

Self-paced and Social

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Athabasca University

CANADA'S OPEN UNIVERSITY

Formed 1970

Distance-only

In the middle
of nowhere



-40°C = -40°F

Highly distributed faculty

Self-paced

- Any time, any place
- No cohorts
- No schedules
- 6 months to finish from the start date



Production lines



Once upon a time...

text-book wraparound
formal assignments,
based on a book
formative quizzes
problem-solving forum
in-person proctored
examinations

-  Tutor Marked Assignment (TMA) 2
-  Tutor Marked Assignment (TMA) 3
-  Tutor Marked Assignment (TMA) 4
-  [COMP 266 Course Coordinator](#)
-  Coordinator and tutors forum (Faculty

Week 1

-  Familiarize yourself with the Study Guide
-  Complete Unit 1
-  Quiz 1

Week 2

-  Begin Unit 2

Week 3

-  Complete Unit 2
-  Quiz 2
-  Complete and Submit TMA 1

Week 4

-  Begin Unit 3

Week 5

-  Quiz 3
-  Complete Unit 3



Problems

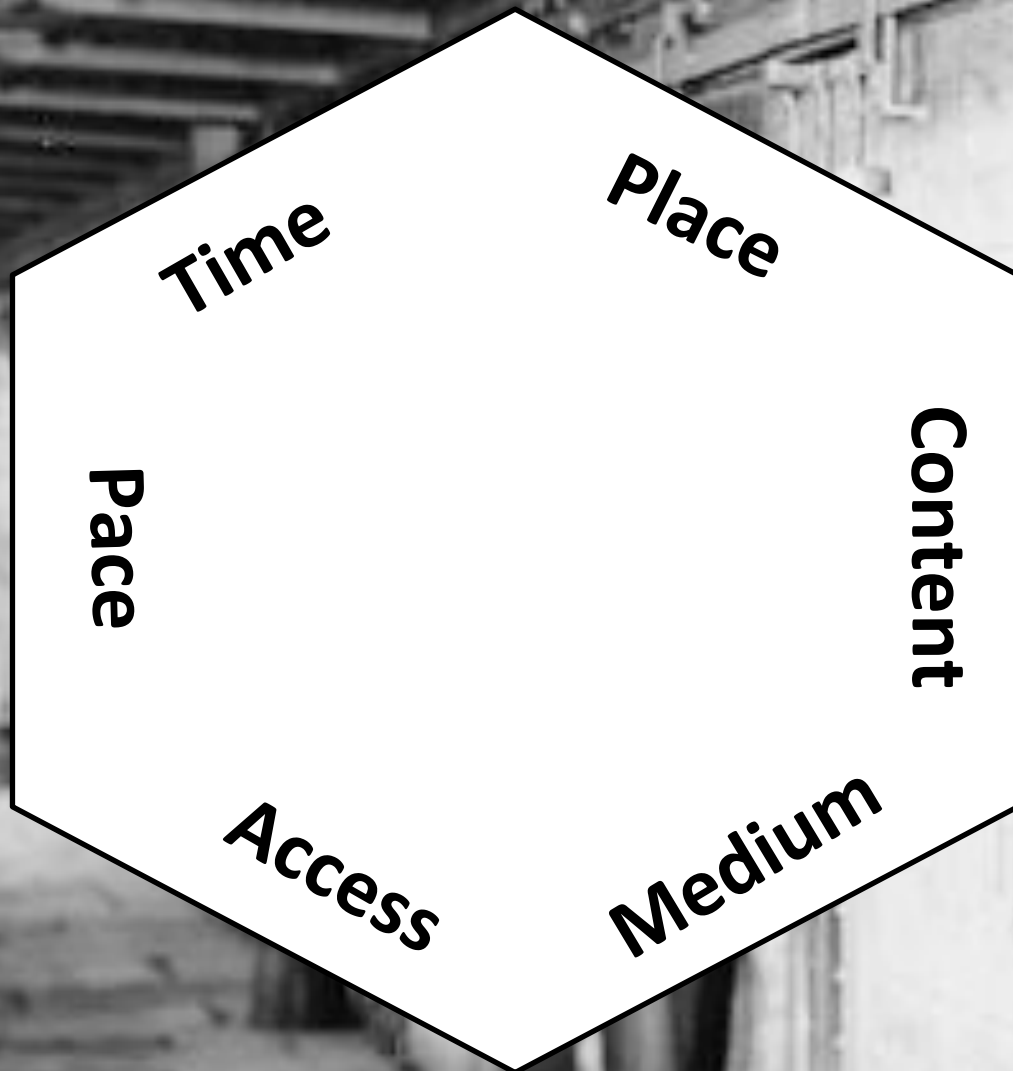
- sociability vs control
- inflexibility
- cheating
- teaching programming
- motivation
- authenticity



