

遠隔授業におけるアテネオ・ デ・マニラ大学の取り組み

Ty Jayzon (ティ ジェイゾン)

アテネオ・デ・マニラ大学 情報科学科

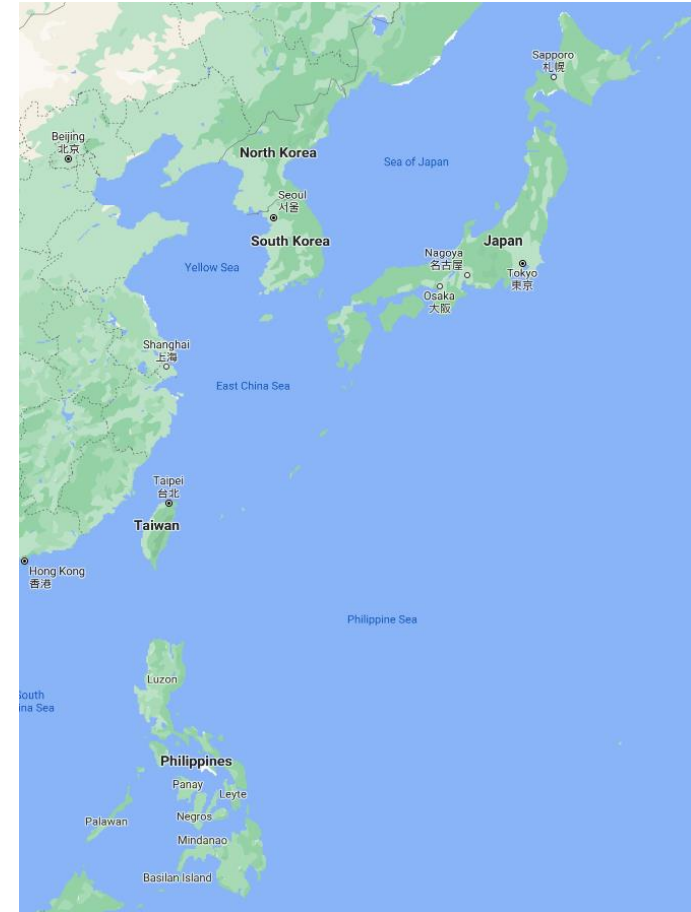
自己紹介

- 2018年マスター修了
 - 奈良先端科学技術大学院大学
 - インターラクティブメディアデザイン研究所（加藤博一教授）
 - 拡張現実（Augmented Reality）専門
- 現在：アテネオ大学情報科学科での教員



フィリピン

- 日本から南西
 - 飛行機で4時間ぐらい
- 人口：1億600万人ぐらい



アテネオ・デ・マニラ大学

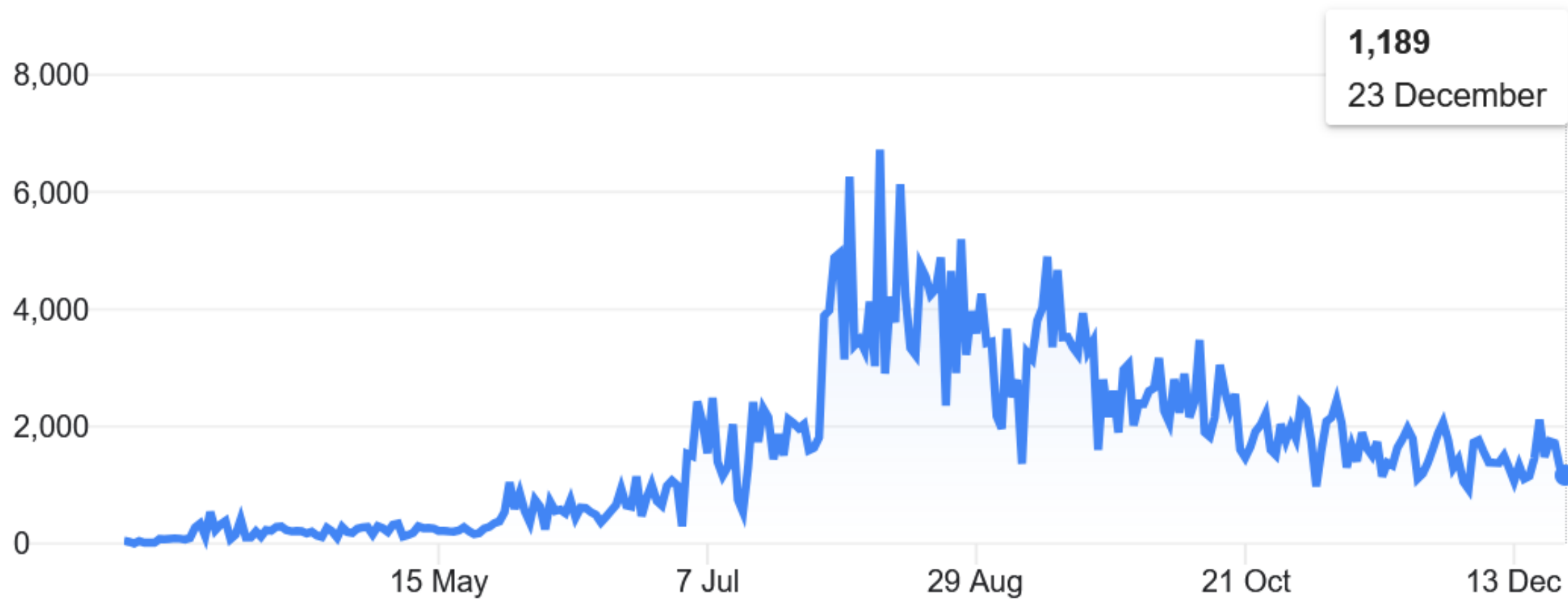
- Ateneo de Manila University (通称ADMU)
- 1859年創立
- 学生数
 - 大学生：8614人
 - 大学院生：6655人
 - 留学生：174人
 - 交換留学生：419人
 - 教員：2470人



