

# Social Learning in edX

### **ABSTRACT**

edX was born following two revolutions in technology: cheap, robust video streaming and the growth of on-line social, in a belief that this progress would allow us to create effective, at-scale digital learning experiences. Indeed, the first MOOCs, predating edX, were born purely based on the rise of on-line social. Three years in, we are still in the early ages of social in MOOCs. We'll discuss some of our initial experiences and approaches, such as community question-and-answer, several experiments in sourcing content from learners, on-line chat, discussion forums, peer review, and small project groups, successes and failures, upcoming features to enable more social interaction, and as an open source platform, ways that interested parties can get involved, and ways that folks have integrated with us in the past.

Google Youtube

<u>DANCE Talk Series</u> \* May 14, 2015 Piotr Mitros \* Leslie Gerhat \* Ned Batchelder

# Social Learning in edX

DANCE Talk Series Inaugural Talk
May 14, 2015
Piotr Mitros, Chief Scientist, edX
Leslie Gerhat, Product Manager, Teaching and Learning, edX
Ned Batchelder, Open Source Community Manager, edX

- Intro/overview
- What we've done
- What's coming up
- Getting involved

# Sustainab

Improving Quality

**Education at Scale** 

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# Sustainab

Improving Quality

**Education at Scale** ← this talk

Research

#### About 6.002x

6.002x (Circuits and Electronics) is designed to serve as a first course in an undergraduate electrical engineering (EE), or electrical engineering and computer science (EECS) curriculum. At MIT, 6.002 is in the core of department subjects required for all undergraduates in EECS.

The course introduces engineering in the context of the lumped circuit abstraction. Topics covered include: resistive elements and networks; independent and dependent sources; switches and MOS transistors; digital abstraction; amplifiers; energy storage elements; dynamics of first- and second-order networks; design in the time and frequency domains; and analog and digital circuits and applications. Design and lab exercises are also significant components of the course. You should expect to spend approximately 10 hours per week on the course.

#### Requirements

In order to succeed in this course, you must have taken an AP level physics course in electricity and magnetism. You must know basic calculus and linear algebra and have some background in differential equations. Since more advanced mathematics will not show up until the second half of the course, the first half of the course will include an optional remedial differential equations component for those who need it.

The course web site was developed and tested primarily with Google Chrome. We support current versions of Mozilla Firefox as well. The video player is designed to work with Flash. While we provide a partial non-Flash fallback for the video, as well as partial support for Internet Explorer, other browsers, and tablets, portions of the functionality will be unavailable.

#### 6.002x on *MITx*

If you successfully complete the course, you will receive an electronic certificate of accomplishment from MTX. This certificate will indicate that you earned it from MTX's pilot course. In this prototype version, MTX will not require that you be tested in a testing center or otherwise have your identity certified in order to receive this certificate.

The course uses the textbook Foundations of Analog and Digital Electronic Circuits, by Anant Agarwal and Jeffrey H. Lang. Morgan Kaufmann Publishers, Elsevier, July 2005. While recommended, the book is not required: relevant sections will be provided electronically as part of the online course for personal use in connection with this course only. The copyright for the book is owned by Elsevier. The book can be purchased on Amazon.



Anant Agarwal
Director of MIT's Computer Science
and Artificial Intelligence Laboratory
(CSAIL) and a professor of the

Electrical Engineering and Computer Science department at MIT. His research focus is in parallel computer architectures and cloud software systems, and he is a founder of several successful startups, including Tilera, a company that produces scalable multicore processors. Prof. Agarwal wom MIT's Smullin and Jamieson prizes for teaching and co-authored the course textbook. "Foundations of Analoq and Digital Electronic Circuits."



#### **Gerald Sussman**

Professor of Electrical Engineering at MIT. He is a well known educator in the computer science community,

perhaps best known as the author of Structure and Interpretation of Computer Programs, which is universally acknowledged as one of the top ten textbooks in computer science, and as the creator of Scheme, a popular teaching language. His research spans a range of topics, from artificial intelligence, to physics and chaotic systems, to supercomputer design.