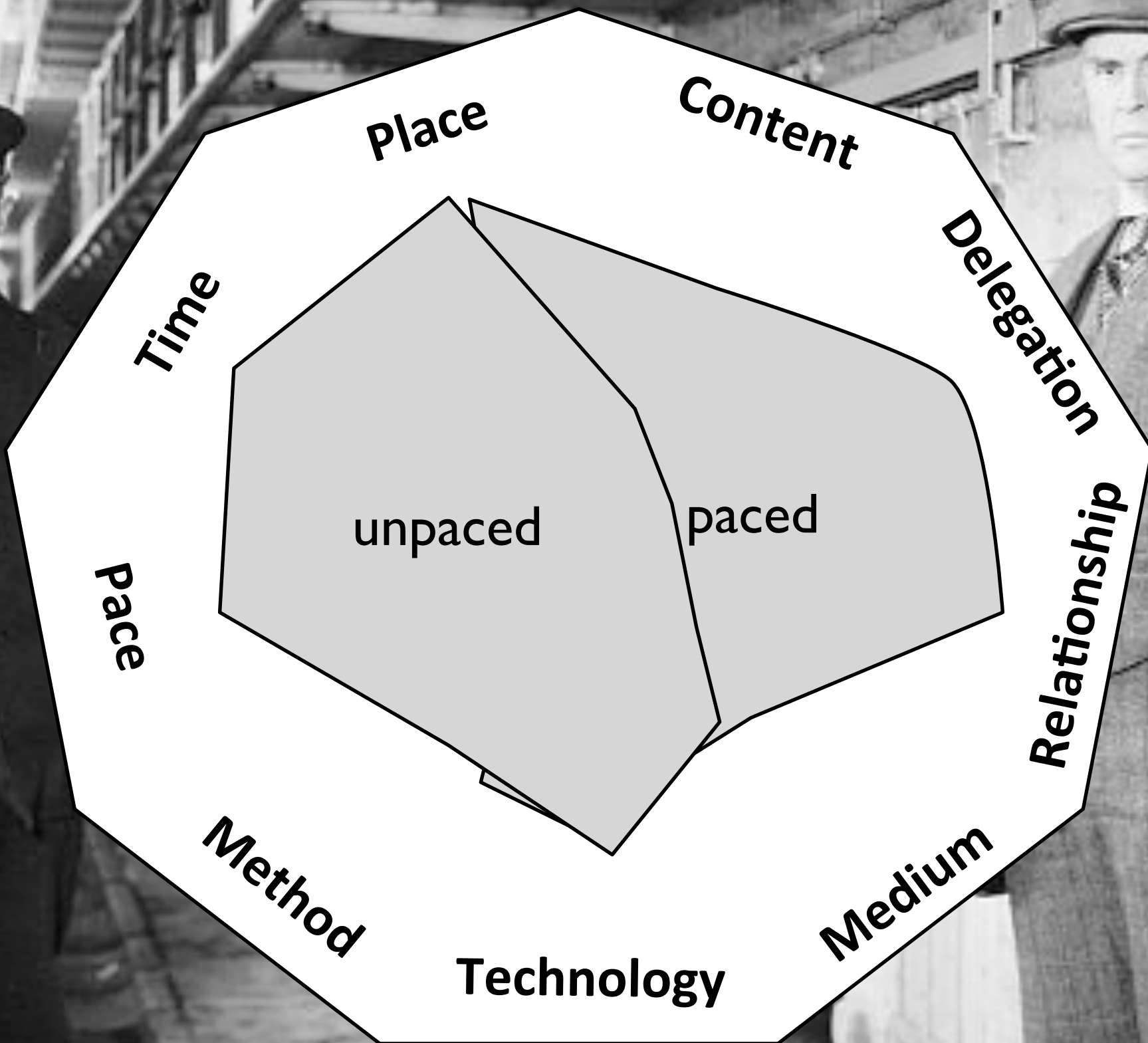
not well-loved



6 cooperative freedoms



