The student experience: Inside and outside thinking





Conor Gearty @conorgearty

Guerrilla lecture later this evening. Tickets to be issued at 6:45pm in foyer of New Academic Building. LSE only I am afraid #LSEguerrillas

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24 Oct

RETWEETS



10:15 AM - 24 Oct 13 · Details

Reply to @conorgearty



On their website

"An event on Thursday 24
October involving guerrillas, hell
and commandos. Without giving
too much away, it involves the
Institute of Public Affairs, led by
Professor Conor Gearty, who is
pioneering a new style of
lecturing at LSE.

Forget traditional lecture halls and think, instead, an intellectual form of a flash mob... Keen to experience a unique, engaging, thought-provoking evening? Interested in discussing a controversial subject in a location that very few get the chance to



What the Hell?





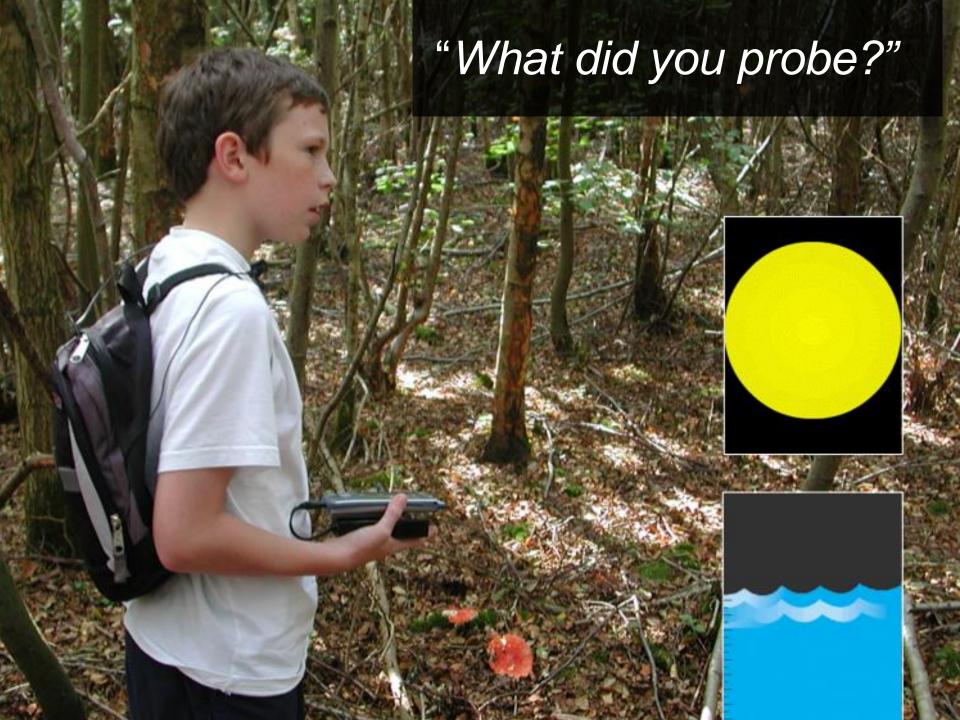


With Sara Price, Eric Harris, Hilary Smith, Cliff Randell, Henk Muller, Claire O' Malley, Danae Fraser Stanton, Mark Thompson, Mark Weal, Ted Phelps, Danielle Wilde, Mia Underwood, Paul Marshall and Rowanne Fleck