#### **Piotr Mitros**

Chief Scientist of edX and Research Scientist at MIT. His research focus is in finding ways to apply techniques

from control systems to optimizing the learning process. Dr. Mitros has worked as an analog designer at Texas Instruments, Talking Lights, and most recently, designed the analog front end for a novel medical imaging modality for Rhythmia Medical.

View 6.002x Circuits & Electronics as a guest

. . .

<User1> right, so... loops yes ;) Im having trouble working out how he determines the
direction of his loops and which ones are important. Take the 5 resistor example in S2V4
where he uses 4 of the 7 loops (arbitrarily?) and goes counterclockwise in one "just for
fun"

<User1> so my question is, how do you work out which loops you need to use for KCL or
KVL and then how do you decide upon the direction?

<User4> you can decide on the direction in any way you want. doesn't really matter.
going the other way round just swaps all + and - signs in your equation, but since the
result is =0, nothing really changes

<User1> ok, let me refer back tot he 5 resistor example

<User1> if you go the same way around for all of them then you dont get 0 when it looks
to add up the equations you get from KVL

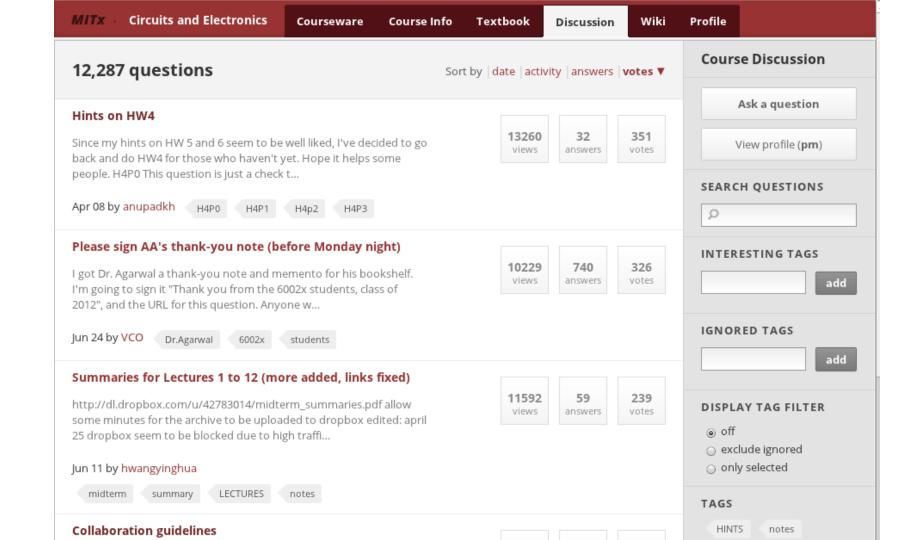
<User4> (I'm still vieweing S2V1 though so I don't know the exact example you're
referring to yet... I will get there in a few minutes though ;-)

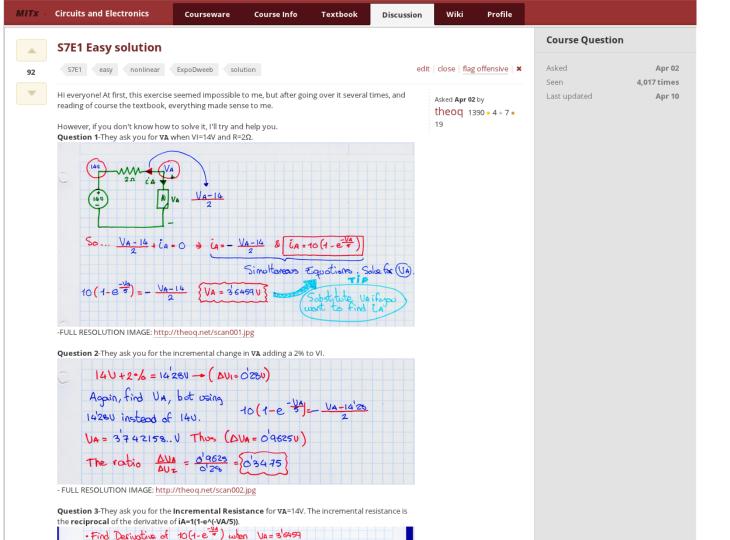
<User1> and you should... now I am probably "picking" the wrong loops, and I see where
you are coming from and am abashed I did not see that sooner :P