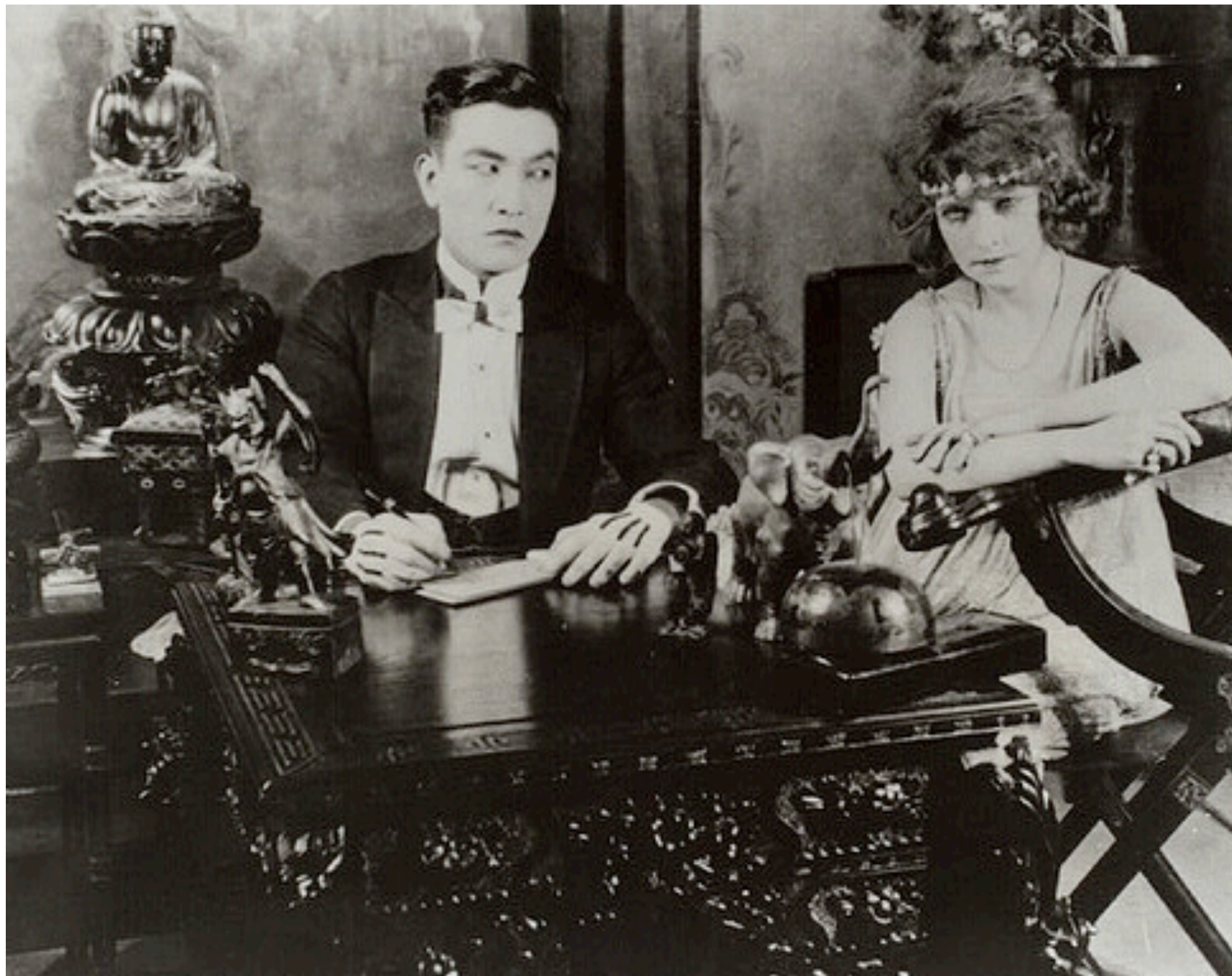
9 cooperative freedoms



