Reflecting on Peer Responses in EdTechX MOOCs

A Closer Look at the MIT Scheller Teacher Education Program/The Education Arcade edX Forums

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The Education Arcade

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Education Arcade
Our Approach

Forum Use Data

Spotlight on 11.127x & Reflection

Groups: Survey-Based & Affinity
11.132x: Design and Development of Educational Technology
Explores educational technologies and the theories underlying their development

11.126x: Introduction to Game Design
A practical intro. to game design and game design concepts, emphasizing the basic tools of game design; prototyping, design iteration, and user testing

11.127x: Design and Development of Games for Learning
Explores the process of designing and developing educational games, including issues associated with assessment, implementation, and marketing

11.133x: Implementation and Evaluation of Educational Technology
Provides a practical overview for selecting, implementing, and evaluating educational technology initiatives
Whitman at War on the Radio with Lisa New

discussion posted 4 months ago by LeahRD STAFF

Before we release Week 3 next Wednesday (June 10), we wanted to draw your attention to a recent radio program featuring Lisa New:

Whitman at War (Open Source with Christopher Lydon)

This week, Lisa New sat down with Christopher Lydon and Open Source to discuss Walt Whitman and the Civil War on the occasion of a new opera, Crossing, by Matt Aucoin at the American Repertory Theater.

We would love to hear your responses to this discussion!
## Assignment 2.1: Your Tool for Selecting Educational Technology

Viewing 16 topics - 1 through 15 (of 208 total)

<table>
<thead>
<tr>
<th>Topics in this Forum</th>
<th>Voices</th>
<th>Posts</th>
<th>Freshness</th>
</tr>
</thead>
<tbody>
<tr>
<td>Deliverable and Peer Feedback Guidance</td>
<td>1</td>
<td>1</td>
<td>1 month, 3 weeks ago by Liz (MIT)</td>
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<tr>
<td>framework for a college science class</td>
<td>1</td>
<td>1</td>
<td>1 week ago</td>
</tr>
<tr>
<td>Selecting educational technology</td>
<td>1</td>
<td>1</td>
<td>1 week ago</td>
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<tr>
<td>Educational Instruments</td>
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<td>1</td>
<td>1 week, 4 days ago by [name]</td>
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<tr>
<td>2.1 framework for evaluation</td>
<td>1</td>
<td>1</td>
<td>2 weeks, 1 day ago by [name]</td>
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### Topic Tags
- animation
- apaBoard
- apps
- Barriers
- Brazil
- classroom
- communication
- education
- Educational
- Educational Games
- educational technology
- EFL
- learning
- English
- ESL
- evaluation
- flashcards
- framework
- game
- game-based
- learning
- Games
- gamification
- history
- India
- Internet
- Introduction
- Introductions
- language
- language-learning
- Learning
- LMS
- mobile
- mooc
- Moodle
- online
- online learning
- Physics
- students
- teacher
- teaching
- technology
- Tool
- video
- vocabulary
- youtube.
## Google Analytics: Forums

<table>
<thead>
<tr>
<th></th>
<th>11.132x: DDEdTech</th>
<th>11.126x: Games</th>
<th>11.127x: DDEdGames</th>
<th>11.133x: IEEdTech</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Course Units &amp; Length</strong></td>
<td>6 units, 7 weeks</td>
<td>6 units, 7 weeks</td>
<td>6 units, 9 weeks</td>
<td>4 units, 7 weeks</td>
</tr>
<tr>
<td><strong>Forum users</strong></td>
<td>5,807 (39%)</td>
<td>4,929 (24%)</td>
<td>6,052 (33%)</td>
<td>2,421 (41%)</td>
</tr>
<tr>
<td><strong>Sessions</strong></td>
<td>22,824</td>
<td>16,909</td>
<td>27,110</td>
<td>12,162</td>
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<tr>
<td><strong>Pages/Session</strong></td>
<td>13.43</td>
<td>11.16</td>
<td>10.09</td>
<td>10.24</td>
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<tr>
<td><strong>Avg. Session Duration</strong></td>
<td>00:12:28</td>
<td>00:10:44</td>
<td>00:10:19</td>
<td>00:11:48</td>
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</tbody>
</table>
Spotlight on 11.127x 
Peer Responses
Types of Peer Responses for Assignments

- **Prompt-Driven**: Participant makes it clear that their response is guided by the prompt provided by instructional staff.

- **Helpful/Constructive**: Response is clearly designed to help further along or improve the work, but not distinctly tied to the prompt.