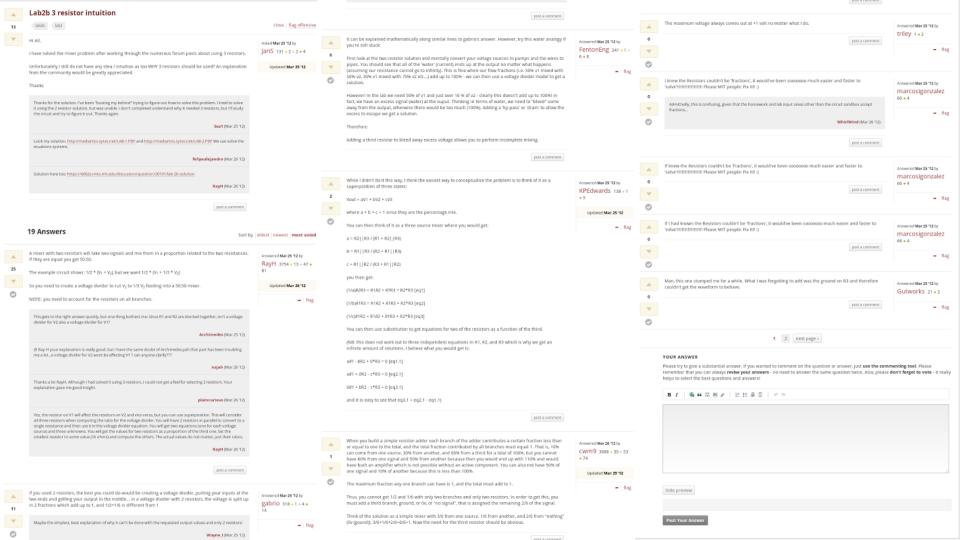
<User1> ok :P

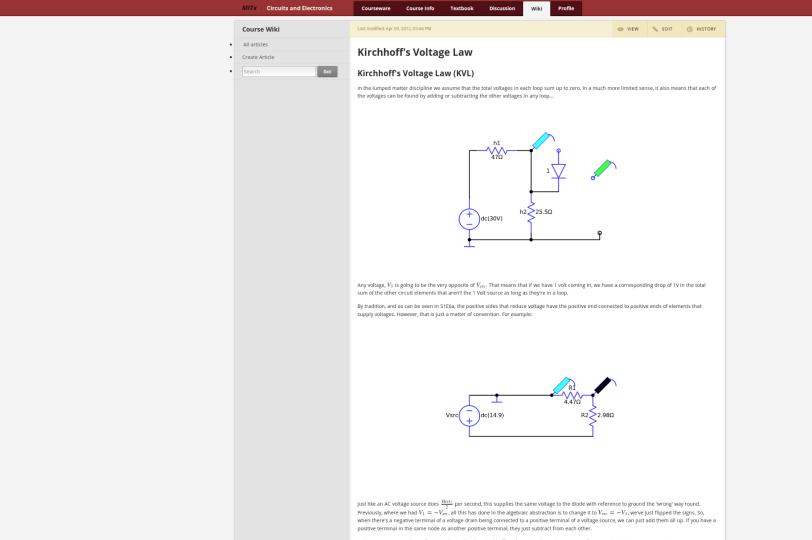
<User1> my question then becomes, how do you know what loops to pick?

