

iitOnline+

putting ^ in the classroom

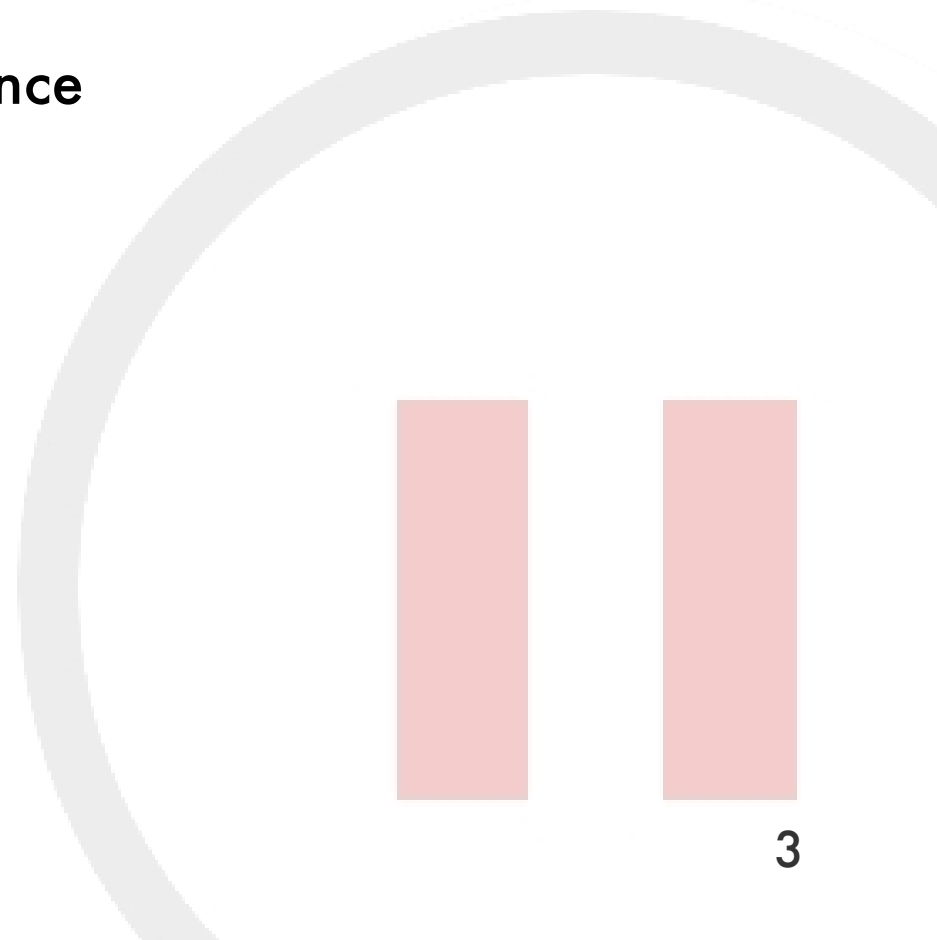
**Enhancing the online educational
experience via integrated, time
correlated comments**

Presenters:

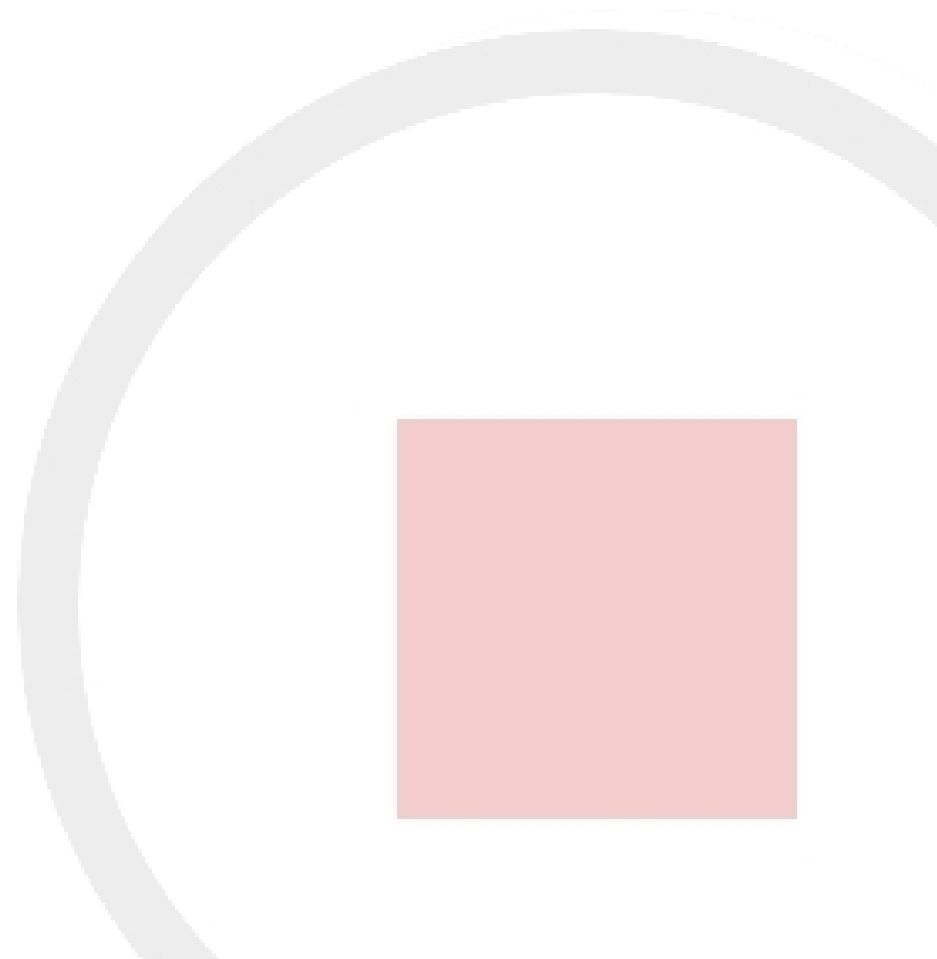
Ori Rawlings
Chris Osswald
Antoinette Smith
Jason Petsod

