

A Social Learning Grid for MOOCs: Exploring a FutureLearn Case

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Collaborative & Social Learning in MOOCs

- Mere student groups - fruitful learning ??
 - Structured collaborative learning promotes active learning [Dillenbourg, 2015; Hernández-Leo, et al., 2010]
- Social learning - continuous mutual interactions influence humans to learn [Bandura, 1971]
- Most widely used - forum discussions [Manathunga & Hernández-Leo, 2015]
- Not seen very effective
 - Overwhelming amount of threaded discussions
 - Hinders knowledge building process [Scardamalia & Bereiter, 2006]

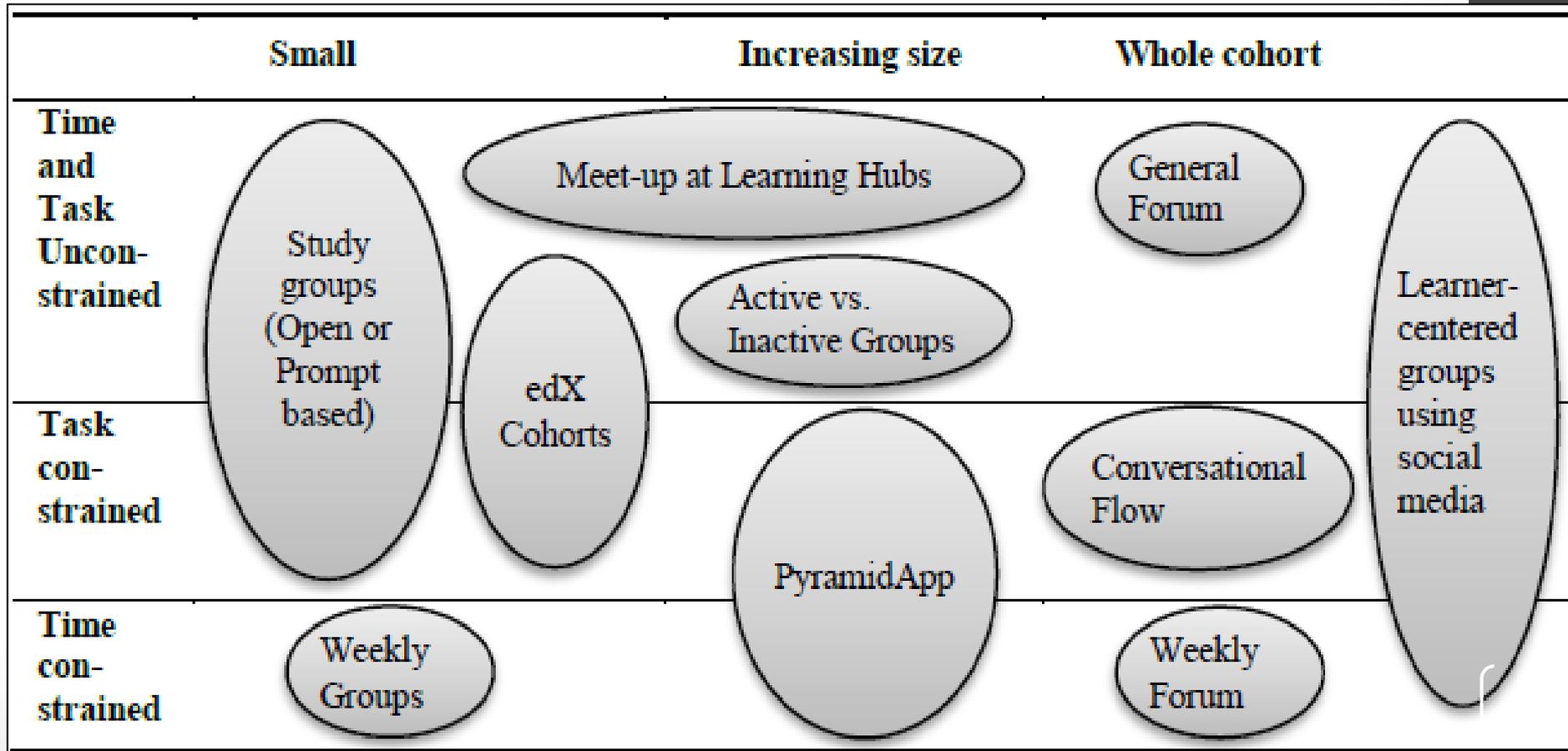
Requirements & Challenges

- Collaborative Learning had been applied at small scale
 - Scalability has not been considered within the design
- Avoid isolation & provoke conversations - Social Learning
- Difficulties:
 - Diversity in learner motivations and expectations
 - Differences in cultural expectations (e.g., how individuals should behave in social spaces)
 - Resulting in diverse behaviors when taking MOOCs

