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Thesis Abstract

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Thesis Title

Features of Emerging Technology Learning Materials Suited for Non-Technical Adults

Thesis Summary

Emerging technologies such as AI and IoT have been accelerating in recent years and have impacted on various industrial fields and social infrastructures. In this context, the need to learn emerging technologies has been increasingly important not only for technical people but also for non-technical people. Some self-directed business professionals have been studying technologies using existing modern learning materials in order to improve their technical conversation skills and market value. However, such materials fail to satisfy the learners because they're not optimized for non-technical adult learners. The purpose of this study was to understand the features of emerging technology learning materials suited for non-technical adults to address the needs of optimized learning materials for non-technical adult learners. In this study, we compared a learning material suited for technical people with the one suited for non-technical adults to highlight the unique features of each learning material as the differences between them. To enable such a comparison, we created and validated the learning materials first and then extracted the steps of each story-building method for the comparison. We identified features of a story-building method suited for non-technical adults. Chronological or logical linearity provided by the connections between the learning topics helps the learners see the path to the learning goal. We also identified the five issues of the completely automated online learning environment for technical people, which help to design an online environment for non-technical adults. Our findings indicate that it is not a small step instructional strategy that makes the story easy to understand but is the connections that make the learning materials linear and easy to understand. Also, our result suggests that the more we emphasize the features suited for non-technical adults, the more likely to solve the problems of conversational programmers for both online and offline environments.