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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Overview

- ✧Our Approach
- ✧Forum Use Data
- ✧Spotlight on 11.127x & Reflection
- ✧Groups: Survey-Based & Affinity

EdTechX: Educational Technology Program XSeries

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

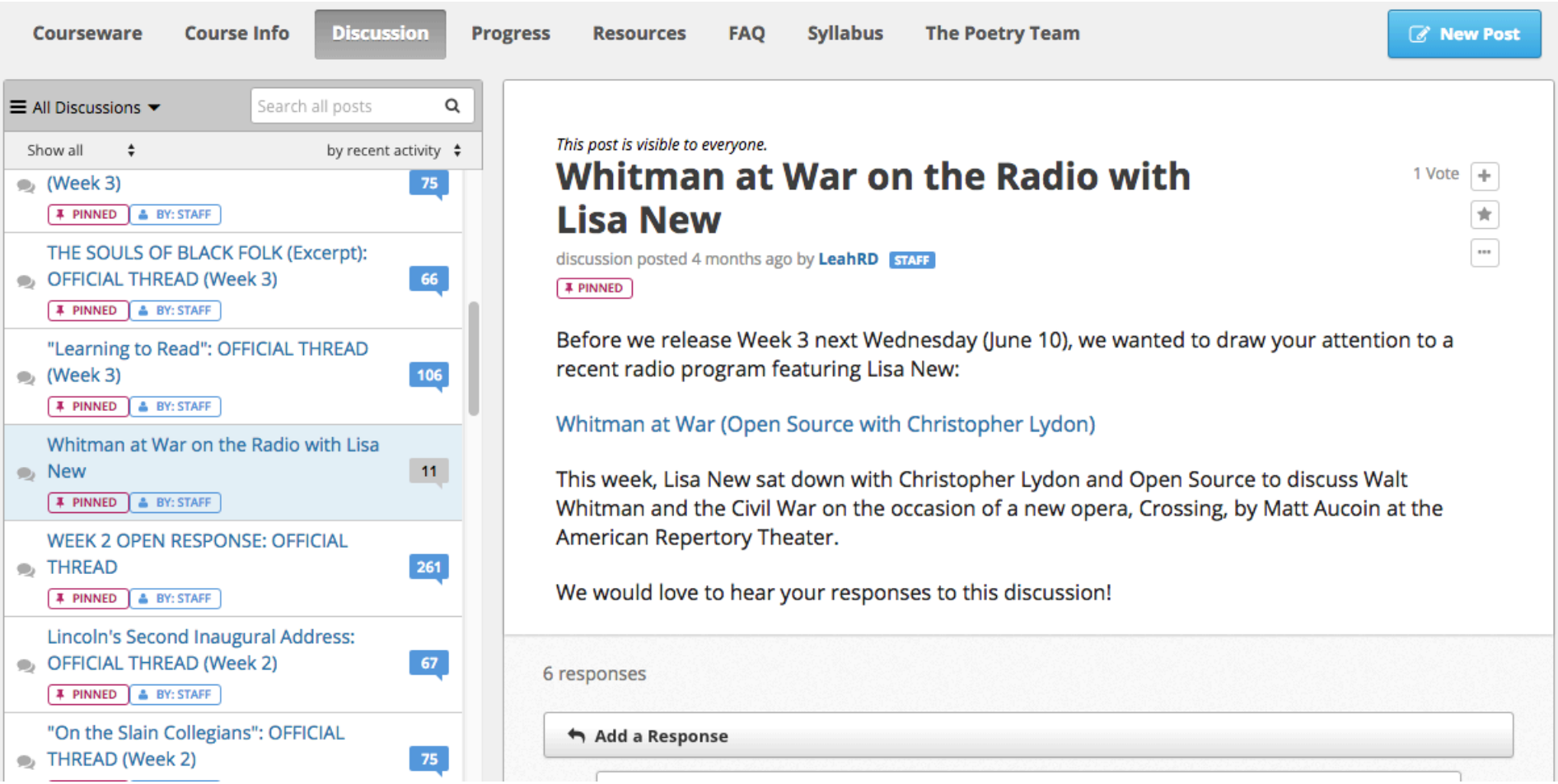
11.127x: Design and Development of Games for Learning