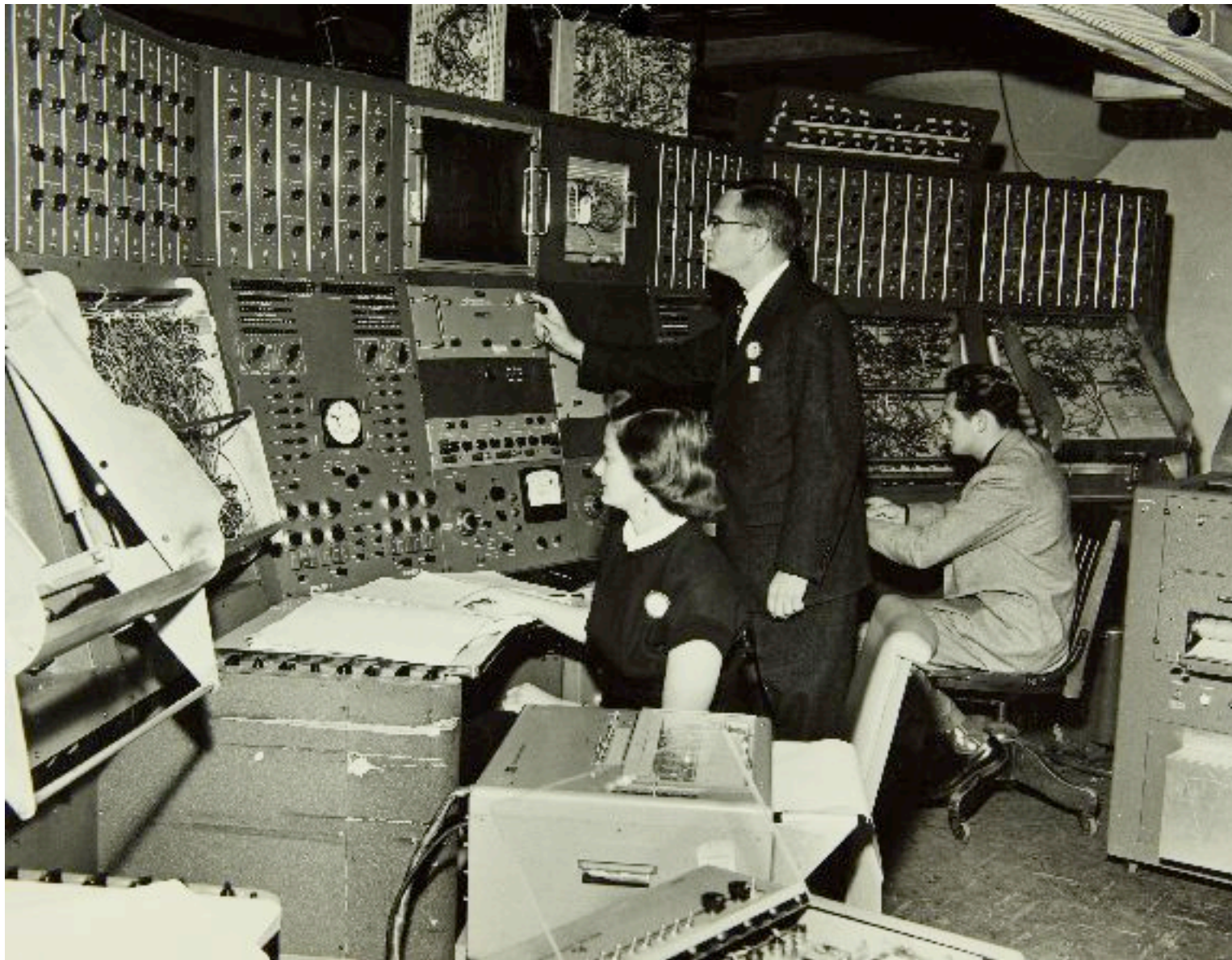
inflexibility



cheats



programming



motivation

