DESIGNING LEARNER-CENTRIC MOOCS

MULTIFACULTY

COURSE OUTLINE:
Massive Open Online Courses (MOOCs) have become a popular avenue for diverse learners to upgrade their knowledge and skills. Instructors who are new to creating MOOCs tend to focus on the use of technology features to mimic their classroom actions. While it is necessary to be aware of the technology affordances, it is more important to focus on the pedagogy of how to use the MOOC features effectively to foster student engagement and learning. Hence MOOC instructors need a set of design principles and guidelines to create a learner-centric MOOC.

ABOUT INSTRUCTOR:
Sridhar Iyer is a faculty member in the Inter-Disciplinary Program in Educational Technology. His current research interests include: Technology enhanced learning environments for thinking skills, Pedagogies for effective use of educational technologies, development of ICT tools for educational applications, and Computer science education research.

Sahana Murthy is a faculty member in the Inter-Disciplinary Programme in Educational Technology. Prior to that she was a lecturer at the Experimental Study Group in MIT from 2006-09 during which she implemented and evaluated innovative teaching methods. Her current research interests lie in students’ development of thinking skills through technology enhanced learning environments.

Jayakrishnan M is a Senior Scientist. He completed his PhD in "A Model for Large-scale In-service Teacher Training in Effective Technology Integration in Engineering Education" from the Inter-Disciplinary Programme in Educational Technology at IIT Bombay. His research interests in the field of Educational Technology include Teacher Technology Integration, Massive Open Online Learning, Sustainability in Teacher Professional Development and Computer Supported Collaborative Learning.

Sameer S Sahasrabudhe works as Senior Project Research Scientist. He has a graduation in fine arts, post graduate diplomas in animation film making and distance education, and a doctorate in the area of eLearning animation. He has a cumulative experience of 18 years, in the areas of advertising, animation film production, eLearning content creation, research, and teaching. As an evangelist of open source 3D animation software: Blender, he has conducted several workshops, on Blender animation, and has presented at various conferences. His courses on IITBombayX platform have been well received.

COURSE PLAN:

Week 01: The LCM model
Week 02: Creating LeDs
Week 03: Creating LbDs and LxTs
Week 04: LxIs and Orchestration

INTENDED AUDIENCE: Teachers, MOOC creators

INDUSTRIES APPLICABLE TO: Companies creating online courses, L&D (Training) divisions in companies across various sectors.

TYPE OF COURSE: Rerun | Elective | PG
COURSE DURATION: 4 weeks (29 Jul’19 - 23 Aug’19)
EXAM DATE: 29 Sep 2019