The Periscope



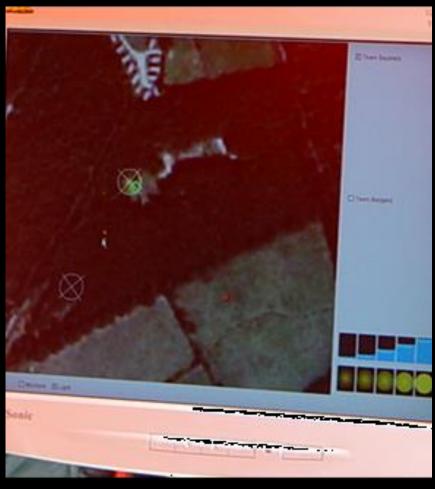




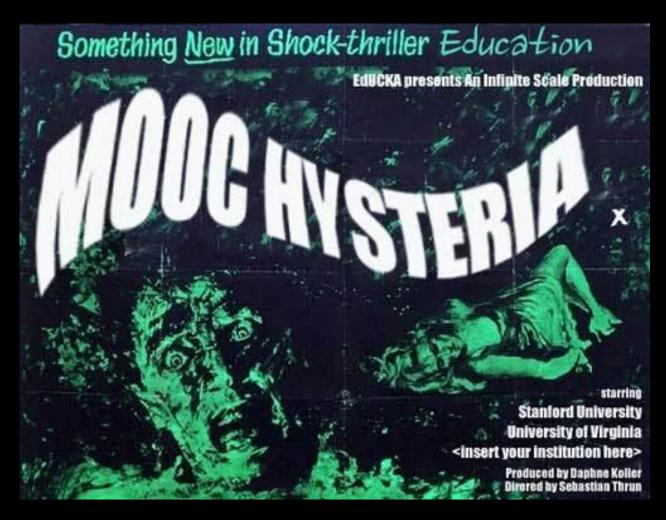


Bird's eye view





How can we make MOOC learning experiences as captivating?



"every product that is used by someone has a user experience: newspapers, ketchup bottles, reclining armchairs, cardigan sweaters"

Garrett (2003, p. 10)

The student experience...

...is just like the user experience Many factors to consider:

usability, functionality, aesthetics, content, the look and feel, enjoyable, sociability, student's expectations, how motivating, right level of difficulty, challenging, inspiring, promote independent thinking, memorable, and so on

Online/e-learning: inside thinking

Personalisation

- customized to individual learner

Flexible

- independent learning 'any time any place'

Adaptive

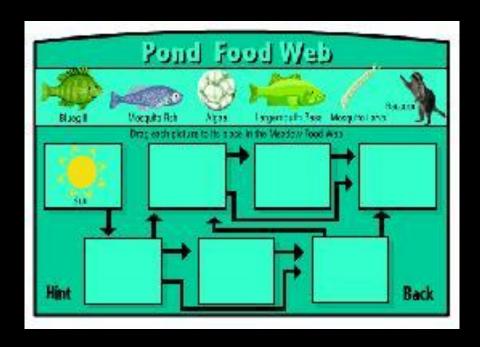
- dynamically adapt to learning context

Outside thinking

Interactivity
Context
Playfulness
Connecting

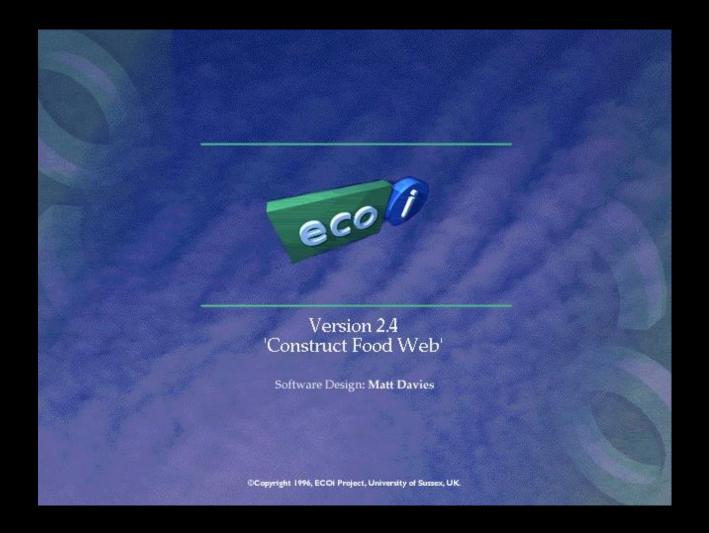


Boring interactivity with no feedback



www.bgfl.org/bgfl/custom/resources_ftp/client_ftp/ks3/science/hamshall/food chains/index.htm

Fun interactivity with feedback



Context

Outside thinking



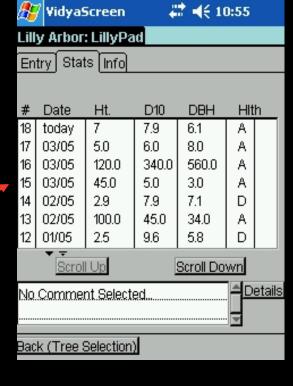
With Kay Connelly, Richie Hazlewood and Lenore

