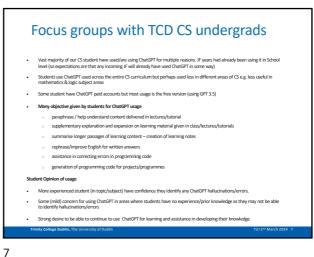


GenAl A Game Changer? **Generative AI:** (G) CANE CH • ENT ISSUE NEWS BLODS OFINION RESEARCH Computing Education in the Era of Generative Al mes Prather, Brett A. Becker, James Finnie-Ansley, J Eddie Antonio Santos, Sami Sansa of the AGM, Pebraary 2024, Vol. 67 No. 2, Pages 56-67 GenAI's impact will surpass every other technology



Initial Evidence of Benefit of GenAI

The present study performed a meta-analysis of 24 randomized studies. The main goal of the current study was to meta-analytically examine the effects of Al chatbots on students' learning outcomes and the moderating effects of educational levels and intervention duration.

The results indicated that AI chatbots had a large effect on students' learning outcomes.

Moreover, AI chatbots had a greater effect on students in higher education, compared to those in primary education and secondary education. In addition, short interventions were found to have a stronger effect on students' learning outcomes than long interventions.

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Disruptive Educational Technologies

The network will carry education as they do music to the backwoods, isolated farms and into the mountains of Tennessee, Kentucky and West Virginia. The limitations of "the little red schoolhouse" will pass away; the country schoolteacher will be reinforced by college professors and other specialists.

New York Times 1923 on radio

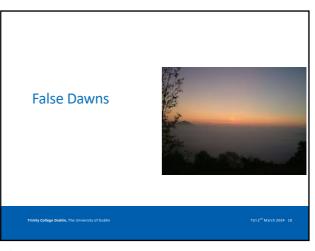
While children may be bored and restless when merely listening to a speaker [on radio] without seeing him, living talent or motion pictures broadcast at a certain time to all schools in a given area will capture and hold their interest. The fascination of television for children has aiready been demonstrated in the homes of those now possessing television receivers in the New York area. (Sarnoff, J941)

With the advent of interactive computer networks, education will be revolutionized. The child's imagination will finally be set free to roam the world, guided by his own interests.

And we already hear rumours of the next round: Why should students be interested in flat-screen interaction with a two-dimensional world? But with full-immersion virtual reality we can present the child with infinitely rich learning environments. He lives in the world he is learning about, and even helps to create it.

From 1997 https://www.netfuture.org/fwd/1997/1.html

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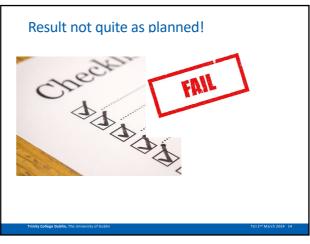
Irish Predictions The availability of new VLE systems for schools in Ireland will allow staff shortages to be offset by teachers who can get a lot mere draw is lear time.

more done in less time. [Software for Schools website 2010] • http://www.software4students/e/blog/2009/12/16/ICT_in_Schools_Co ntinuing_The_Journey_in_Ireland]

 Taking full advantage of the benefits of ICT in teaching and learning will encourage and enable all students to become self-assured and self-directed learners.
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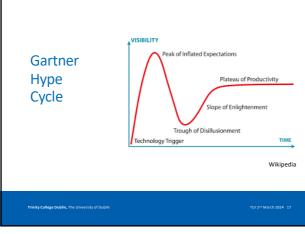


