

Education as Platform

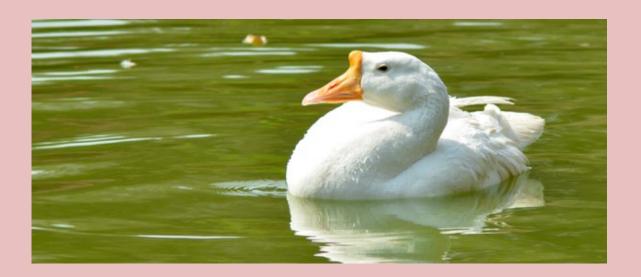
The MOOC Experience and what we can do to make it better

Stephen Downes

EdgeX – New Delhi

March 12, 2012

- 1. A bit about MOOC Structure
- 2. Where MOOCs Fail
- 3. Reconceptualizing MOOCs
- 4. Chess Net
- 5. The Budget Game
- 6. The Education Platform



1. A bit about MOOC Structure



The MOOC Experience



Contents

Calendar



This Course

Home Page
About This Course
Course Outline
How It Works
Course Facilitators
Your Privacy
Contact Us

Your Account

Register
Login
Manage Account
About OpenID

Participating

Listen to Audio
Join a Backchannel Chat
Read Discussion Threads
Read Daily Newsletter
Newsletter Archives

YOU ARE LOGGED IN AS **ADMIN** [OPTIONS] [LOGOUT]

Welcome to Change: Education, Learning, and Technology!

The Massive Open Online Cource (MOOC) #change11

[To Register for this Course, Click Here!]

Being connected changes learning. When those connections are global, the experience of knowledge development is dramatically altered as well. Over the past four years, a growing number of educators have started experimenting with the teaching and learning process in order to answer critical questions: "How does learning change when formal boundaries are reduced? What is the future of learning? What role with educators play in this future? What types of institutions does society need to respond to hyper-growth of knowledge and rapid dissemination of information? How do the roles of learners and educators change when knowledge is ubiquitous?"

Experimenting with answers to these questions has produced what is now called "massive open online courses" or MOOCs. Three of us - George Siemens, Stephen Downes, and Dave Cormier - have had over 10,000 participants in the various courses we've run since 2008. The learning experience has been terrific. We've refined our pedagogical approaches, improved the software (well, actually, just Stephen did that), and developed a research agenda around learning in networks in open online courses.

We've always been a bit uncomfortable being the sole facilitators of open courses - knowledge, after all, is networked. To grow knowledge is to grow connectedness and diversity.