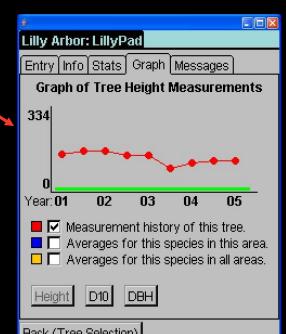
Contextual information



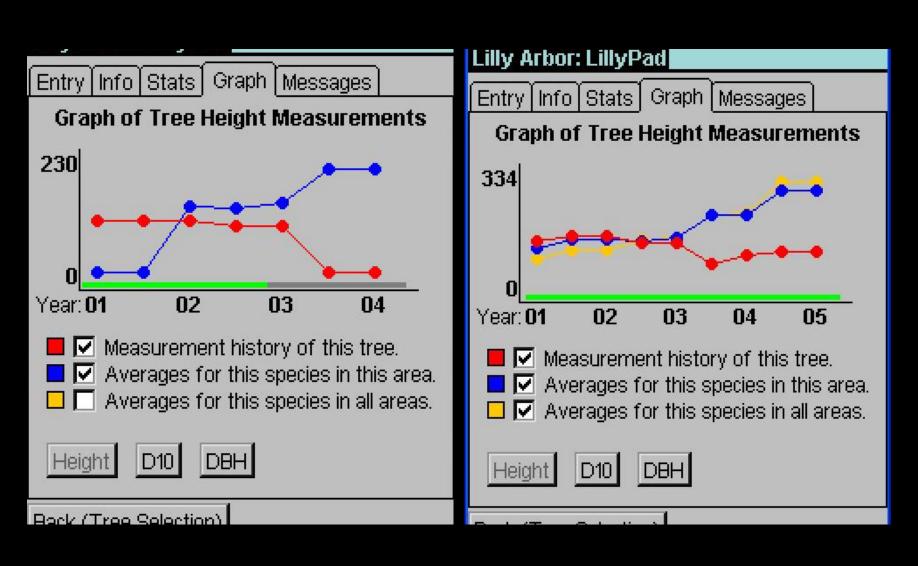








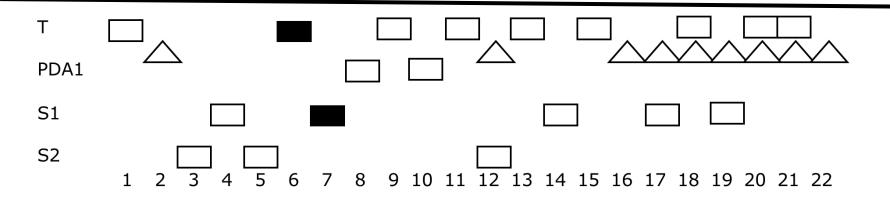
The shrinking trees



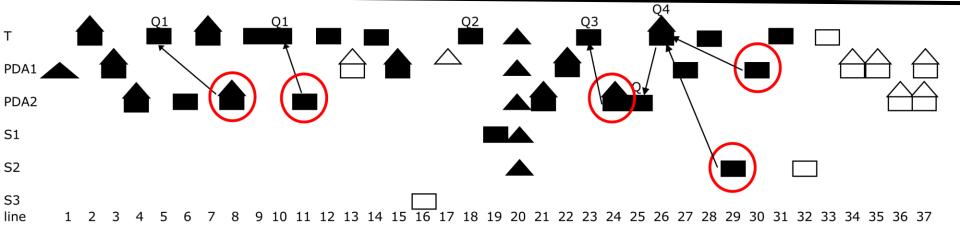
Many more hypotheses generated



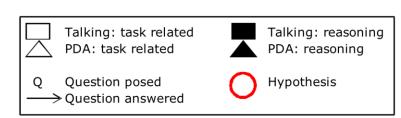
Extended reasoning processes



1. Normal growth



2. Shrinking tree example



Playfulness

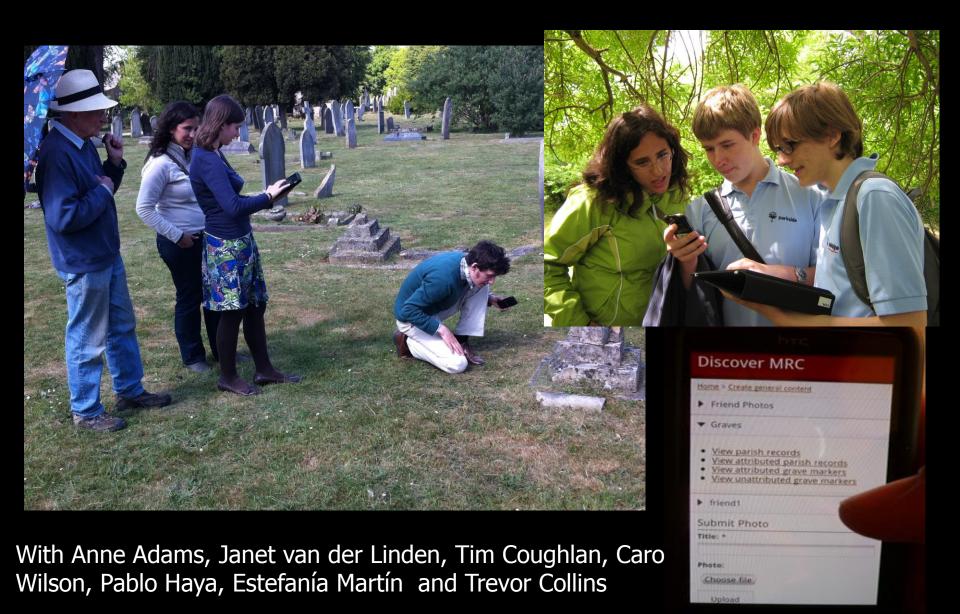






Connecting

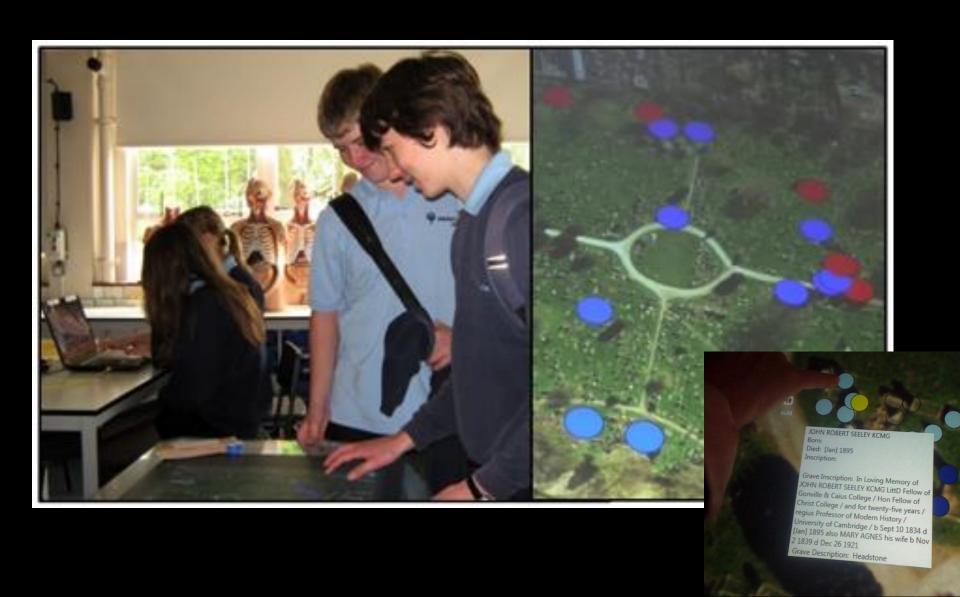
Connecting out there...



...with in here



Discover more...



Instead of 'designing for one'

- Orchestrate shared activities using ecology of devices
- Shared devices that link to public displays









Serious Games for Classrooms Using Shared Tablets and Projectors









Summary

How can we design online learning experiences — using 'inside thinking' to trigger more 'outside thinking'?

Acknowledgements

- My many colleagues, researchers and students at UCL, The Open University, Indiana University and Sussex University
- My hosts in Australia this year
- Intel, EPSRC and the Eli Lilly Foundation for funding the research