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

edX Forums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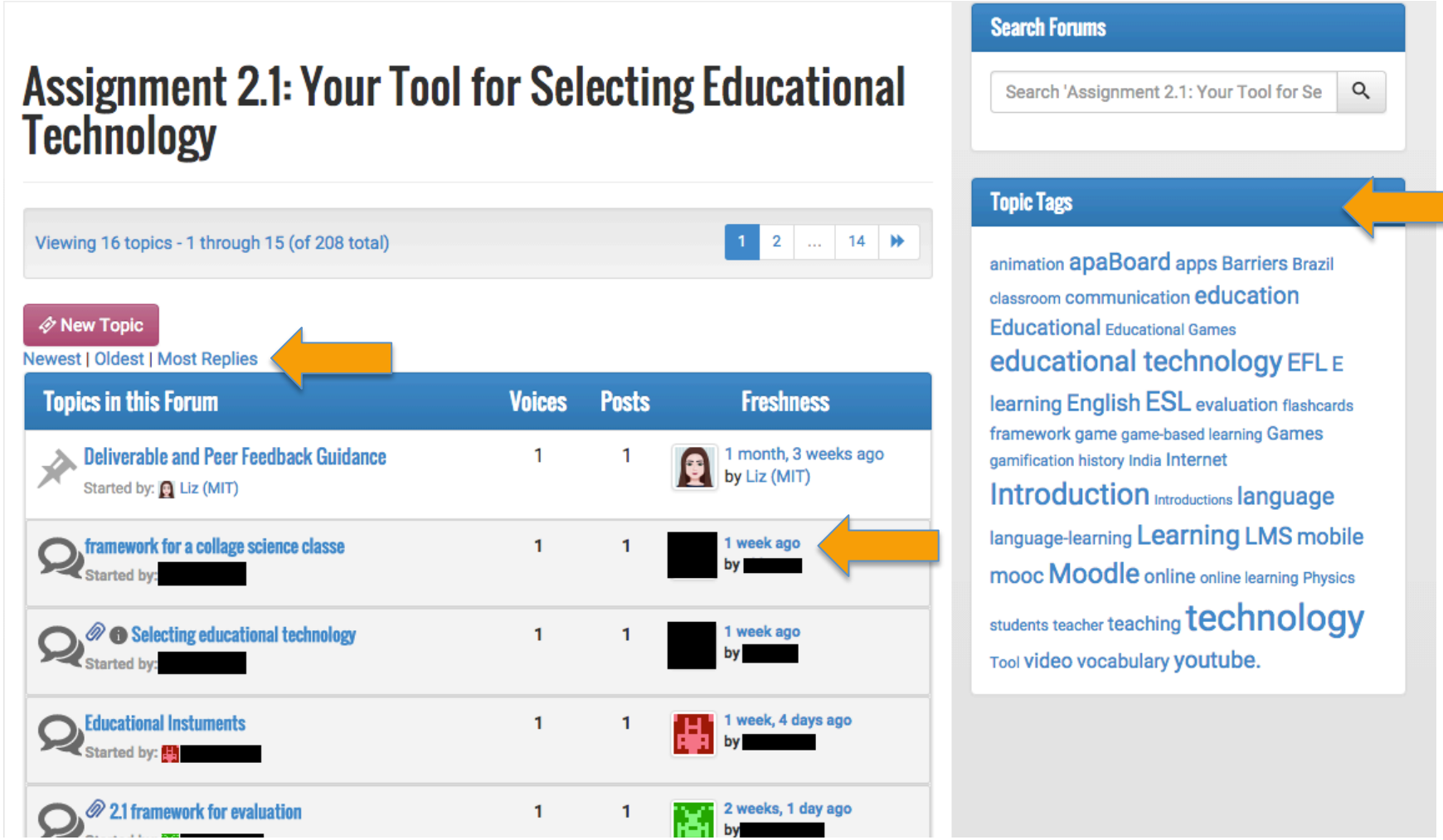
This post is visible to everyone.
Whitman at War on the Radio with Lisa New
1 Vote
discussion posted 4 months ago by LeahRD
STAFF
PINNED
Before we release Week 3 next Wednesday (June 10), we wanted to draw your attention to a recent radio program featuring Lisa New:
Whitman at War (Open Source with Christopher 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!
6 responses
Add a Response

EdTechX Forums



Google Analytics: Forums

	11.132x: DDEdTech	11.126x: Games	11.127x: DDEdGames	11.133x: IEEdTech
Course Units & Length	6 units, 7 weeks	6 units, 7 weeks	6 units, 9 weeks	4 units, 7 weeks
Forum users	5,807 (39%)	4,929 (24%)	6,052 (33%)	2,421 (41%)
Sessions	22,824	16,909	27,110	12,162
Pages/ Session	13.43	11.16	10.09	10.24
Avg. Session Duration	00:12:28	00:10:44	00:10:19	00:11:48

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…*

Example

- **Comment/Thought**:

  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!*

11.127x: Peer Responses

	Assignment 1.1	Assignment 3.1	Assignment 6.1
Total Topics/ Posts	396/1,267	162/738	67/291
Topics Included in the Project	212	87	34
No Peer Response	10	4	0
Other*	1	11	13
POSTS TOTAL	362	175	48
- Prompt-Driven Responses	21	4	N/A
- Helpful/ Constructive	80	107 (**61%**)	26
- Comment/ Thought	261 (**72%**)	64	22

Groups

Explanation of 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

	Total Groups	# Who Filled Out Survey	Survey-Based Working Groups Generated	Affinity Groups (AGs)	Greatest # of **Members** in an AG	Greatest # of **Posts** in an AG
11.127x: DDEdtech	262	Approx. 850	170	92	158	424
11.133x: IEEdTech	91	197	41	50	88	44

Thank You

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EdTechX Course Team Members

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