Objectives

- To understand the possibilities and introduce mechanisms to adopt well-known collaborative and social pedagogical methods into MOOCs
- **Collaboration Space Grid**
 - Collaborative and social interaction possibilities with underlying rationale
- An exploratory study using three collaborative and social learning spaces in a MOOC (FutureLearn platform)

Collaboration Space Grid with Examples



MOOC Case Study

- “3D Graphics for Web Developers” – 5 weeks
- Target crowd : Web developers
- Aim : Implement high quality interactive 3D applications to run natively on a browser
- 10500 enrolments

- Three diverse collaboration spaces:
 - Task-constrained educator prompt based study groups up to 30 members
 - PyramidApp with both task and time constraints; for cumulative collaborations
 - Conversation flows linked to course step for the whole cohort

Conversational Flows

Grant Laker
I'm not able to load my earth texture in Chrome (Version 48.0.2564.116) at the time of writing). It loads fine in firefox however...

The error I'm getting is -
DOMException: Failed to execute 'texImage2D' on 'WebGLRenderingContext': origin image at file:///.../earthmap2k.jpg may not be loaded.

Anyone else seeing this or know how to resolve?

Like

Ihor Ivanets Follow 29 FEB
The problem is on local server only. When uploaded to a remote server, it works like a charm.
Like 1

Sheila Francl Follow 05 MAR
did you put the images in the folder assets? It works in every browser for me
Like

Fabien Benetou Follow 07 MAR
That's the typical error while starting with assets. One can NOT use assets from another server. If you want to use texture or 3D models you HAVE to host them where the html file is. There is no trick, do not waste time finding a hackish solution. Start up a web server, host your file, host your asset then build.
Like 2



Stephen Mugacho

I am glad to be part of this group hoping to gain m

Like Reply



Alun Evans EDUCATOR

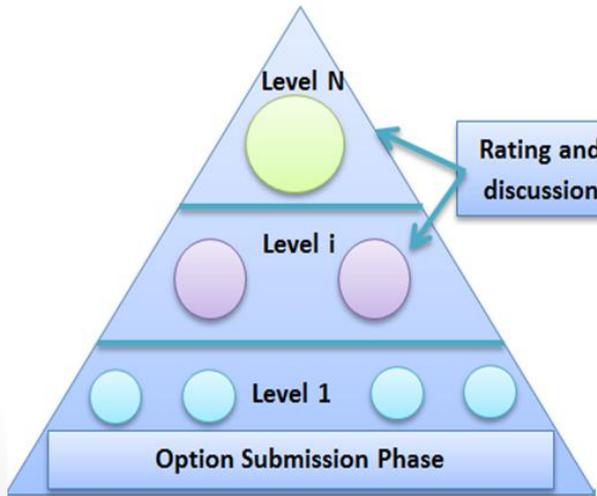
posted a discussion topic

Follow 05 JUL

Prompt-based study groups

Let us share what we know about 3D graphics! Did you know that there are 3 phases of 3D graphics creation as "3D modelling, 3D animation and rendering". What happens in these phases?

1.4



Student 1 + Student 2, Student 3, Student 4,... Level 3/3

Rating is individual. Please rate all options!

link12 | http://vatelier.net/MyDemo/3DWebDev/4_1_LearnTextures.html
★★★★★ Awesome

link31 | <https://www.flickr.com/photos/135408185@N05/24786377853/in/dateposted-public/>
★★★★☆ Bad

link03 | <https://youtu.be/c9vlfK7J268>
★★★★☆ Great

link23 | http://alexiscapera.com/3dg_upf/indexcont.html
★★★★☆ Bad

Please use this space to discuss with
Student 3 @link12. I think it's better to us the circuit board., like here:
Student 3 <http://webglstudio.org/mooc/ediouser/sphericalmap/sphericalmap>
Student 2 Link31 is a beautiful image. Trans removing mouse and with contro
Student 4 Love the brick earth (link03) - re
Student 2 Link23 takes me back to that first