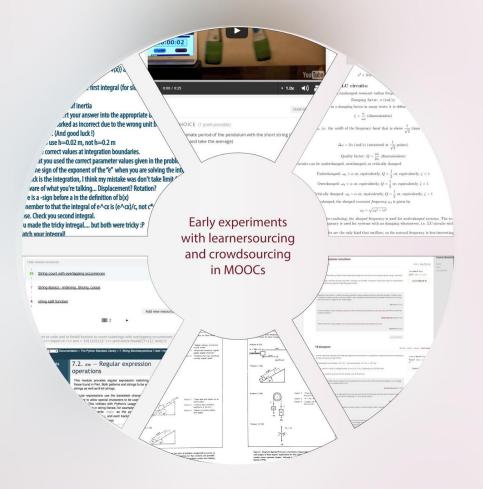
<User4> eventually you'll have to pick them all (or all but one) anyway. Normally you
...







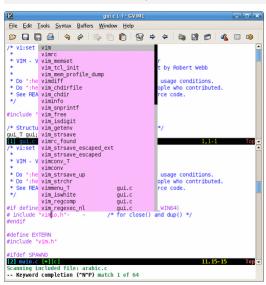


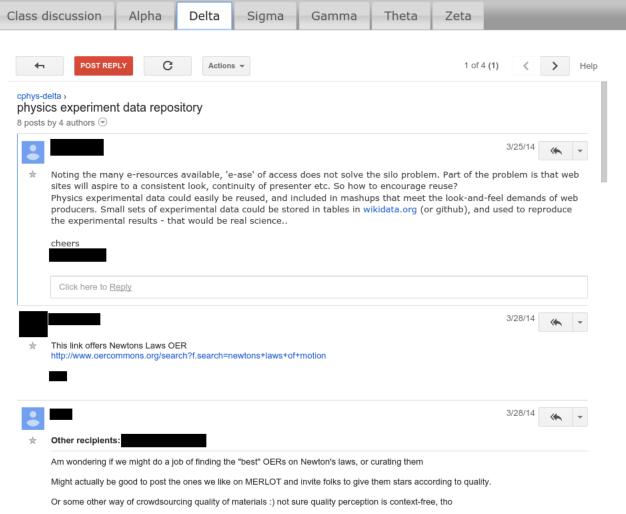




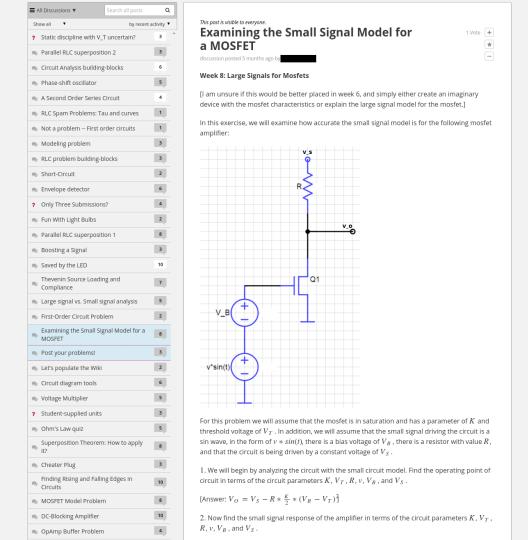
1 2 3 ... ▶

Text based editor available on most Unix systems. Successor of vi.





Cormier\*, Mitros\*, Pritchard\*, 2014



Mitros, 2015



## Cohorts & Teams in edX courses

Leslie Gerhat, Product Manager, edX lgerhat@edx.org

> DANCE @ CMU 5/14/2015

## Cohorts & Teams in edX courses

Cohorts & Teams enable social learning experiences in edX courses by providing smaller, more personalized group opportunities within a larger course.