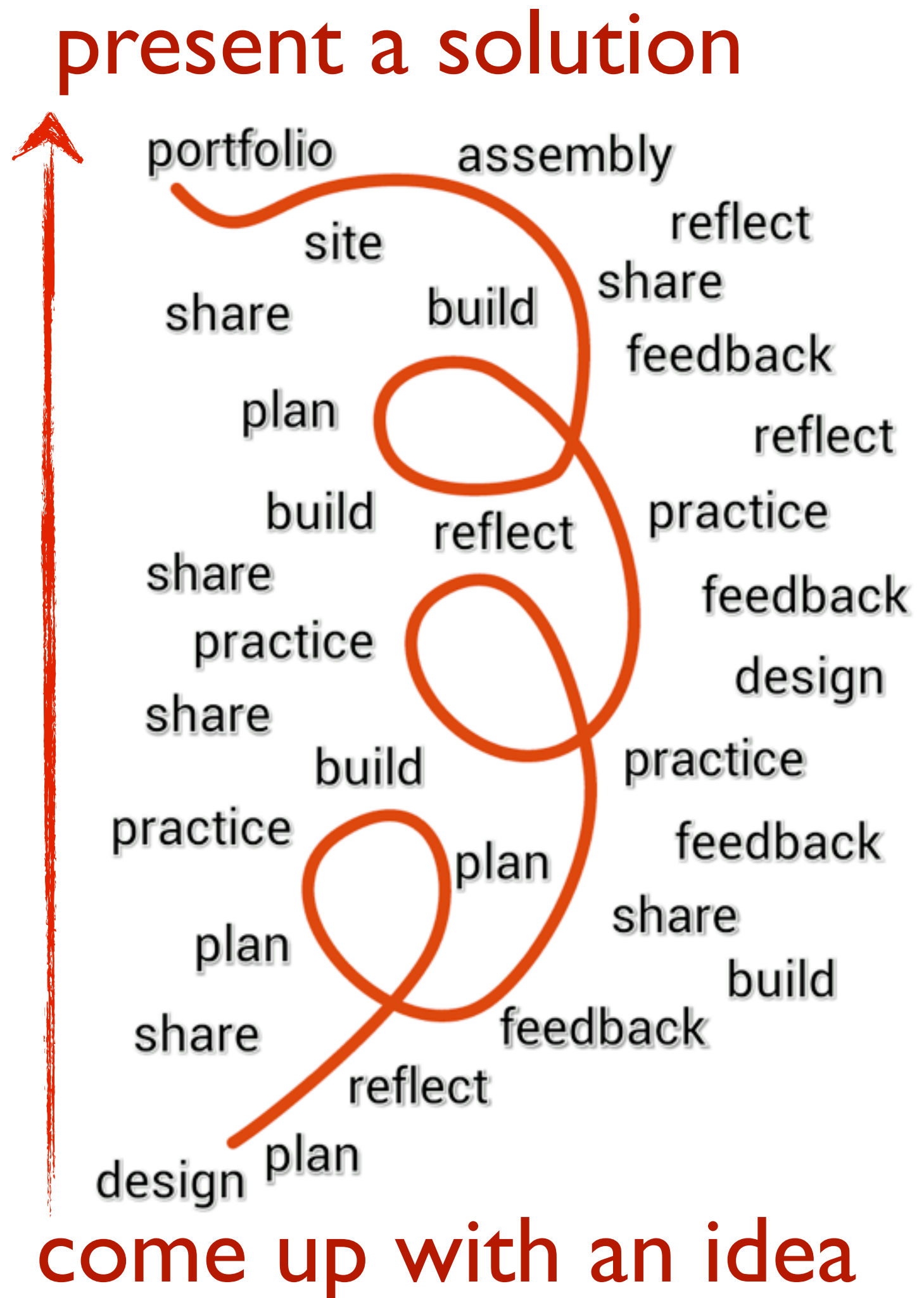


(Ryan & Deci Self-determination Theory)