- **Comment/Thought**: Participant is generally positive or negative about the work, but does not go much further. Or, participant responds with a story or anecdote.
Methodology

• Selected 3 assignments from 11.127x (1.1, 3.1, 6.1). Only considered topics/posts submitted before the end of the course

• Utilized the equivalent of a coin flip to decide if a post was included in the project

• Considered each post in terms of the types of peer responses identified and coded accordingly
Assignment Prompt (11.127x)

Introduction & Explanation + Deliverable Instructions + Peer Feedback Guidelines

Example from Assignment 1.1: Provide feedback to the two participants whose posts appear below yours. If those participants have already received feedback, look for participants who have not received any. Follow the Peer Review Feedback guidelines and consider the following:

– **What is your definition of a "useful learning tool?"** Does the participant you are providing feedback to seem to share the same definition? If the participant's understanding seems very different or identifies a characteristic of a useful learning tool that you find to be interesting or valuable, comment on that.

– **How did the participant analyze/evaluate the chosen game?** Did their evaluation yield a surprising insight or change your thinking regarding the game?
Example

• **Prompt-Driven Sample Post:**
  
  – My definition of a “useful learning tool” is something that increases your ability or understanding of something. I think we share the same definition because you value the way that character helps learners make decisions and persevere.

  – I think learners, children especially, need a lot of practice to keep up their perseverance and so a fun game is a good way of training that life skill...

  – You looked at a couple of aspects of the game rather than just one.
Example

• **Helpful/Constructive:**

Wow, this is very impressive...I’m guessing it’s for older kids. I found the learning curve to get to the play part quite steep for a game. Is it possible to simplify the mechanics? For example, have the system set the target randomly, so the player’s only job would be to decide on a marble that would match the target...

Also, given the complexity of the game, maybe you can vary the number of turns depending on the level of the player, so 10 turns for beginners, and decrease gradually...
Well it certainly is unique and brings back the text-based games of yesteryear... due to the popularity of shows about the supernatural (all my friends watch them) I think your game would carve a unique niche. I like how it’s on an actual legit website too!
<table>
<thead>
<tr>
<th></th>
<th>Assignment 1.1</th>
<th>Assignment 3.1</th>
<th>Assignment 6.1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Total Topics/Posts</strong></td>
<td>396/1,267</td>
<td>162/738</td>
<td>67/291</td>
</tr>
<tr>
<td><strong>Topics Included in the Project</strong></td>
<td>212</td>
<td>87</td>
<td>34</td>
</tr>
<tr>
<td><strong>No Peer Response</strong></td>
<td>10</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td><strong>Other</strong>*</td>
<td>1</td>
<td>11</td>
<td>13</td>
</tr>
<tr>
<td><strong>POSTS TOTAL</strong></td>
<td>362</td>
<td>175</td>
<td>48</td>
</tr>
<tr>
<td>- Prompt-Driven Responses</td>
<td>21</td>
<td>4</td>
<td>N/A</td>
</tr>
<tr>
<td>- Helpful/Constructive</td>
<td>80</td>
<td>107 (61%)</td>
<td>26</td>
</tr>
<tr>
<td>- Comment/Thought</td>
<td>261 (72%)</td>
<td>64</td>
<td>22</td>
</tr>
</tbody>
</table>
Groups
**Affinity Groups**: Any participant has the ability to create and join these in the Forums. These are places where individuals with similar interest can connect and discuss.

**Survey-based Working Groups**: This process is designed to help match participants according to their expected time commitment and availability. Twice during each week of the course, the system assigns groups based on the survey data completed that week and email participants.
# Groups by the Numbers

<table>
<thead>
<tr>
<th>Group</th>
<th>Total Groups</th>
<th># Who Filled Out Survey</th>
<th>Survey-Based Working Groups Generated</th>
<th>Affinity Groups (AGs)</th>
<th>Greatest # of Members in an AG</th>
<th>Greatest # of Posts in an AG</th>
</tr>
</thead>
<tbody>
<tr>
<td>11.127x: DDEdtech</td>
<td>262</td>
<td>Approx. 850</td>
<td>170</td>
<td>92</td>
<td>158</td>
<td>424</td>
</tr>
<tr>
<td>11.133x: IEEdTech</td>
<td>91</td>
<td>197</td>
<td>41</td>
<td>50</td>
<td>88</td>
<td>44</td>
</tr>
</tbody>
</table>
Thank You

Professor Eric Klopfer

EdTechX Course Team Members
Paul Medlock-Walton
Orit Giguzinsky

Education.mit.edu