Outline

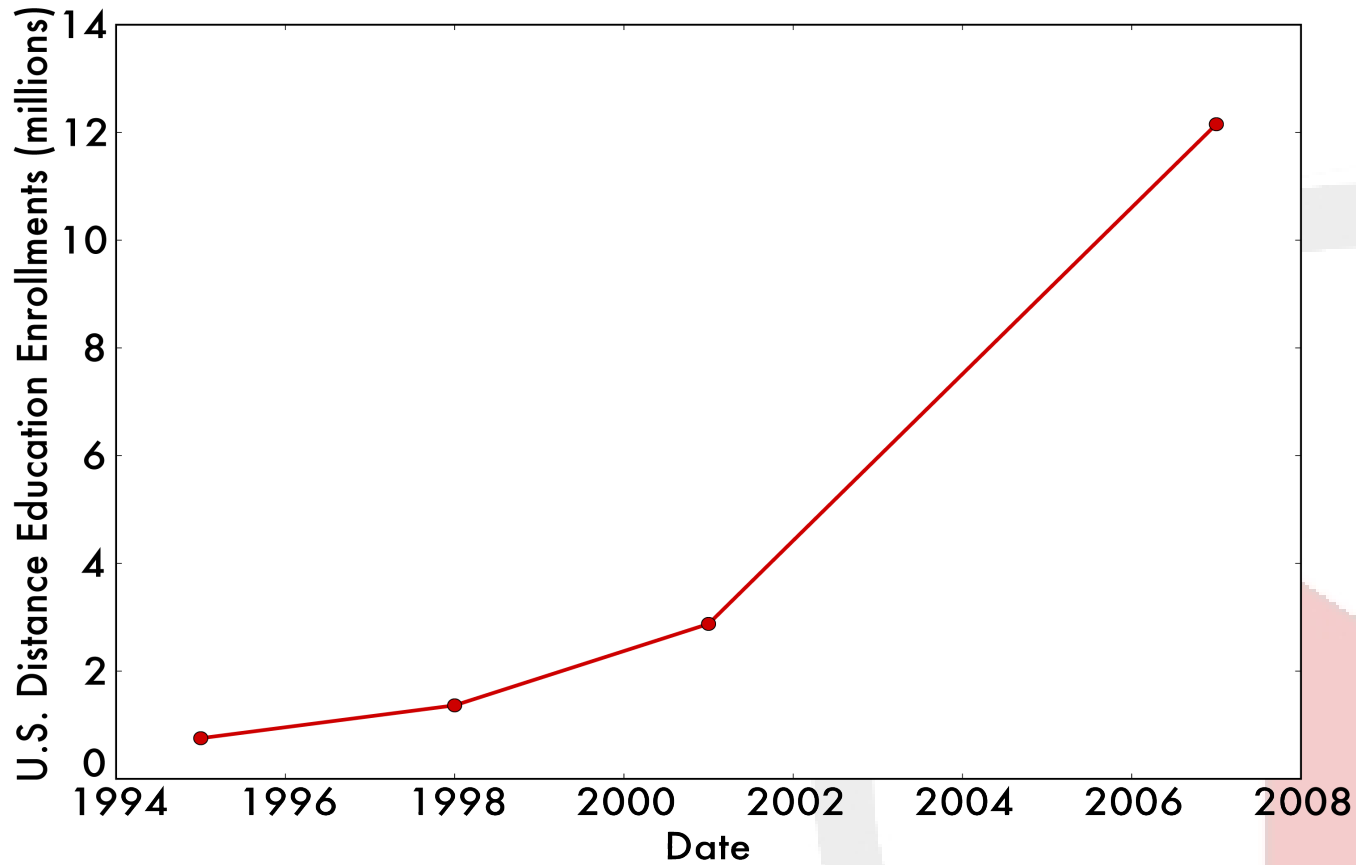
- Introduction
- Team Development and Performance
- Project Work
- Problem Solving Technique
- Achievement
- Conclusion
- Question and Answer