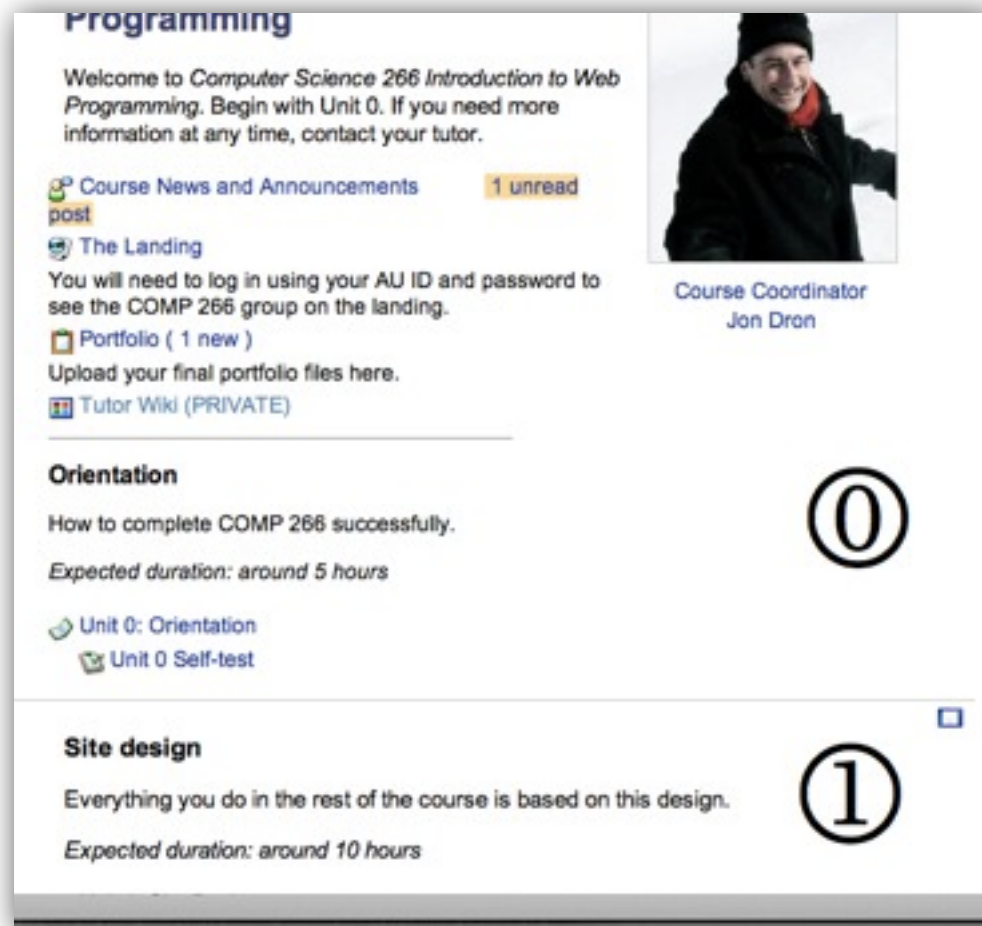
Nouveau

Process

- single artefact, always unique
- incremental, iterative
- OERs and brief intros
- constructionist approach
- plentiful practice
- reflections
- cooperation





Moodle + Elgg





Programming


Welcome to *Computer Science 266 Introduction to Web Programming*. Begin with Unit 0. If you need more information at any time, contact your tutor.

 Course Coordinator
Jon Dron

 Course News and Announcements **1 unread post**

 The Landing
You will need to log in using your AU ID and password to see the COMP 266 group on the landing.



 Portfolio (1 new)
Upload your final portfolio files here.

 Tutor Wiki (PRIVATE)

Orientation

How to complete COMP 266 successfully. 0

Expected duration: around 5 hours

 Unit 0: Orientation
 Unit 0 Self-test

Site design

Everything you do in the rest of the course is based on this design. 1

Expected duration: around 10 hours



My Dashboard My Profile Tools  Account

Groups > COMP 266
COMP 266 Invite users Edit group

3712 Views

```
<title>
COMP 266:
Introduction to
</title>
</head>
<body>
<h1>Welcome to t
<script type="tr
<!--
//this is to wel

```

Description:
A closed group to support the SCIS course, COMP 266, Introduction to Web Programming. If you are a student of COMP 266 (revision 3) please request membership to join this group.

Brief description: COMP 266: Introduction to Web Programming

Tags:
comp 266, comp266, web programming, html, css, jquery, javascript, ajax, programming, web

Owner: Jon Dron
Group members: 66
Closed group

Website:
<http://scis.lms.athabascau.ca/course/view.php?id=310> Add widgets

Welcome to the COMP 266 group

Where to now?

Check out the [group bookmarks](#) for resources to help with HTML, CSS, JavaScript, JQuery, AJAX, and site design

Check out the [FAQs](#) for answers to common problems

Use the [discussion forum](#) to ask for and to give help

Write your reflections in the [group blog](#)

Don't forget to fill in the details for your profile, at least including an image to represent yourself.