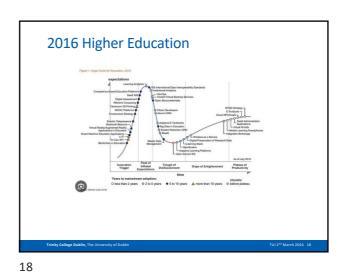


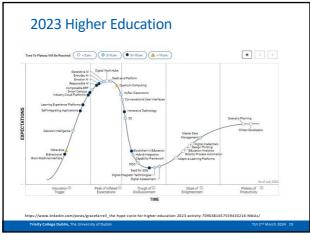






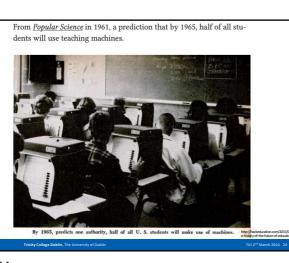






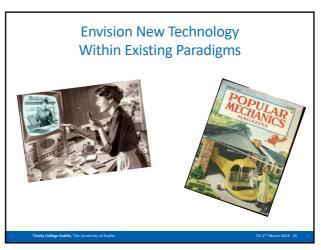




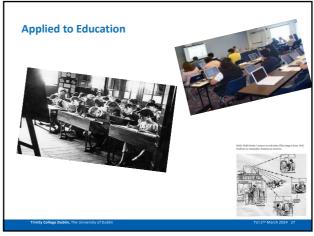




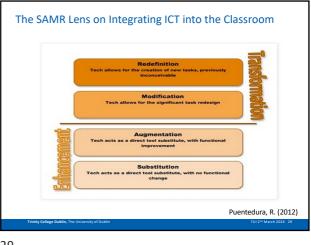


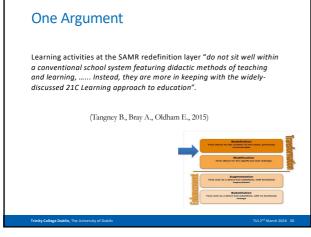


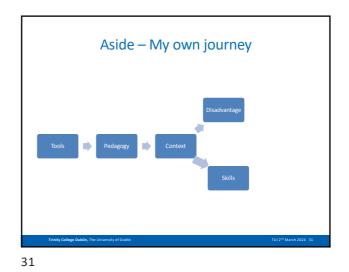


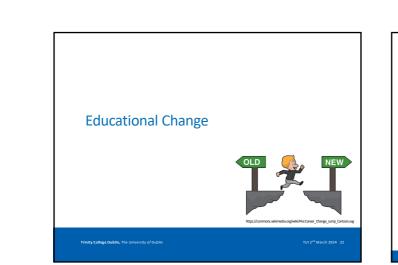


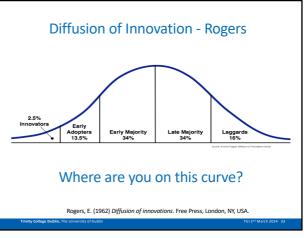












Technology Acceptance Model

• Davis's Technology Acceptance Model (TAM) highlights the importance, from a user's perspective, of the perceived **ease of use** of any new technology and its perceived **usefulness** (Davis 1985).

Challenges With Any Classroom Change

(Zhao et al. 2002) Distance - how far removed the educational innovation is from current practice.

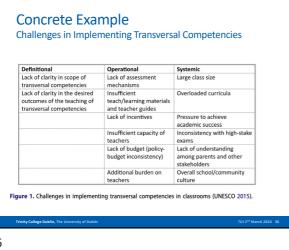
(Ertmer 1999) describes barriers to the adoption of technology by teachers as occurring at two levels. 1. Inadequacies in infrastructure, technical support and training in the use of technology. 2. Teacher beliefs about the nature of teaching and learning, their role and how they interact with and assess student work.

(Fullan 2007), to bring about any change in any educational context is ultimately a function of "what teachers do and think".

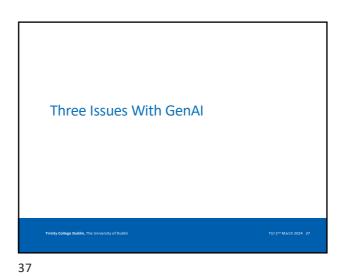
It may be helpful to have these concepts in mind as we grapple with GenAI.

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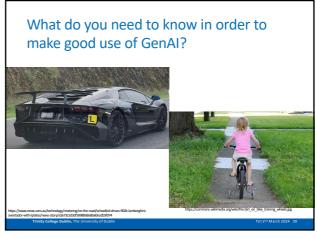
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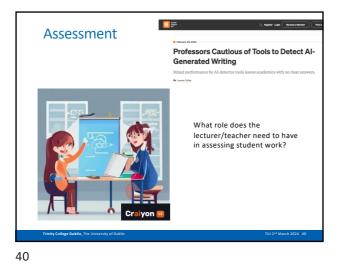


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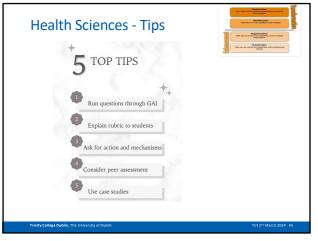




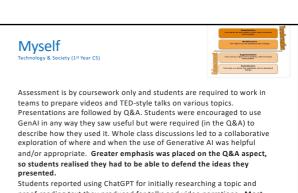


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proof-reading text they produced for talks and video narrations. Most interestingly one group reported how they feed the text for their talk into GPT and prompted it to suggested questions which might crop up in a Q&A. Other teams then adopted this practice.



Trinity College Dublin Coláiste na Tríonóide, Baile Átha Cliath The University of Dublin

Eleanor Byrne

 Frinity College Dublin

 Coláiste na Tríonóide, Baile Átha Cliath

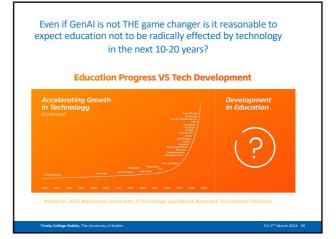
 The University of Dublin

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Punchline

- 1. The history of technology and learning is littered with false dawns.
- 2. The jury is out on how significant Gen AI will be, as we all try to figure out how to utilise it.
- 3. Educators' beliefs about teaching & learning will shape their views on Gen AI and how it is to be utilised.
- 4. SAMR provides a lens to help frame approaches to ICT integration.
- The issues around integrating ICT in teaching & learning, and the supports needed to achieve it (if that is the goal) are well understood, if not practiced.
- 6. Both educators and students need support on how to make best use (or not) of GenAl.
- 7. The role of the educator in assessment emphasis on Q&A

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Two Questions for All of Us

1. Are the skills and knowledge assessed by the Leaving Cert (established) the best ones to be focusing on going forward?

2. In light of Q1, is the backwash effect of the CAO admission process, on senior cycle teaching and learning and helping prepare students for further education, a price worth paying for the transparency of the system?

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