アテネオ・デ・マニラ大学

- 本校 (Loyola Schools)
 - 科学技術学部 (School of Science and Engineering)
 - 社会科学部 (School of Social Sciences)
 - 人文科学部 (School of Humanities)
 - 経営学部 (John Gokongwei School of Management)
- 専門学校 (Professional Schools)
 - 医学部 (School of Medicine)
 - 法科大学院 (Law School)
 - 経営大学院 (Graduate School of Business)
 - School of Government

フィリピンにおいて新型コロナの状況



新型コロナウイルスにおけるアテネオ大学の対応



Coronavirus Disease (COVID-19): Information and Resources Portal

Ateneo de Manila University's actions and response to the Coronavirus disease (COVID-19) pandemic

Ateneo de Manila University is closely monitoring and actively engaging in the fight against the ongoing Coronavirus Disease (COVID-19) pandemic.

From relief efforts to ongoing research activities, the University has mobilized its resources and community to respond to the global health emergency. This page is a repository of Ateneo's activities in the COVID-19 response; this also serves to collect information and resources for current and prospective students, faculty, staff, members of the extended Ateneo community, and the general public.

新型コロナウイルス関連情報ページ



新型コロナウイルス関連インフォグラフィック



新型コロナウイルスにおけるアテネオ大学の対応

- 大学への出入りは許可が必要（Google Form）

Areté - Campus Access Request during General Community Quarantine (GCQ) and Modified Enhanced Community Quarantine (MECQ)

Kindly accomplish this form to request for entry into the campus during GCQ and MECQ. Please note that only NECESSARY and AUTHORIZED activities will be allowed, subject to the approval of the OP Cluster Head and VPAHR.

Student Request for Campus Access during General Community Quarantine (GCQ)

Please accomplish this form to request for entry into the campus during the General Community Quarantine (GCQ) period. Please note that only NECESSARY and AUTHORIZED activities will be allowed during this period, subject to the approval of the OSS, the OADSAS and the University Vice President for Administration and HR.

