

Project Summary for IAL Website

The following information is for publication on the IAL website. Please be reminded not to include any confidential information.

Project Title:	Microlearning, Gamification and Chatbot for Collaborative and Personalized Adult Learning (MaGiC ² PAL)
Project Number:	GA22-03
Year of Approval:	2023
Funding Source:	WDARF
Objectives and intended outcomes of the project:	The objective of the research project (MaGiC ² PAL) is to support practitioners in Temasek Polytechnic (TP) to enhance collaborative and personalised learning for adult learners through empirical studies of three modes of digital learning: microlearning courses (MLC), gamification and Chatbot tutoring in TP.
Project Team	
Principal Investigator:	Miao Huang
Summary of Project (up to 300 words)	
<p>Designing effective online learning and blended learning (OBL) environments is both an art and science that requires educators to deeply understand the needs and motivations of adult learners, aside from learning outcomes. By tailoring lessons to meet these unique requirements, we can unlock the full potential of OBL in adult education.</p> <p>MaGiC²PAL project harnesses the promises of three modes of digital learning: microlearning courses (MLC), gamification, and Chatbot tutoring, to create a blend of OBL that enhances collaborative and personalized blended learning experiences. By combining these innovative approaches, we can provide diverse and tailored learning opportunities that support the needs of adult learners.</p> <p>The MaGiC²PAL project will unfold in three stages. Stage 1 focuses on the individual implementation of each mode of digital learning. In Stage 2, project would delve into the combinations of two modes of digital learning, exploring their synergies. Finally, in Stage 3, all three modes will be weaved into a holistic learning experience.</p> <p>The project aims to address three vital research questions:</p> <ol style="list-style-type: none"> 1. To what extent does the MaGiC²PAL approach enhance collaborative and personalized learning? 2. Which mode of digital tool works well under which circumstances? 3. What good practices of digital learning can be derived from the studies? <p>While the findings will be context-specific and not meant for universal application across the Training and Adult Education (TAE) sector, the insights to be gained from MaGiC²PAL project will support educators to make more informed decisions within their contexts to enhance the learning journey for adult learners. The MaGiC²PAL project is designed to be scalable, making it adaptable to a wide range of adult learning contexts.</p>	