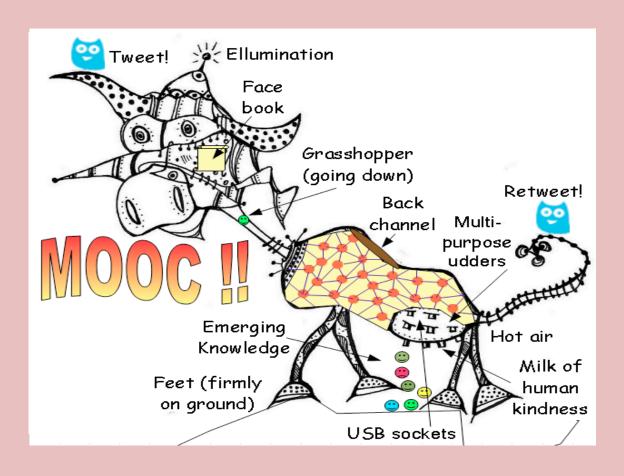


Open



Mix of levels – novice and experienced

The network structure



http://cor-ar.blogspot.in/2012/03/two-distinct-course-formats-in-delivery.html

Aggregation – bringing together



The abundance of content

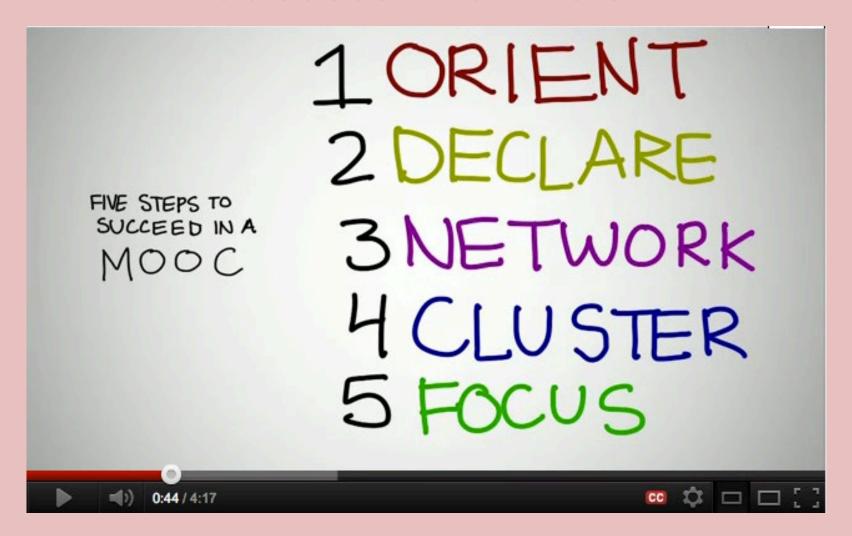
Some analogies:

- following football there are more games in the world than you could possibly watch
- recipes there is more food int eh world than you could possibly eat, more ways of eating food than you could experience in a lifetime
- places to visit the world is vast, ou cannot possibly see everything

Social versus Solo



Success in a MOOC



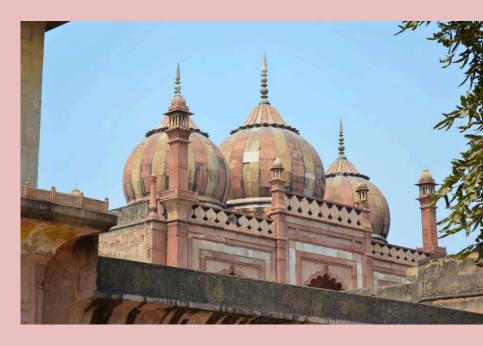
Self-Education

Bates: "They belong philosophically within the context of thinkers such as R. H. Tawney, Ivan Illich and Paulo Freire, who believed strongly in self-education, as part of their broader socialist views on equality, the need to open access to knowledge, and to educate the workers in order to break the existing hegemony, etc."

http://www.tonybates.ca/2012/03/03/more-reflections-on-moocs-and-mitx/

Knowledge as Grown

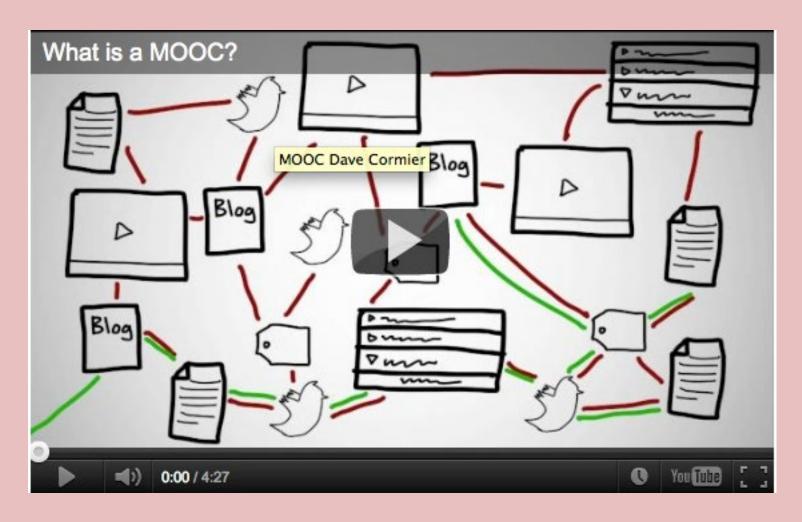
There is a contrast between knowledge as something that is acquired, ingested, retained, remembered, and knowledge that is something that is grown as a response to experience rather than as a representation of it