タイムライン

2020年3月

- ロックダウン開始、対面授業の中止し、オンライン授業への転換

2020年7月

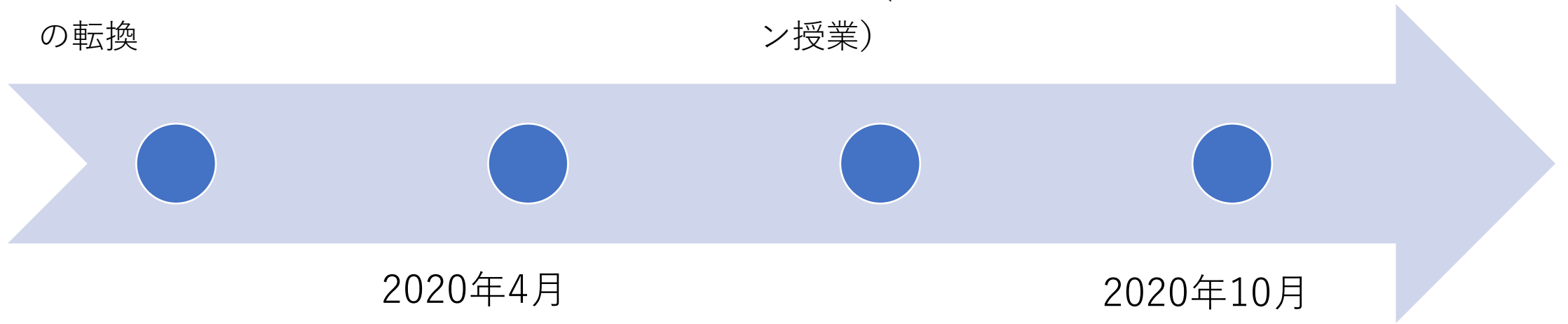
- 2020~2021学年 Intersession学期の開始（オンライン授業）

