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[NPTEL \(https://swayam.gov.in/explorer?ncCode=NPTEL\)](https://swayam.gov.in/explorer?ncCode=NPTEL) » [Designing Learner-Centric MOOCs \(course\)](#)
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## Unit 7 - Week 2: Interactive Videos

### Course outline

How does an NPTEL online course work?

### Warm Up

### General Instructions

### Week 1: Overview of MOOCs

### Week 1: Introduction to LCM Model

### Week 2: Creating LeDs

### Week 2: Interactive Videos

- Instructions for LxTs and AQs (unit? unit=48&lesson=49)
- LxT 2.1: Video creation tools (unit? unit=48&lesson=53)
- Quiz : AQ based on LxT 2.1 (assessment? name=108)
- LxT 2.2: H5P - For Interactive Videos (unit? unit=48&lesson=50)
- Quiz : AQ based on LxT 2.2 (assessment? name=109)
- LxT 2.3: Research on Interactive Videos (unit? unit=48&lesson=51)
- Quiz : AQ based on LxT 2.3 (assessment? name=110)**
- Learner Experience Interaction (LxI - Week 2) (unit?unit=48&lesson=52)
- Quiz : KQ based on Week 2 (assessment?name=111)
- Quiz : RQ based on LxI for Week 2 (assessment? name=124)
- Weekly Feedback (unit? unit=48&lesson=119)
- Solutions to Practice Questions of Week 2 (unit?)

## AQ based on LxT 2.3

The due date for submitting this assignment has passed.  
As per our records you have not submitted this assignment.

**Due on 2020-02-12, 23:59 IST.**

### Instructions:

In Week 2, you are provided with 3 LxT resources (LxT 2.1, 2.2 and 2.3) and three AQs corresponding to each of these resources. You are most welcome to go through all these resources provided in Week 2; however, you need to do **ONLY ONE OUT OF THE THREE QUIZZES (AQs)** for grading purposes.

This AQ is based on **LxT 2.3** ([https://onlinecourses.nptel.ac.in/noc20\\_ge12/unit?unit=48&lesson=51](https://onlinecourses.nptel.ac.in/noc20_ge12/unit?unit=48&lesson=51)) . Hence, please take this AQ in case you have accessed **LxT 2.3** ([https://onlinecourses.nptel.ac.in/noc20\\_ge12/unit?unit=48&lesson=51](https://onlinecourses.nptel.ac.in/noc20_ge12/unit?unit=48&lesson=51)) . You will need to answer all questions to be able to submit the quiz.

You may attempt the quiz multiple times; however, the last quiz score, attempted before the deadline, will be considered for final grading.

1) Which data has been analysed by Guo et. al. in their paper 'How video production affects student engagement: an empirical study of MOOC videos'? **1 point**

A.

Second-by-second video watching data from 1089 courses offered by NPTEL

- B. Second-by-second video interaction data from four courses in edX, Coursera, Udacity and NPTEL
- C. Second-by-second user interaction data from 862 videos in four MOOCs offered in edX
- D. Second-by-second video-watching data from all the courses in edX till now

No, the answer is incorrect.

Score: 0

### Feedback:

*In this paper, Guo et. al. have analysed the second-by-second user interaction data from 862 videos in four MOOCs offered in edX. This paper does not talk of video interaction data related to NPTEL or other MOOC platforms like Coursera and Udacity. Also, it is not a comprehensive analysis of video interaction behaviour in edX platform.*

Accepted Answers:

C. Second-by-second user interaction data from 862 videos in four MOOCs offered in edX

2) In the paper 'How video production affects student engagement: an empirical study of MOOC videos' by Guo et.al the engagement analyzed is measured through which of the following proxies? **0 points**

- A. Direct observation of students viewing or interacting with the Videos
- B. The length of time a student spends on a video
- C. Questioning the students (survey forms) after they have watched the video
- D. Recording student attempting to solve a follow-up problem within 30 minutes after watching a video

No, the answer is incorrect.

Score: 0

### Feedback:

*Feedback: B and D are correct. This paper aims to measure student engagement with instructional videos. However, true engagement is impossible to measure without direct observation and questioning, which is infeasible at scale. Thus, the engagement time .i.e. The length of time that a student spends on a video was considered as the main proxy and Problem attempt, which is recording whether students attempted the follow up problem within 30 minutes after watching a video was the second proxy of engagement used by the researchers.*

Accepted Answers:

A. Direct observation of students viewing or interacting with the Videos

3) Which of the following descriptions correctly describes RIMES? **1 point**

[unit=48&lesson=162](#))

[Solutions to Week 2  
Graded Quizzes \(unit?  
unit=48&lesson=152\)](#)

[Download Videos \(unit?  
unit=48&lesson=155\)](#)

[Week 3: Creating LbDs  
and LxTs](#)

[Week 3: Assessment in  
Online Courses](#)

[Week 4: Creating LxIs and  
Orchestration](#)

[Week 4: Research and  
Practice in Online Forums](#)

[FAQ: Creating your own  
LCM](#)

[Live Interactive Sessions](#)

[Behind the Scenes in LCM](#)

[Text Transcripts](#)

- A. It is a video analytics software used for understanding interaction pattern of learners with MOOC videos
- B. It is an authoring tool to create interactions within a video
- C. It is a video repository, like YouTube, having lots of interactive videos
- D. It is a project under MHRD, GoI to make NPTEL videos more interactive.

No, the answer is incorrect.  
Score: 0

Feedback:

**Feedback:** *RIMES, acronym for Rich Interactive Multimedia Exercise System, is a tool that helps in authoring, recording and reviewing interactive multimedia exercises. It is not a software that helps in detailed video analytics like the first research paper (Guo et. al.) or repository like YouTube. The initiative has been taken by a team of researchers in Microsoft Research in collaboration with MIT Computer Science and Artificial Intelligence lab, and not by MHRD, GoI.*

Accepted Answers:

*B. It is an authoring tool to create interactions within a video*