2. Where MOOCs Fail

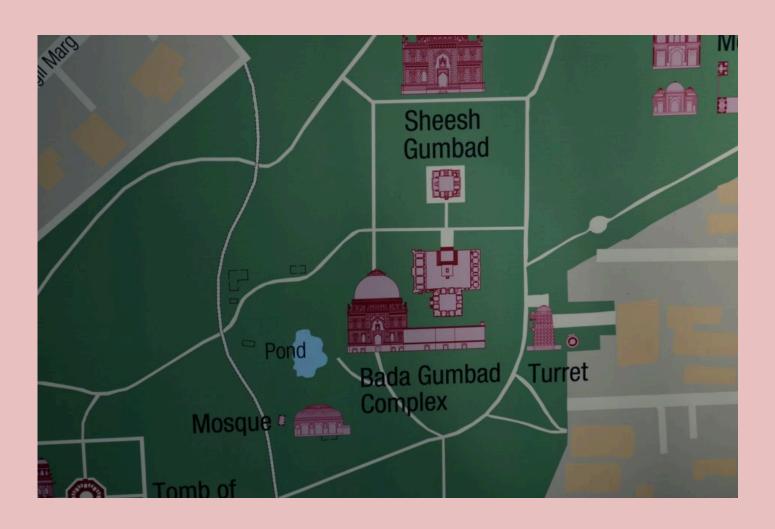


The Bootstrap Problem



http://www.tonybates.ca/2012/03/03/more-reflections-on-moocs-and-mitx/

Navigation



Size versus Connectedness



Lisa Chamberlin and Tracy Parish http://elearnmag.acm.org/featured.cfm?aid=2016017

Elitism



Effectiveness



What is learning if it isn't learning content?
 How can we assess it, credentialize it?

3. Reconceptualizing MOOCs



Open

- everybody can participate but more importantly, there are many ways to participate
 - 'open' means being able to watch
 - 'open' means being able to participate at your own level
 - 'open' means participating publicly, so others can watch

Online

- means that it is connective, interactive
- You can't put a MOOC on a DVD
- The MOOC is the process
- It is a process that is greatly aided by being online
 - many tasks are automated, scaffolded
 - much greater communicative capacity
 - more access to data, calculations

Connective

- To the extent that a MOOC is about content, the MOOC fails
 - it's like confusing the learning of a game, or the playing of a game with memorizing the rules of a game
 - it's like confusing enjoying food and knowing how to cook with the memorization of recipes
 - it's like confusing the experience of travel with knowing where things are on a map

Restating the Problem

- our MOOCs are insufficiently connective, and tend to slip toward an emphasis on content
 - the form of connectivity online conversation is at once too simplistic and too complex
 - looking for other ways to connect eg., artwork (a la ds106) or activities/projects (but these have been *very* poorly defined in our courses)

Rediscovering Process

- As we fail to provide process, the courses revert to their old ways
 - people think the course is about the content
 - they gravitate toward dependence on the leadership, and away from personal participation
- It's not that we don't scaffold enough, it's that there are not opportunities for participants to 'play'

MOOC, Meet Game

- The MOOCs we have offered have been very high level, involving professional presentations and conversations – but what would a MOOC look like for a 10-year old?
- My answer: it would look like a game

4. Chess Net







Chess.net

http://www.chess.net



Chess World

http://www.chessworld.net/



Net-Chess.Com

http://net-chess.com



BabasChess - The Free Internet Chess Client

http://www.babaschess.net/

- European Chess Union
- http://europechess.net/
- "introduction of the programme 'Chess in School' in the educational systems of the European Union"

5. The Budget Game



Budget Simulators

Choices NEXT >

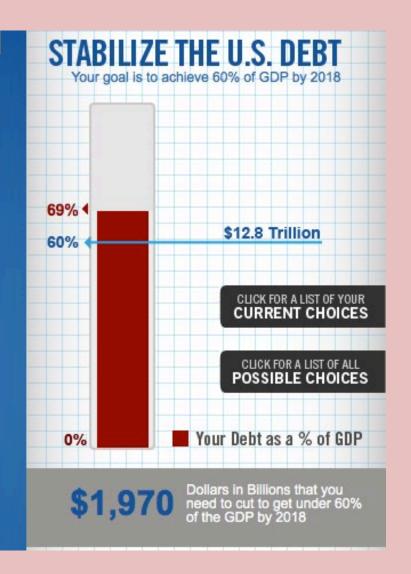
baseline as well as figures for many options and added sults. Try it even if you have done the simulator before.

YOUR CHALLENGE:

Stabilize the U.S. Debt at 60% of GDP by 2018.