2020年4月

- 2学期を中止、全生徒が合格

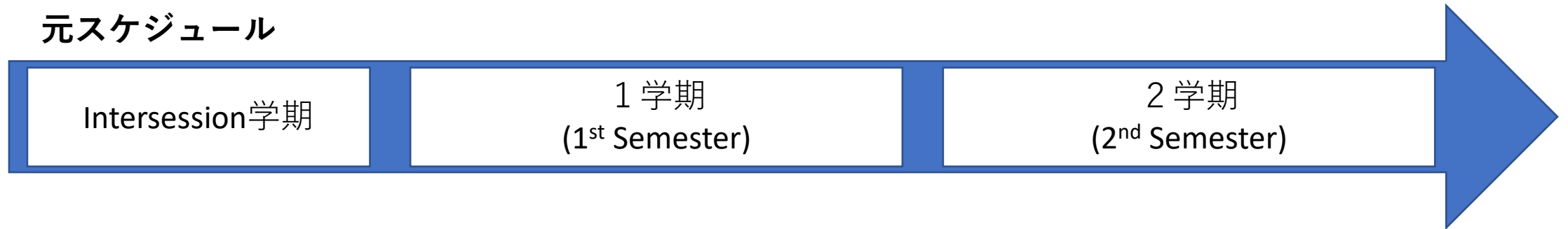
2020年10月

- 第1学期の開始

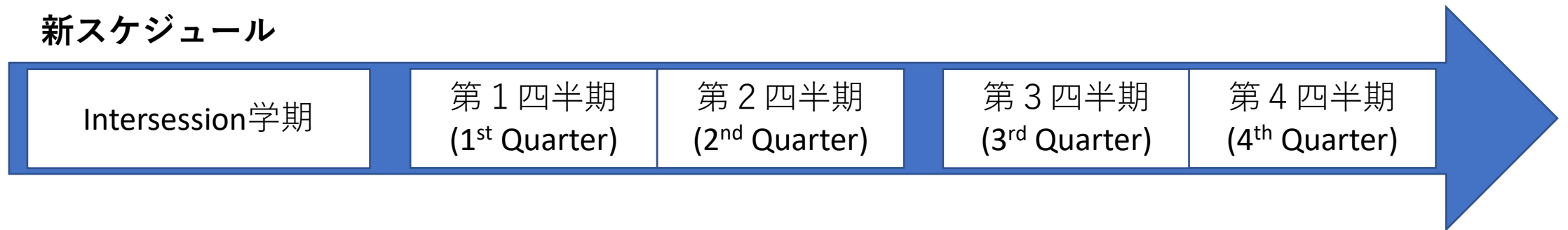


学年スケジュールの変更

元スケジュール



新スケジュール



オンラインクラスへの転換

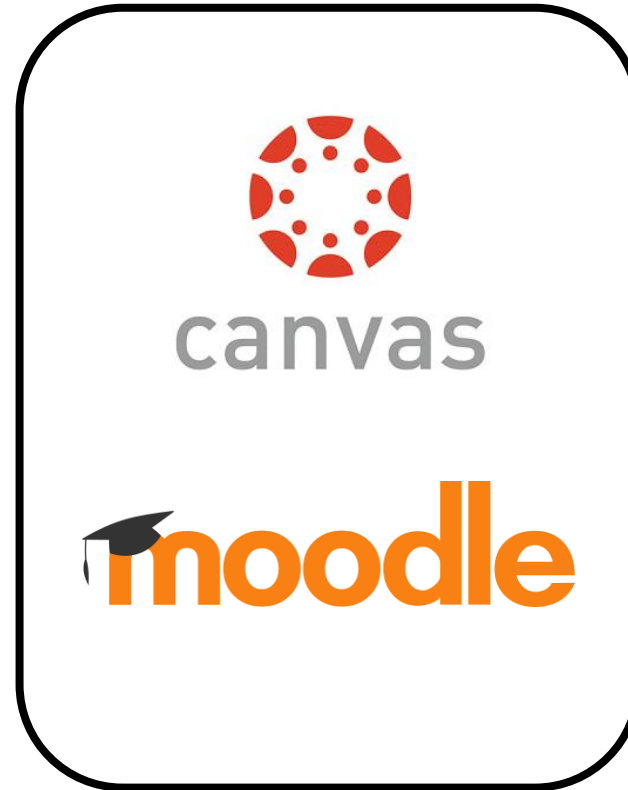
- Blended Learning (ブレンド型学習)
 - Synchronous Learning (同期型学習)
 - オンライン授業
 - チャットディスカッション
 - Asynchronous Classes (非同期型学習)
 - レクチャー動画
 - フォーラムディスカッション
 - 宿題、グループワーク