Submit rating here! But you still can continue discussion and modify rating

Rate

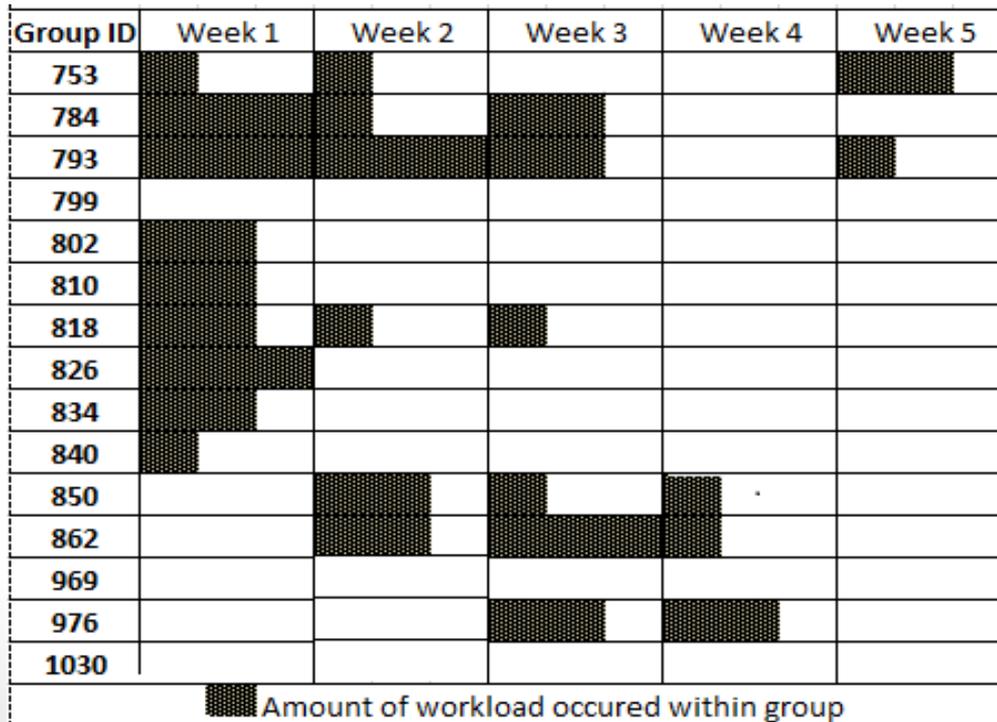
PyramidApp
[Manathunga & Hernández-
Leo, 2016]

(7)

Observations across collaboration spaces

- Conversation flows were abundantly used
- FutureLearn social networking concepts such as likes, following were used by learners to filter lengthy conversational flows
- Experts were offering help to novices by sharing their suggestions/ideas and experiences to solve technical problems
- Shared knowledge through programming code samples
- Late joiners' queries and comments had not received much attention

- Mostly active upon receiving the educator’s prompts at the beginning of each week
- 16 groups
- Different participation patterns
 - Length is proportionate to the number of days that group members were actively participating



5 out of 12 active groups engaged in activities for three weeks from the day the group was formulated

- Curious about questions and rating
- Tried to answer questions during the discussion
- Learner artefacts were shared in groups to rate and critique
- Participants appreciated artefacts and provided suggestions like different materials to be used
- PyramidApp email notifications helped learners to know when subsequent levels were ready.

Student 1 + Student 2, Student 3, Student 4,... Level 3/3 Logout

Rating is individual. Please rate all options!

1 Bump mapping, normal mapping and displacement mapping do very similar things. I understand the difference between displacement mapping and normal mapping, but aren't these both implementations of the more general term "bump mapping"? How does WebGLStudio's bump mapping differ from the other two terms?

★★★★★ Awesome

2 How can I merge two objects into one by adding or subtracting the overlapping mesh? For example if I wanted to make a dice, I would start with a cube and then I thought I could make the dots by "subtracting" the surface of a sphere to indent into the cube. I'm coming at this thinking of the way 2D vector graphics can be manipulated. Can 3D be done the same way?

★★★☆☆ Bad

Please use this space to discuss with peers about their options before rating.