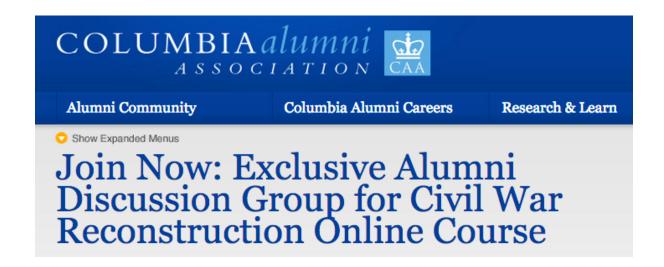


A cohort is a **segmentation** of learners within a course that shares a course experience with their group of learners, by engaging in the same content and communication. Learners can also engage in the wider learner community.



### Enable student communities

- Bring together alumni for greater engagement
- Provide enhanced support for teachers





"I graduated in 1978... and always regretted not taking that [Civil War and Reconstruction] course. This was my chance." -- Columbia Alumnus



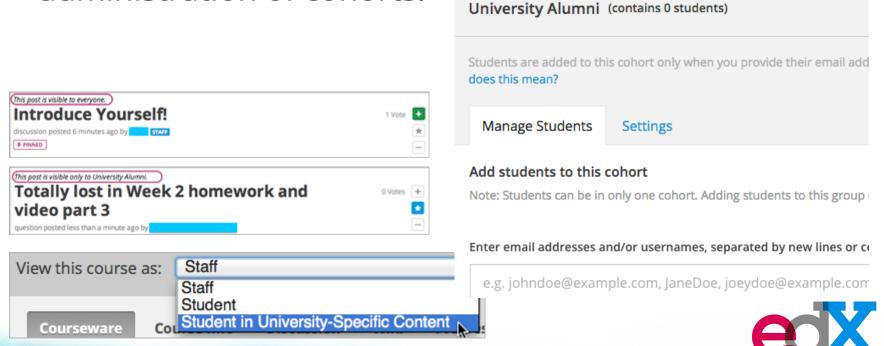
"It was terrific asking Eric [Foner] questions in a very intimate setting." -- Columbia Alumnus

 Targeted content can be delivered to learners in a cohort.

Segmented discussions enable smaller, more personal conversations.

Instructor tools provide easy setup and

administration of cohorts.



## **Teams**

A team is a **segmentation** of learners within a course that **shares a learning experience**, by engaging in a **targeted project or activity** for a **limited time period**.



## **Teams**

## Enable group learning experiences

- Learners participate in group projects
- Learners form study groups for support

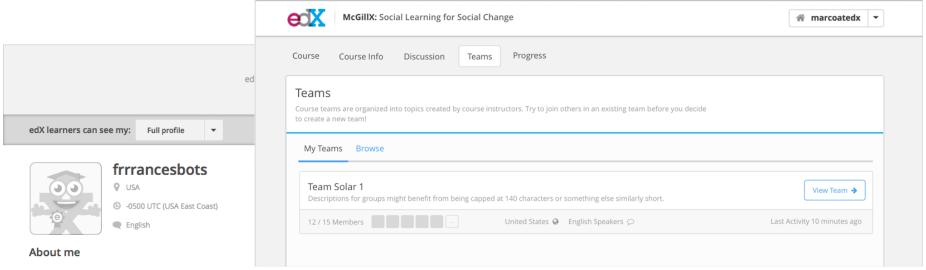






## **Teams**

- Learners can find and form teams with other
   learners with shared interests
- Small group discussions to enable communication
- Integration with third party tools to encourage collaboration



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## Resources

- Cohorts & Profiles are available now in Open edX
   Cohorts documentation
   Profiles documentation
- Teams will be available in Open edX at the end of 2015



