Towards empirical analysis of educational innovations in organizations: An actor centred model based on the IAD framework

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Towards empirical analysis of educational innovations in organizations: An actor centred model based on the IAD framework

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Aim

To propose a framework as a common approach to guide empirical research on how open online education (OOE) embedding in higher education institutions (HEIs) occurs.

Abstract

- There is a need for more empirical studies on internal institutional implementation- and adoption mechanisms of open online education (Schophuizen, Kreijns, Stoyanov & Kalz, 2018).
- There is no agreed upon approach that integrates the complex socio-technological interplay with the structuration of actors and the surrounding rules and resources in their multi-level environment.
- The framework we propose fits better with attributes of OOE as a knowledge common by overcoming the dualism of individual vs. organization.

Key elements of the framework

The IAD framework specifies different elements of the system it aims to analyse, and can be divided into three broad clusters of variables:

- **UNDERLYING FACTORS**: Physical conditions, Attributes of community, Rules-in-use
- **ACTION SITUATION**: Interactions
- **RESULTING FACTORS**: Evaluative criteria

A multilevel framework: operational, collective choice and constitutional choice

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Institutions of higher education defined:

“the set of rules used by a group of individuals to organize repetitive activities that produce outcomes affecting those individuals and potentially others” (Ostrom, 2005)

Central element of analysis: action situations

- Defined as social spaces where individuals interact, exchange goods and services, solve problems or work on a project.
- Allows a researcher to isolate the structure affecting a process of interest with the purpose to explain regularities in human actions and results, which can potentially reform those structures (Ostrom, 2005).
- Action situations are influenced by attributes of the underlying factors: the physical world (e.g., technology), the attributes of the community in which actors/actions are embedded (e.g., norms and values), and the set of rules that the individuals use to govern their behavior.
- Rules define action situations and produce regularized plans for individuals to either comply, or develop strategies to change them.

Rule: Influences: Example OOE initiative:

- Boundary rule Role: Is the project acquired with involvement of the dean?
- Position rule Position: Can the project influence ICT services in institutions?
- Choice rule Actions: Is there an external need for the project?
- Aggregation rule Control: Are multiple interactions needed to get to an outcome?
- Information rule Information: Does a lecturer know of all new possibilities of OOE?
- Payoff rule Cost/benefits: Are results low investment, high outcomes or vice versa?
- Scope rule Outcomes: Does the OOE project increase accessibility?

Conclusion

- The IAD framework is a common approach to empirically guide how OOE embedding occurs.
- When more empirical data will be gathered through this framework, we will be able to better understand what makes various forms of OOE work, in what circumstances and for whom.
- The empirical results of studies using this framework will reveal in more detail how we can better work towards a sustainable future of OOE.

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References