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Using online technologies in occupational therapy practice: A participatory workshop for therapists.

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Learning objectives:

Through discussion, demonstration and hands-on practice participants will:
1. Become knowledgeable about online tools (e.g.:Wiki, Blog, Podcast, RSS, Virtual worlds).
2. See applications of online tools for individuals and communities, developed by leading occupational therapists.
3. Learn how to manage ongoing professional development and knowledge transfer using online tools.
4. With guidance, develop an online tool (e.g. a blog or a wiki) and start an online community of practice.
5. Join a newly developed online occupational therapy community of practice.

Length of time required:

Full-day workshop is preferred, 9:00 - 12:00 and 1:00 - 4:00

Description of teaching methods:
Part I

- Didactic presentation giving a structured overview of the key online tools being used in occupational therapy practice (this will include wikis, blogs, micro-blogs, podcasts, virtual worlds, Voice over Internet Protocol (VoIP), and online social networks).
- The facilitators will tell their own "virtual" field stories, identifying what drew them towards using Web 2.0 and how it is impacting their practice. They will also give tips on how to avoid common pitfalls and overcome common barriers.
- Demonstration of the key online tools currently being used in practice settings.

Part II

- Small group work where facilitators will coach participants to use one of the online tools (a blog, a wiki, a podcast, a YouTube video etc) and create an online object resource and/or community, related to their area of interest.
- Each small group will share their creation(s) with the rest of the participants.
- The facilitators will launch a specially developed virtual community for occupational therapists in the final part of the workshop. All participants will be able to join the online community and to also link their own Web 2.0 creation developed in the workshop.

Maximum number of participants:
50 (based on the small group activities).

Please note: The presenters believe that this workshop would be best held at a University where there is access to teaching spaces such as a lecture theatre and a computer laboratory. At a minimum we will need wireless internet access for laptops in part II and will request that participants bring a laptop computer.