Introduction



Motivation



Motivation

- Failure to mimic benefits of real world classroom
 - Limited student interaction
- Opportunity to improve online education

Proposed Solution

- Develop a rich video commenting system
- Integrate commenting system with streaming online lectures

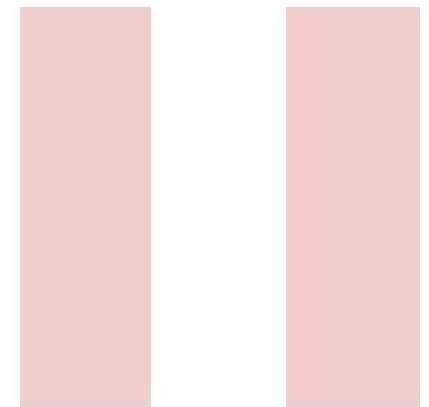
Hypothesis

- Integrated rich commenting will improve online interaction
- Student interaction improves student performance
- Thus, our system will improve online education

Semester Objectives

- Design and implement online education system
- Measure and verify system usability
- Develop a deployment and integration plan

Team Development and Performance



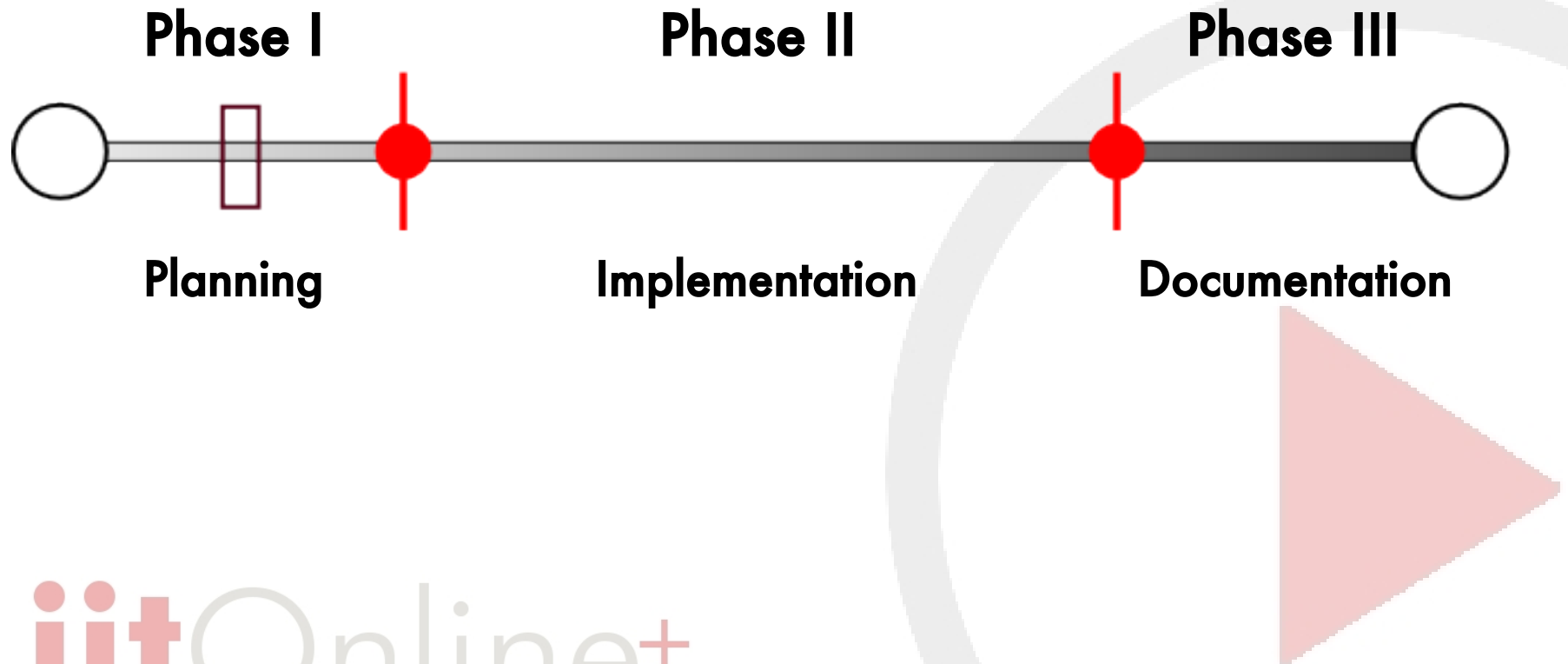
Establishing Values

- Identifying best practices
- Reinforcing best practices
- Reflecting on our performance

