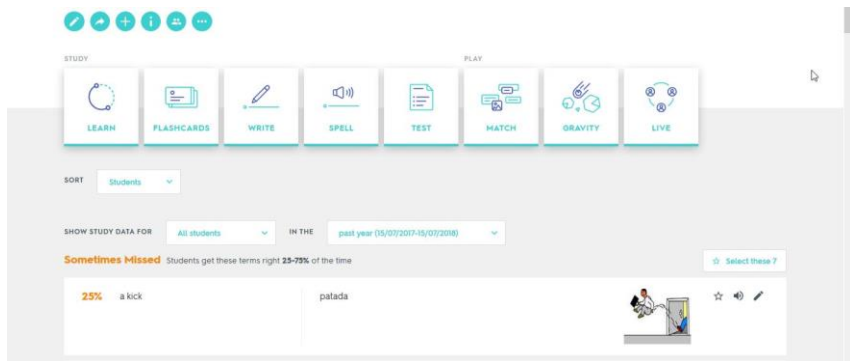


**App**



**Collaborative**





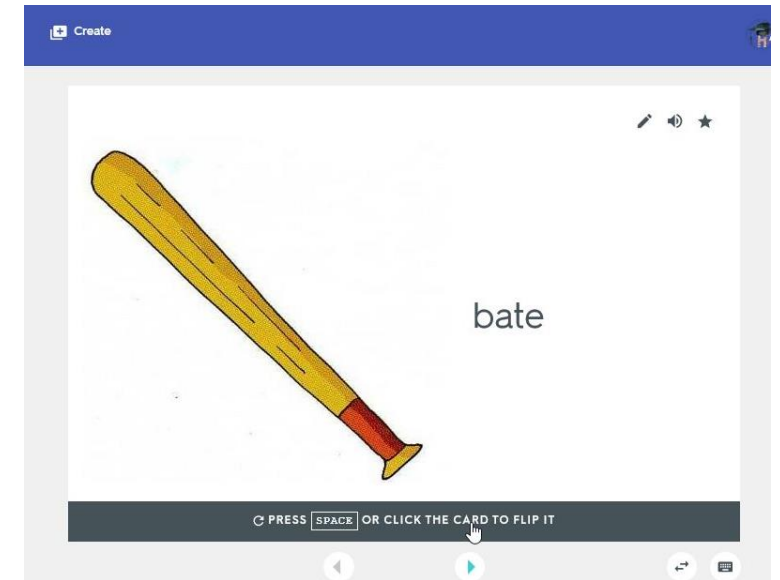
¡Excelente! ¡Batiste tu marca anterior de 12.9 segundos!

¡Ahora vence la mejor marca personal de **Carlaagusti** de 12.7 segundos!

Jugar otra vez

TABLA DE POSICIONES

|     |               |               |
|-----|---------------|---------------|
| 221 | 12.7 segundos | Carlaagusti   |
| 222 | 12.7 segundos | marianaleson  |
| 223 | 12.8 segundos | Izarourrutxua |
| 224 | 12.8 segundos | bjornjonsson  |



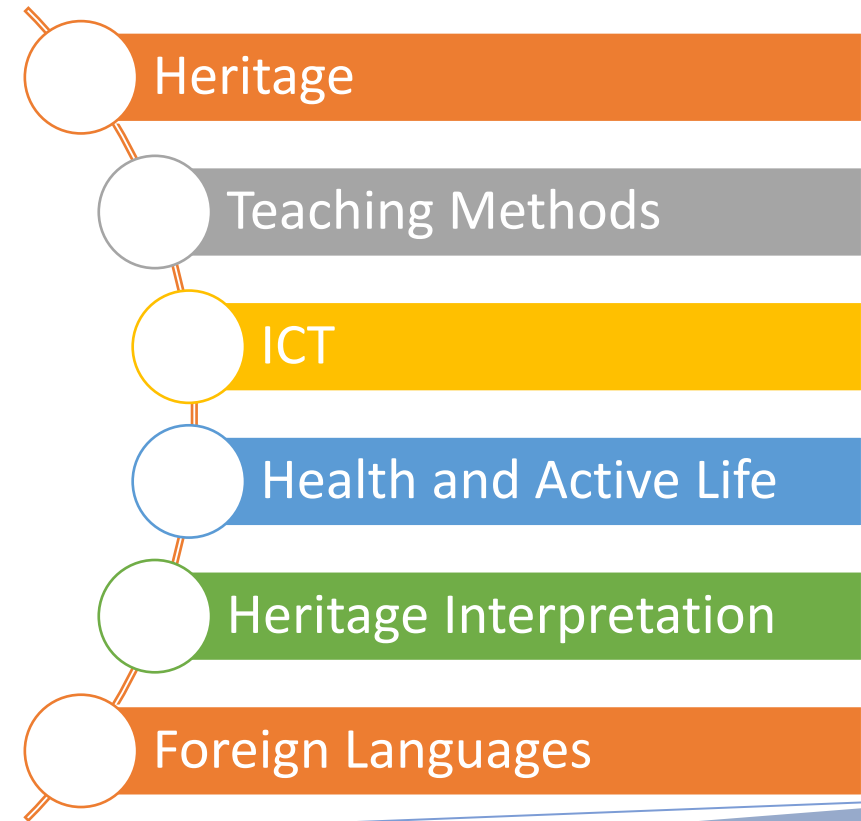
# Quizlet EPT Features

**NEW  
CULTURAL  
OPERATORS**



**SHARING TRANSMITTING  
DISCOVERING**

**APPRECIATE DIVERISTY & CULTURAL  
RICHNESS**





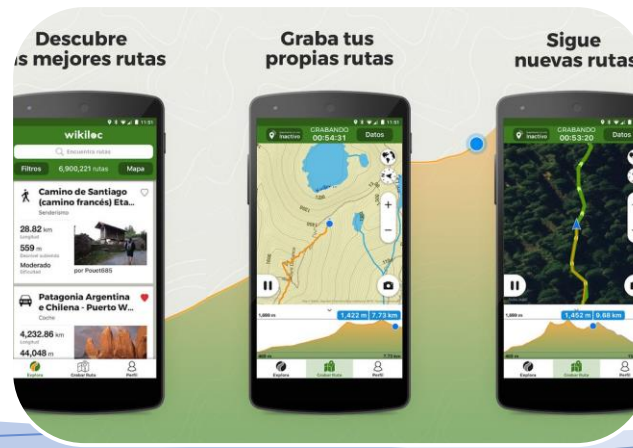
Participatory  
Methodologies



ICT



Real Situations  
of Use



# CONCLUSIONS

- ▶ Participants feel that their learning is **USEFUL**
- ▶ Even if their initial ICT **competences** were better, they get involved
- ▶ Participants **learn from one another**, ICT is a vehicle for learning
- ▶ Languages are better learned in (quasi-) **REAL** environments

More Visibility

Effective Social Contribution

Empowerment

Fostering Social Cohesion



# Meaningful Learning!!

