

Teachers' and Students' needs analysis report.

Belarusian State University (Minsk, Belarus)

Methodology of identifications of needs

To select those **teaching & learning practices / technologies/ facilities** which meet the following criteria:

- 1) **highly important** for students (ranks lie under mediana in the selected dataset)
- 2) **at least important** for teachers (ranks lie not lower that 3rd quartile)
- 3) have **maximum** possible **performance gap** among selected above (by opinion of students)

1. Teaching styles and approaches selected for further development at BSU

#	Teaching methods	Degree of importance, Rank Students	Degree of importance, Rank Teachers	Gap's Rank Students	Selected for further exploitation at BSU
4	Workshops	1	8	17	
15	E-teaching/Web- or Multimedia enhanced teaching	2	13	10	
8	Case based teaching	3	14	4	+
2	Seminars	4	20	19	
5	Tutorials	5	7	11	+
14	Discussions/debates	6	17	14	
9	Experience based learning	7	1	2	+
18	Teaching in small groups (team learning)	8	16	15	
7	Problem based learning	9	10	1	+
17	Active learning	10	11	6	+
3	Laboratory works	11	18	18	
10	Project based learning (project work)	12	19	13	
1	Traditional lecturing	13	12	20	
12	Individual learning	14	3	3	
20	Hybrid/blended teaching	15	6	9	
11	Game - simulation based learning/Role playing	16	15	8	
6	Fieldworks	17	2	5	
19	Research based teaching	18	9	12	
16	Focus group teaching	19	4	7	
13	Flipped classroom	20	5	16	

2. Learning styles and approaches to be further elaborated at BSU

#	Learning styles and approaches	Degree of importance, Rank Students	Degree of importance, Rank Teachers	Gap's Rank Students	Selected for further exploitation at BSU
16	Receiving personal feedback from my teachers	1	16	2	
3	Internships/field training	2	9	4	+
14	Peer learning (students learning with each other)	3	14	11	
1	Doing a project	4	12	12	+
10	Watching videos related to course content	5	3	10	+
2	Reading an article on the web	6	8	15	
8	Solving problems related to course content	7	11	5	+
6	Engaging in class discussions	8	13	9	
15	Attending lectures & taking notes	9	15	16	
9	Engaging in logic games and brainteasers	10	10	7	
5	Doing experiments in a lab	11	6	1	
4	Role-playing	12	7	3	
13	Reading of textbooks	13	4	14	
12	Power Point or other interactive presentations	14	5	13	
7	Listening to audio recorded lectures or podcasts	15	2	8	
11	Engaging in online discussion questions	16	1	6	

3. Technologies that are needed to be introduced at BSU

#	Technologies	Degree of importance, Rank Students	Degree of importance, Rank Teachers	Gap's Rank Students	Selected for further exploitation at BSU
5	Multimedia tools	1	1	10	
3	Interactive whiteboards/smartboards	2	4	5	+
1	Learning management systems	3	3	9	+
9	Social media/Web 2.0 & Web 3.0 technologies	4	5	6	+
6	Communities of e-learners	5	9	3	
7	Digital games and simulations	6	7	1	
4	Classroom response systems	7	2	8	
8	Online discussion	8	8	2	
10	E-portfolios	9	6	4	
2	Chat sessions	10	10	7	

4. Facilities that are needed to be introduced at BSU

#	Facilities	Degree of importance, Rank Students	Degree of importance, Rank Teachers	Gap's Rank Students	Selected for further exploitation at BSU
1	High speed internet/Wi-Fi	1	1	10	+
12	Smartphones	2	9	4	+
6	Laptop computers	3	3	7	+
2	Conventional projectors	4	2	11	
5	Interactive whiteboards/blackboards	5	4	2	+
9	Printers	6	10	6	
3	Interactive projectors	7	5	3	
4	Mobile (portable) projectors	8	6	5	
10	Copiers	9	11	8	
7	Tablet computers	10	8	1	
11	Scanners	11	12	9	
8	Desktop computers	12	7	12	

5. Teaching materials that are needed to be introduced at BSU

#	Technologies	Degree of importance, Rank Students	Degree of importance, Rank Teachers	Gap's Rank Students	Selected for further exploitation at BSU
3	Multimedia books	1	5	3	+
9	Audio/Podcasts	2	11	1	
1	Text books	3	3	9	
5	Presentations (PP, Prezi, etc.)	4	4	8	+
2	E-books	5	2	10	
8	Video lectures	6	7	6	+
11	Instructor recorded videos & lectures	7	10	4	
7	Video presentations	8	8	5	
6	Presentations (narrated)	9	9	2	
10	Open educational resources (OERs, MOOCs)	10	6	7	
4	Course/lecture notes	11	1	11	

Summary

We need more T&L practices

- 1) deliver applied skills for real life situations
- 2) based on LMS integrated with SNs
- 3) with use of different video study content and
- 4) facilitated via smartphones/laptops supported by high speed wi-fi