Use the [COMP 266 Moodle site](#) as the definitive guide to the course process and a source of lots more information

Forum Topics 69 Views

Group wikis

[Add wiki](#)

[Javascript Code in HTML giving](#)

[Accessing your web space at AU](#)

COMP 266
COMP 266: Introduction to Web Programming
Closed group

Group activity
Group blog
Group bookmarks
Group discussion
Group files
Group polls
Group wikis

Mail Members
Manage join requests (2)

Edit Group Appearance

Search in this group

Go

Group admins

Group members

[View all members](#)

assessment

- portfolio assembly
- reflective diaries
- formative stop-points
- self-test exercises
- mapped outcomes



grades for outcomes

- No assessed assignments
- Grades for evidence each intended competence
- any evidence will do - problem solving, bookmark sharing, hints shared, whatever



stopping cheating

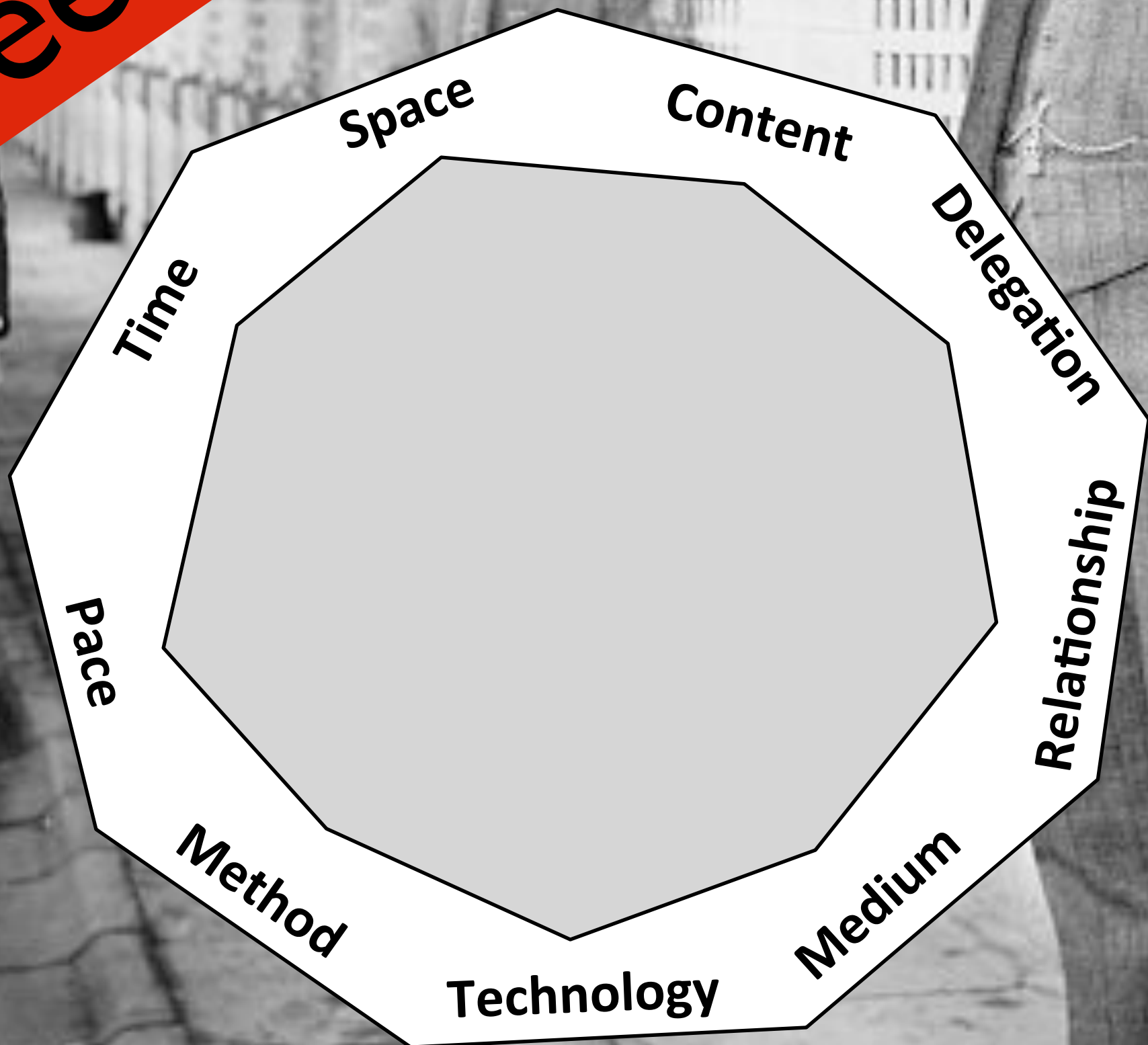
- Reactive

cartoon eyes
incremental artefact building
valorize copying
stop-points
many eyes
making cheating expensive