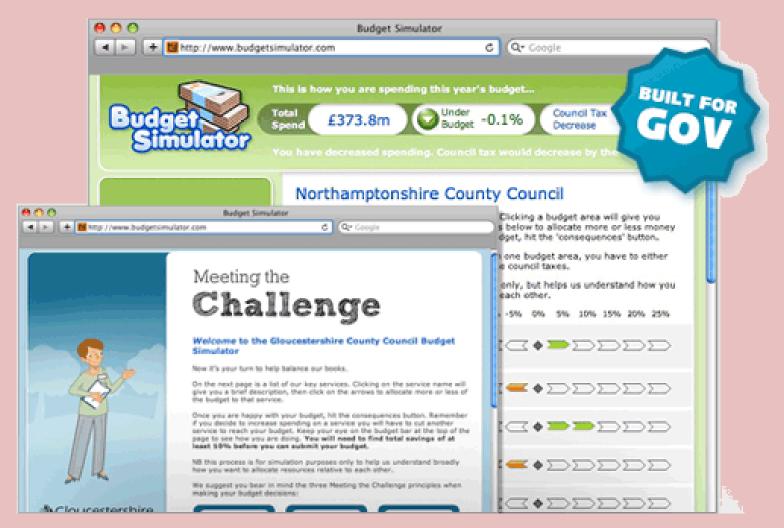
To begin the simulation, click the "Next" button above. There are 8 categories where your choices will affect the debt. Negative numbers next to a choice indicate how much the debt will be reduced, positive numbers add to the debt. Use the "Next" and "Back" buttons to navigate to each section; do not use your browser's navigation arrows. Click the "Done" button when finished making all the choices you want. The bar graph on the right will chart how your choices affect the debt-to-GDP ratio relative to the 60% goal. Visit the FAQ page for more on how the game works.

For more information on any choice simply click the icon to the left of that choice.



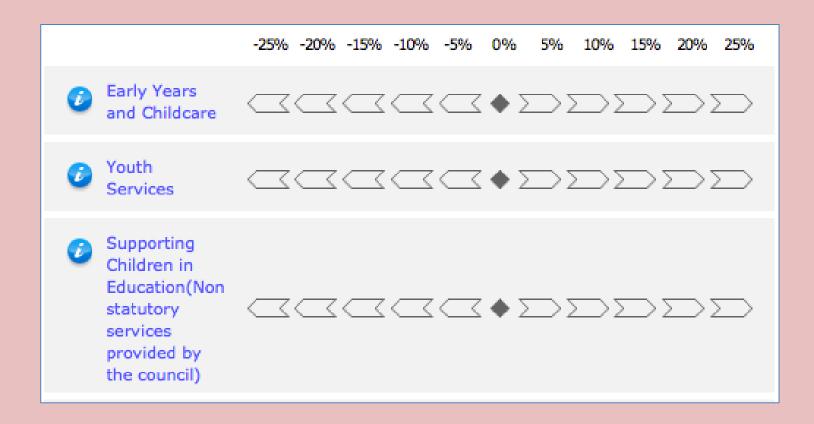
http://crfb.org/stabilizethedebt/

Meeting the Challenge



http://www.budgetsimulator.com/info/

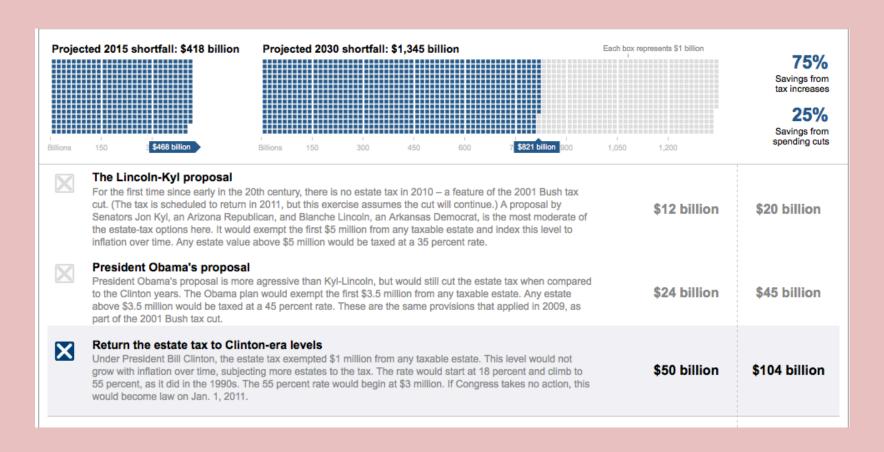
Fixed and Opaque



Budget Simulator

http://www.budgetsimulator.com/brightonandhove

NY Times 'Solve the Deficit'