# **Extending Open edX**

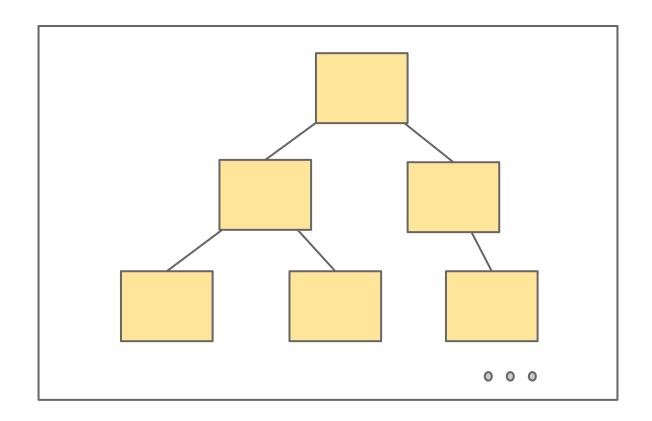
Ned Batchelder

## Goals

- Quick overview of interfaces
- Quick overview of process

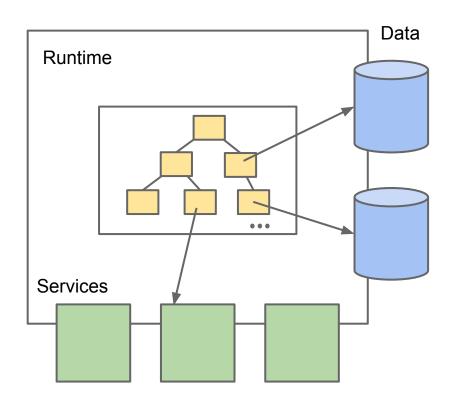
## **A** course

- Built of XBlocks
- Like <div>'s in HTML



## **XBlock runtime**

- Container for XBlocks
- Provides service abstractions (+ data)



## **LMS**

- XBlock runtime
- Provides:
  - User registration
  - Progress tracking
  - Grading
  - Forums
- Data storage
  - Course in Mongo
  - Student data in MySQL
  - Abstracted away by XBlocks

## LMS: much more stuff...

Registration

**Profiles** 

Cohorting

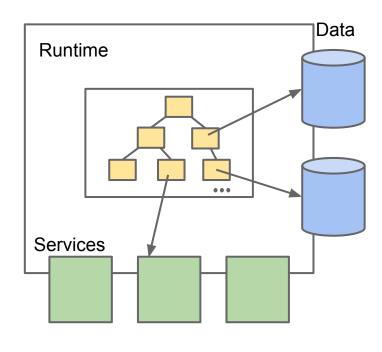
**Instructor Dash** 

Reporting

Commerce

Certificates

Analytics



**Grading Queue** 

**ORA** 

Progress

Forums

Wiki

**Translation** 

Theming

## **Studio Internals**

- Courses are still XBlocks!
- Mongo database shared with LMS

# **Changing things**

how can I implement my idea?

## **Extension Points**

https://github.com/edx/edx-platform/wiki/ Five-ways-to-extend-edX

- XBlock
- LTI
- JSinput
- OLX
- Core code

## **XBlock**

- Most likely choice
- Create new courseware components
- Designed for third-party devs
- http://xblock.readthedocs.org

## What is an XBlock?

- A Python package
  - runs on the server
- A class providing:
  - Data fields
  - Views for presentation
    - produces HTML + CSS
  - Handlers for user input
- A web app, one div at a time
  - Uses existing assets and skills

## LTI

- External standard
- Loosely coupled integration

## **JSInput**

- Make a new Capa InputType with pure JS
- Good for new problem types
- http://edx.readthedocs.org/en/latest/ course\_data\_formats/jsinput.html

## **OLX**

- XML representation of courses
- Import/Export courseware
- Manipulate outside of Open edX

## Hacking core code

- Can change anything!
- Not easy
- Very few docs

## Contribution

how can I get my idea to others?

## **XBlocks**

- Don't need to be contributed to edX
- Designed to be installed separately

## **Contributing to core**

- Talk to us
- Make a pull request
- Work with reviewers
- Merge!

## **Getting help**

- Docs
- IRC channel #edx-code on Freenode
- Mailing list: edx-code on Google Groups:
  - https://groups.google.com/forum/#!forum/edx-code
- Please ask!

# **Questions?**