Getting to Know
NSF’s Cyberlearning Portfolio
CIRCL: The Center for Innovative Research in Cyberlearning
June 2013
Purpose of Activities

• Generate more knowledge and understanding of cyberlearning projects and PIs to inform center support efforts
• Inform efforts to describe cyberlearning community thematically, topically and in other ways relevant to community and beyond
• Create artifacts that encourage reflection on community participation
• Knowledge management to support social networks, find relevant expertise efficiently, generate candidate affinity groups
Portfolio Analysis Approach

• Tag researchers and projects
  e.g. geography, grade-level, research topic/domain, funding type

• Track characteristics over time

• Aggregate and synthesize, look for trends and gaps

• Generate artifacts that help describe community in ways that are meaningful to community (in addition to the usual questions ... )
# Grants per Award Type

- CAP
- DIP
- EAGER
- EXP
- INDP
- Unknown

#cyberlearning
Award Totals by Grant Type

- CAP
- DIP
- EAGER
- EXP
- INDP
- Unknown
Grade Levels Served (based on abstract)

Adjusted for Research Collaborations (n=54)

- Unable to tell from abstract: 14
- Adolescent: 3
- Teens: 5
- Children: 4
- Grade level not specified: 9
- Other (e.g., researchers): 6
- General Audience: 7
- Graduate (Masters, Doctoral): 2
- College/Undergraduate: 6
- 9-12: 6
- 6-8: 9
- 3-5: 4
- K-2: 2
- Pre-K: 1

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Subject Areas by Grant

- Math
- Science
- Engineering
- STEM
- Humanities (ELA, ELL, History, ...)
- Other (Health, Making, ...)
- Unable to tell from abstract

Adjusted for Research Collaboration
Learning Context by Grant

- Formal
- Informal
- Both
- N/A (e.g., Conference subsidy program)
- Unknown
Topical Research Area
(focus on education technology research)

- Accessibility and technology
- Instruction delivery platforms
- Computer assisted assessments
- Analytics, data visualization
- Learning games
- Virtual world, augmented reality
- Robots
- Mobile learning
- Collaborative learning, participatory learning (online)
- Intelligent tutors
- Learning through data using digital tools
- Inquiry learning and technology
- Modeling, simulations
Types of Media

- Programming tools / languages
- Mobile apps and devices
- Data visualization/modeling/simulation tools
- Robotics
- Games
- Virtual world/augmented reality/mixed reality
- Assistive technology
- Sensors
- Interactive displays, manipulatives
- (Multi)media
- Intelligent tutoring system
- Online learning platform, network
- Crowdsourcing tools
What do you want to achieve at this meeting?
Next Steps in Improving Analyses

• Program descriptions
  – Examine Cyberlearning solicitations
  – Interview program officers

• Project descriptions
  – Gather and analyze project documents, websites
  – Solicit PI input for deeper understanding of projects
  – Generate indicators for other community members

• Project outcomes
  – Work with Community to identify and characterize project outcomes and impact
  – Document “success”