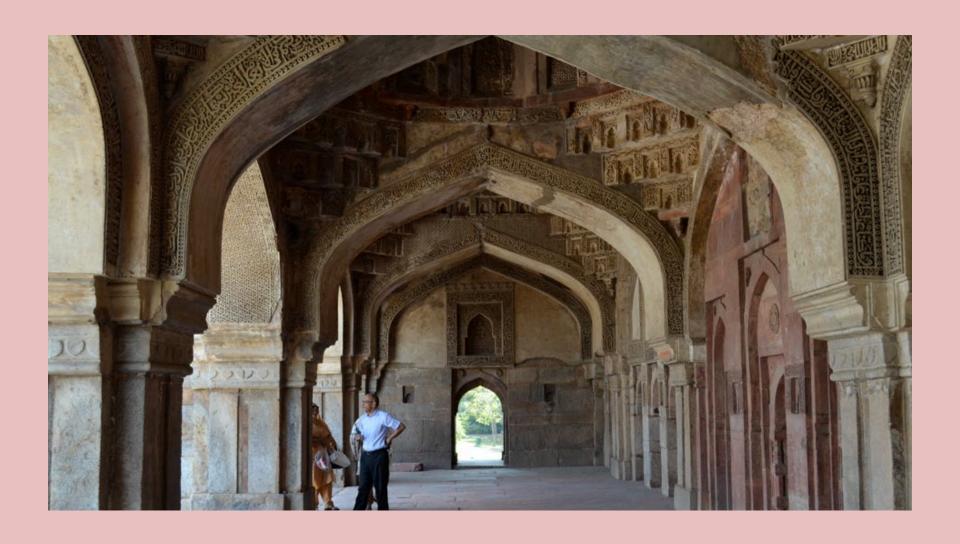
http://www.nytimes.com/interactive/2010/11/13/weekinreview/deficits-graphic.html

What's Wrong With The Simulators

- they try to 'teach' but instead become propaganda
- they reduce complex problems to simple fixes



6. The Education Platform

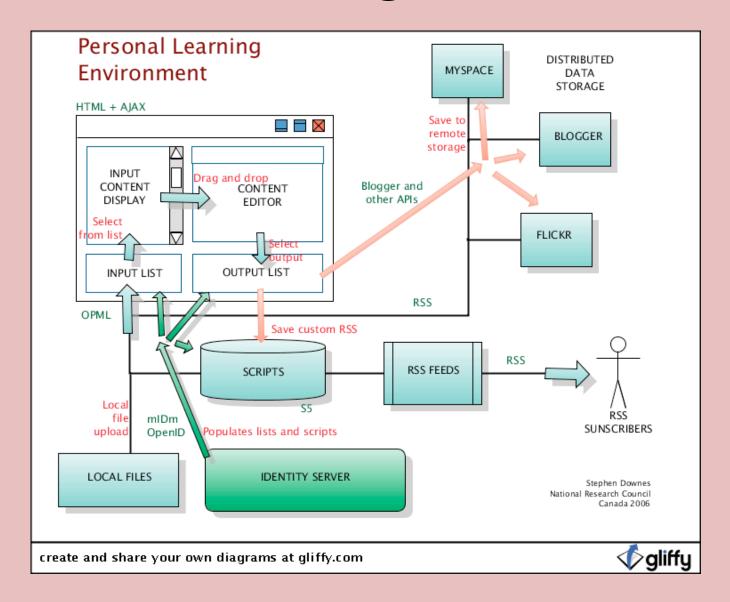


Critiquing the games



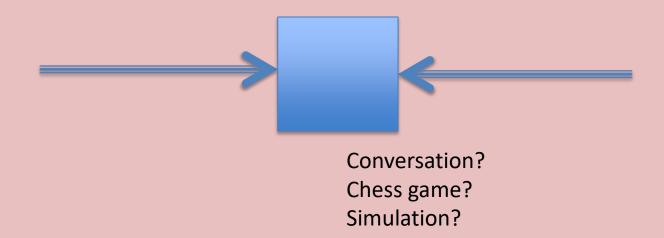
http://www.downes.ca/post/57523

Revisiting the PLE



The Connectors

- Things events, games, arenas, etc., to 'connect' individuals with each other
 - either as plug-ins on individual PLEs, or
 - as third-party services, like scrabble.net



Language Games



http://www.popmatters.com/pm/post/65550-games-as-language-systems

Ladders, Vectors, Networks

- Chess and other person-to-person games rank people in 'ladders' (people want to ran schools this way too)
- One way to think of a network is as a multidimensional ladder
- Ranking is therefore 'position' in a network

The Paucity of Badges



The Emptiness of Analytics





http://www.downes.ca