- Preventative

tracking
many eyes
automated tools
server logs

Cooperative freedoms

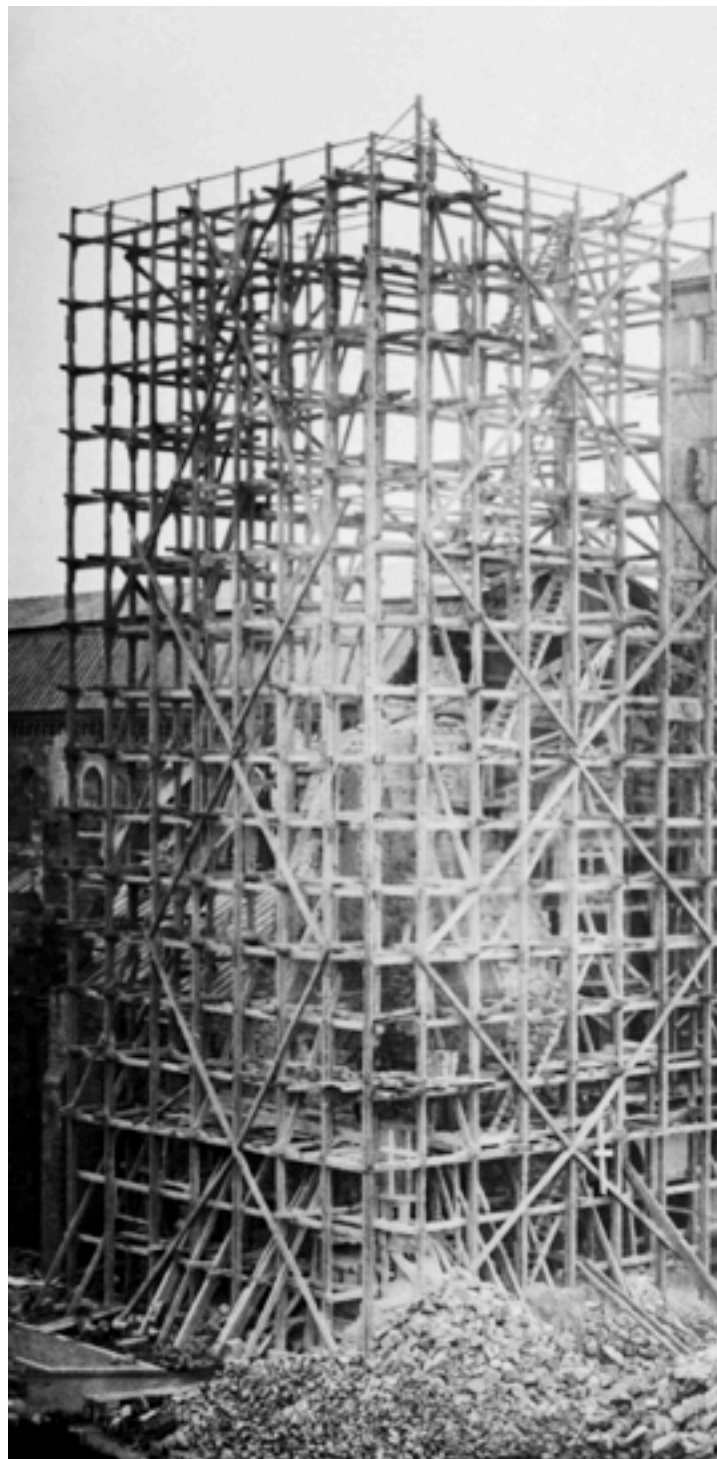


it works...

“I find that this is a perfect way to teach a course on web programming. It makes the course more interesting and engaging for students.”

but...

some problems



usability
scaffolding
novelty
tutor
engagement
scalability



merci

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