

## **Synchronous and Asynchronous Data Collection From Students Abroad**

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In this workshop, participants will have an opportunity to collaborate and explore different ways in which data collection may be obtained from students studying abroad. While specific interests among participants will be collected at the beginning of the session, we expect to engage discussion on following topics:

Information and Communications Technology (ICT) - Ease of access for students, variety of methods, a code of practice for researchers, and a code of practice for students.

Synchronous and Asynchronous Communication – What are the limitations and advantages to the researcher as well as the limitations and advantages for the participant?

Creating 'Presence' through the Multi-layered World of Cyberspace - How can students abroad feel "present" in their physical environment while staying connected online? How can this 'presence' inform research on students abroad? Participants will form groups and will be given a student abroad case situation. Areas of discussion might include social presence, physical presence, environmental presence, cognitive presence, etc. Groups will return to discuss their 'findings'. All members will have a chance to add their thoughts to other group situations. All 'findings' will be amalgamated into a final product that will be made available to participants for further reflection.

Practical Applications for Existing Information Gathering - Finally, we will discuss the advantages and disadvantages of using computer mediated communication as forms of data collection. We will think through the areas of voice over internet protocol, discussion forums, wikis, blogs, social media sites, and the potential use of immersive 3-D environments (ie Second Life) for pre- and post-program orientations.

### **Key Words**

Study abroad, international education, data collection, information and communication technology (ICT), synchronous communication, asynchronous communication, data collection, VOIP (voice over internet protocol), wikis, blogs, social media, and code of practice.