オンラインクラスへの転換

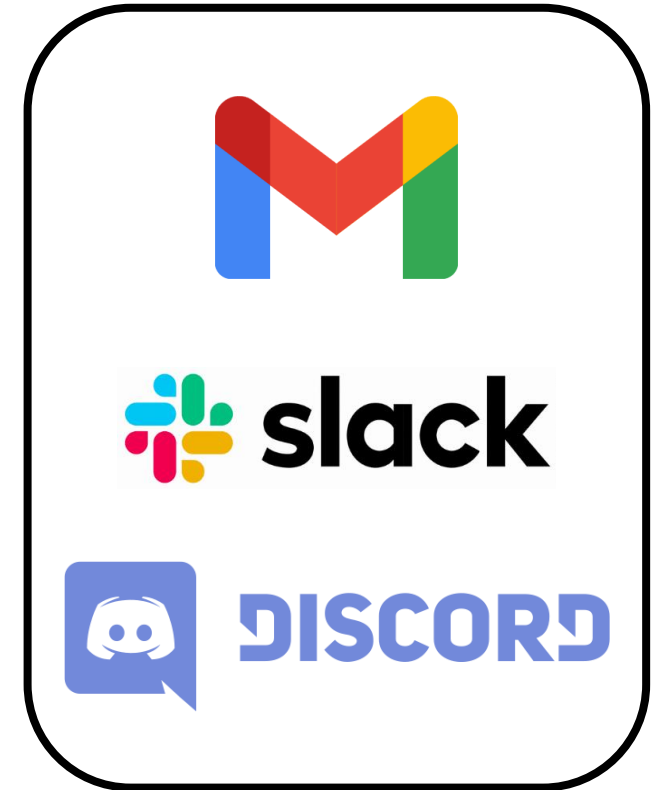
オンライン授業



LMS

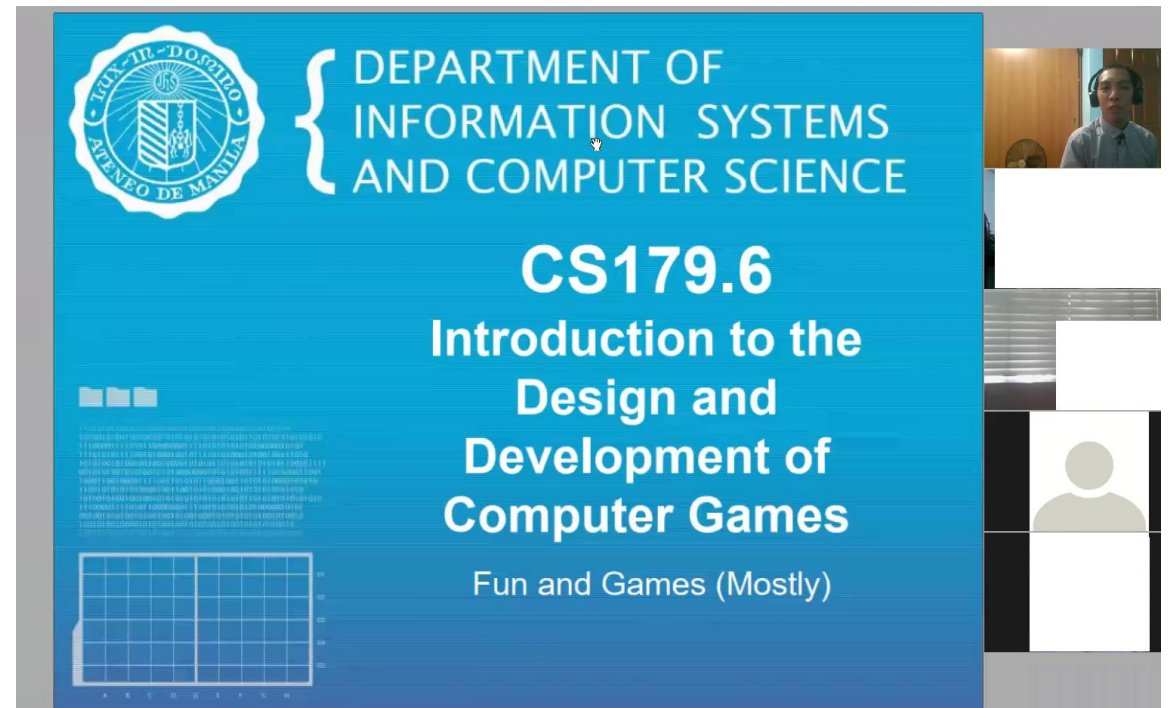



コミュニケーション



オンライン授業

- Zoomを使用
- Synchronous Learning
- 学生の参加は任意的
- オンライン授業を録画し、動画を学生に共用
- 学生とのインフォーマルミーティング





 DEPARTMENT OF
INFORMATION SYSTEMS
AND COMPUTER SCIENCE

CS179.6
Introduction to the
Design and
Development of
Computer Games



Fun and Games (Mostly)



Learning Management System (LMS)

- 大体の教員がCanvasを使用
- 情報科学科ではMoodleを使用
- Asynchronous Learning
 - オンライン試験
 - 宿題
 - フォーラムディスカッション
 - グループワーク



○  



Personally, I have never tried playing the Halo series of games but, I can understand the rationale behind being determined enough to reach a certain level of the game— to the point where you wouldn't just give up despite having to repeat a round a few times to get there. I got really into playing Plants Vs Zombies when it first came out and I finished the entire game even if it was pretty repetitive. During my later teen years, PvZ 2 came out and it was more challenging than the first. There were many times wherein I would have to repeat a round because of a certain rule I kept breaking (for those who played, it was when we weren't allowed to plant on the Crazy Dave's molds?). However, PvZ 2 intrigued me even more than the original because there were more worlds to unlock, as opposed to just the daytime and nighttime, such as the Ancient Egypt, Pirate Seas, Wild West, and the like. Additionally, each world had its own distinct challenges that you would have to familiarize yourself with but, let go of once you move onto the next.

 Reply  (1 like)

○  

Persona 3 is a role-playing and simulation game that was made available back in 2010 in the Playstation Portable or famously known as PSP. This game allows players to navigate through scenarios and routes which are available in the story. The theme mainly revolves around a group of students who carry on with their lives on broad daylight and examines the world of the dark hour by entering the Tartarus. In order to fight against the shadows in the Tartarus, the group may summon their persona which is the manifestation of the person's inner self. Apart from exploring the Tartarus, players may find themselves in situations wherein they are forced to make decisions that affect the overall path of the story. For me, the game is an exciting experience in terms of making relationships along with the main quest of defeating the shadows. The story is engaging in such a way that there is a certain liquidity to the game where I, as a player get to pick decisions on my own and create relationships that is part of the butterfly effect. In other words, my decisions as a player with greatly contribute to the outcome of the game. In the final stages of the game, the player is given a choice whether to kill the final boss or kill a significant character to end the story. Essentially, this choice will lead to two outcomes that will arrive at the finale. Overall, it was a great game that offers suspense, adventure, action.