Student 1 Love the question about merging

Student 2 hi all

Student 2 yes it can be done

Student 2 Well I think 3D can be done the same way

Student 2 <http://stackoverflow.com/questions/8322759/'three-js-bind-two-shapes-together-as-one>

Student 3 The first is specific and useful

Student 4 To be honest both questions are out of my league

Student 4 And I don't know the answer of neither..

Student 4 Although I'd love to know the answer.

Student 5 Which tool you use to play with Three.js WebGLe online ?

Student 5 I like this one <http://gamingjs.com/ice/> and this one too <http://avgp.github.io/h2g2three/>

Discuss with with your peers!!!

Submit rating here! But you still can continue discussion and modify rating accordingly.

Discussion on Challenges

- Prompts - carefully designed, more structured and precise.
 - E.g.: “Does your first 3D scene look “realistic”, “artistic” and “imaginative”? Vs. “discuss about the first 3D scene”

Specific tasks in
Study groups



Share conclusions in a
discussion step for the
whole cohort

- Synchronous interaction mechanisms in a MOOC can be futile; yet with task and time constraining, PyramidApp tries to achieve a level of synchronicity
 - Facilitate learners at similar paces to continue learning experience

Discussion on Challenges

- Small open groups or general forums for the whole cohort are easy to implement
 - Challenging to monitor
 - Interactions are free to emerge
 - Many groups
 - More effort to monitor
 - Require additional support to structure interactions
- Further technological facilitation for regrouping and activity monitoring reduce educator's workload

Conclusions

- Scalable pedagogies and novel opportunities for learner interactions in MOOCs is essential.
- Collaboration space grid aids MOOC designers to implement such spaces
- Study groups deviated from intended tasks
 - Help-seeking groups or to get to know each other
- In conversational flows, late-joiners were not receiving responses and help as early-joiners.
- Many accessed PyramidApp, yet not really engaged in rating and discussing.
 - Late-comers are handled positively as new pyramids were created

Conclusions

- Conversation flows, Study groups and PyramidApp tested in the exploratory study reveal possible challenges
 - More structured activities
 - Well-thought out course design
 - More engaging tasks
- Activity design has been revised for a third edition of the course (e.g., prompts for study groups)
- Study other social spaces expressed in the framework
- Investigate levels of facilitation and monitoring aspects



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Thank You!

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<https://pyramidappupf.wordpress.com/>

Additional

Collaborative and Social Learning Space Grid

	Small	Increasing size	Whole cohort
Time and Task Unconstrained	Groups exist throughout the course. Participants are free to interact at any given moment, for any given task.	Small groups can be joined based on certain criteria or behaviour to interact at any time, for any given task.	An open space for all course participants to interact regarding any topic at any time
Task Constrained	Small groups formed to attend a given task	Small groups are combined based on task completion to attend another given task	All course participants attend given task in a common interaction space
Time Constrained	Small groups formed to work during a specific time period	Small groups are combined based on time expiration to work together for another specific time period	All course participants attend in a common interaction space during a specific time period

Emerging Opportunities

- Study groups - FutureLearn
 - Local, private spaces for around 80 MOOC participants to discuss and share knowledge
- Cohort-specific discussions - edX
 - Private group discussions visible only for a specific cohort
- Meet ups at Learning Hubs - Coursera
 - Learners from nearby local get-together for discussions or project based learning
- Workspaces - NovoEd
 - Support learning groups and project teams
- Learner-centered groups harnessing the benefits of social media like Facebook, Twitter, Google+ or Hangout

Don't forget to share your 3D solar system within your study groups. Feel free to share external links from your own website or YouTube or Flickr.

How is the activity going? Do you enjoy sharing and discussing about your final earth scene within your study groups? Some groups have already started sharing the "Earth" scene, very interesting to see!

Still you are not late to share the creations! We saw some very nice 3D creations in last week. Share your experiences with your fellow learners.

5.6 Can you create it?

4.5 Share your final 3D earth scene in the study group

2.6 Share your experiments in WebGL and

Group ID	Week 1	Week 2	Week 3	Week 4	Week 5
753	■	■			■
784	■	■	■		
793	■	■	■		■
799					
802	■				
810	■				
818	■	■	■		
826	■				
834	■				
840	■				
850		■	■	■	
862		■	■	■	
969					
976			■	■	
1030					

■ Amount of workload occurred within group