 Reply  (2 likes)

○  

The Metro series of games is an FPS-RPG adventure game based off of the Metro 2033 novels which has the player take control of a survivor living in the Metro of post-nuclear Russia. The story was one of the best driving points of the game, which was enhanced by its incredibly immersive world-building and supported by intriguing gameplay that often allowed the player to do things their way. The story also allowed for the player to have an effect on how their story would end, dependent entirely on how a player will act in the post-apocalyptic world of the metro. Despite me disliking horror games (or games that just have random jumpscare for no reason whatsoever), I thoroughly enjoyed the Metro series because of how immersive its atmosphere was. The way the narrative was told had me hooked onto the characters, and the freedom of choice for players to freely do things their way while following the storyline was something that I enjoyed.

コミュニケーション

- 主にメールで学生とやり取りする
 - 大学専用のメールアドレス
- LMSでの告知
- Facebookグループ
- 情報科学科ではSlackとDiscordを使うようになっている



ラボ活動

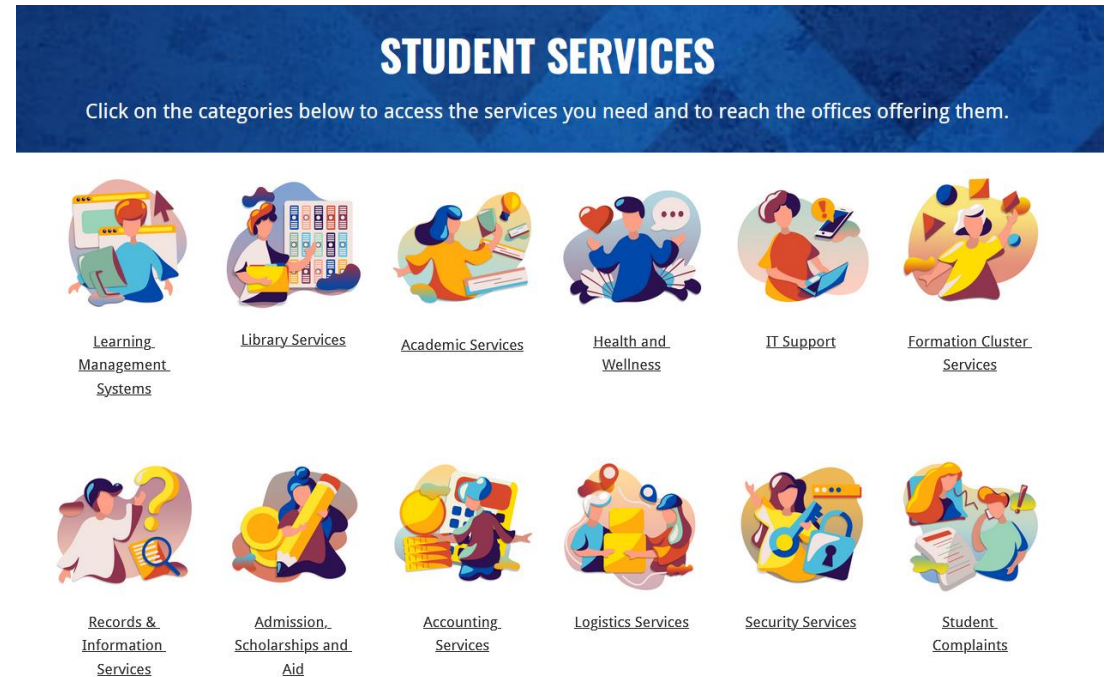
- 現場でのラボ活動の停止
 - 化学、生物学、物理学などの実験
- シミュレーションアプリの使用
- 危険性のない実験の場合、実験に必要な材料を学生に郵送
 - コストはアテネオ大学が負担
 - レクチャー動画を通じて手順を説明

デジタルディバイド (Digital Divide)

- 情報通信技術(IT)にアクセスがいる人とアクセスがない人の差
- 原因
 - 経済、地域
- 結果
 - パソコン・インターネットのない生徒と教員がオンライン授業に参加できない
 - パソコン・インターネットの経験が少ない教員にとってオンライン授業を行うのが難しい

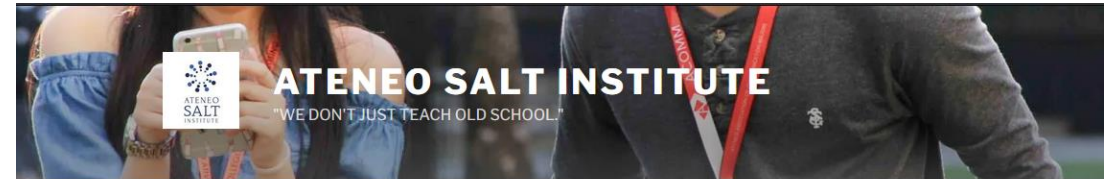
デジタルデバイスにおいてアテネオ大学の取り組み

- 学生にパソコン・モバイルWifiの貸し出し
- Portable Learning Packet (PLP)
 - 教材をUSBフラッシュドライブにコピーし生徒に郵送
- オンライン学習におけるサポートサイトの立ち上げ (LS One)



Adaptive Design for Learning (ADL)

- オンラインクラスのデザインにおける教員向けのトレーニング
- リモート教育（Remote Teaching）とリモート学習（Remote Learning）の組み合わせの重要性
 - リモート教育 = Synchronous Learning
 - リモート学習 = Asynchronous Learning



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ADAPTIVE DESIGN FOR LEARNING (ADL)



Magisterial Lectures

- 教員を招待し、特定な話題についてのレクチャー動画を録画し、YouTubeに公開する



Magisterial Lectures

The Magisterial Lecture series is a collection of selected talks from Ateneo classes, delivered by some of the University's most respected faculty members. They are produced and shared for the benefit of learners everywhere. It is an Areté Production done in partnership with The Department of Communication, Loyola Schools and the Eugenio Lopez Jr. Center for Multimedia Communication.



MAGISTERIAL LECTURES
Theater, Trauma, and the Rehearsal to Recovery



MAGISTERIAL LECTURES
Tao at Tauhan sa Kwento



MAGISTERIAL LECTURES
Unlocking the Power of the Franchising Format: Choosing the Right Franchisor



MAGISTERIAL LECTURES
What is Art? Is art useful in a pandemic?



MAGISTERIAL LECTURES

Liberating Ourselves From The Past



MAGISTERIAL LECTURES

Explorations on Nature, Art, and Spirituality

In this lecture, Fr. Jason shares his personal explorations on the intersection of nature, art, and spirituality.

[READ MORE](#)



Magisterial Lectures
42 videos • 4,605 views • Updated 7 days ago

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Areté Ateneo [SUBSCRIBE](#)

- 1 Magisterial Lectures | Cristina J Montiel PhD - Political Psychology and Violence 19:47
- 2 Magisterial Lectures | Rica Bolipata-Santos PhD - On The Teaching of Active Non-Violence 27:18
- 3 Magisterial Lectures | Ma Regina M Hechanova PhD RPsy - Building Resilience 18:04
- 4 Magisterial Lectures | Ambeth Ocampo - Liberating Ourselves From The Past 18:33
- 5 Magisterial Lectures | Fr Jason Dy SJ - Explorations on Nature, Art, and Spirituality 15:51
- 6 Magisterial Lectures | Helen U Amante PhD - Pagmamahal sa Bayan 10:08
- 7 Magisterial Lectures | Daisy See PhD - Strive 21:29

今後の課題

- オンライン学習における対応の効果の研究
 - 教員、学生との面会
- オンライン学習の効果をもつ方法の検討
- “University Bubble”の検討
 - 現場でのラボ活動の再開
- ADLを他の学校にも提供
 - オンラインクラスの効果の評価方法

DECEMBER 13, 2020 BY SALT

ADL (ADAPTIVE DESIGN FOR LEARNING) TO BE OFFERED TO 12 PRIVATE SCHOOL SYSTEMS IN JANUARY 2021

This coming January 2021, the ADL Professional Certificate Course will be offered to over 200 teachers from 12 private school systems, thanks to Ateneo de Manila's partnership with the **Private Education Assistance Committee (PEAC)**.



Fr Bobby Yap SJ of AdMU and Doris Ferrer of PEAC sign the Memorandum of Agreement. (Photo from Aaron Vicencio, UMCO)

FIND US

The Ateneo SALT Institute is located on the 4th floor of the George S.K. Ty Learning Innovation Wing of the Arete beside the JJ Atencio Lighthouse for New Learning.

Follow us on [Facebook](#).

Ateneo de Manila University Loyola Heights, Quezon City, Philippines 1108

SEARCH



ABOUT THIS SITE

The Ateneo Institute for the Science and Art of Learning and Teaching coordinates the university's multidisciplinary efforts in education, research, and outreach. This site will feature the latest developments and discussions in the Institute's work in education.