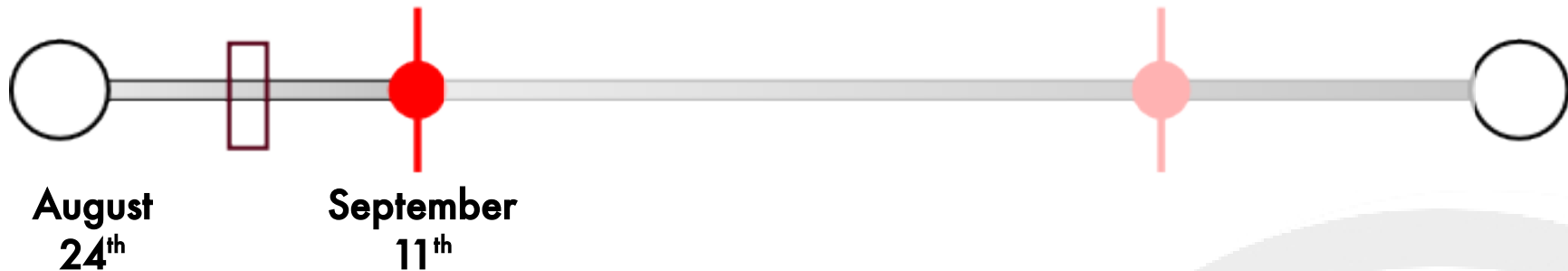
Team Organization

- Novel three-phase approach
 - Phase I – Planning
 - Phase II – Implementation
 - Phase III – Documentation

Team Organization

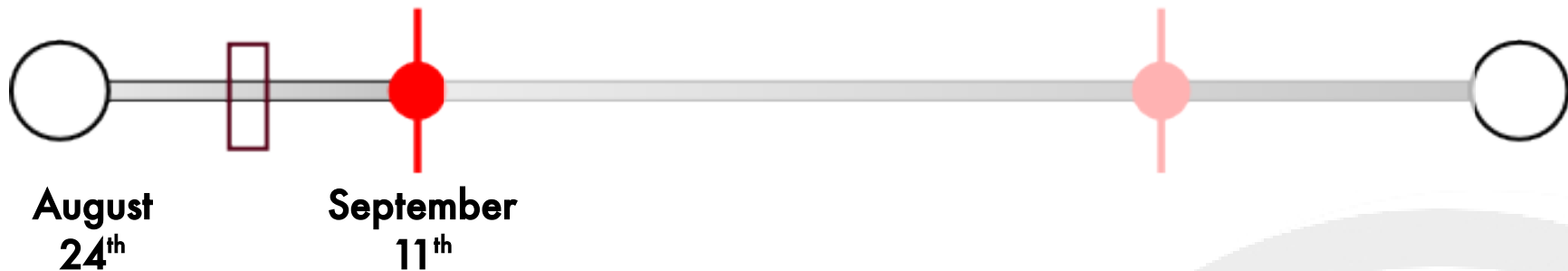


Phase I – Planning



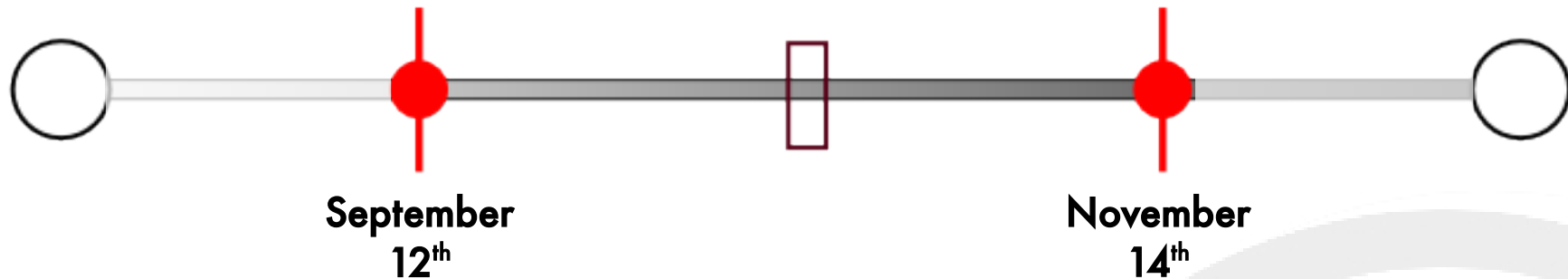
- Define team organization
- Project Plan
- Team values and expectations
- Future milestones
- Requirements gathering

Phase I – Planning



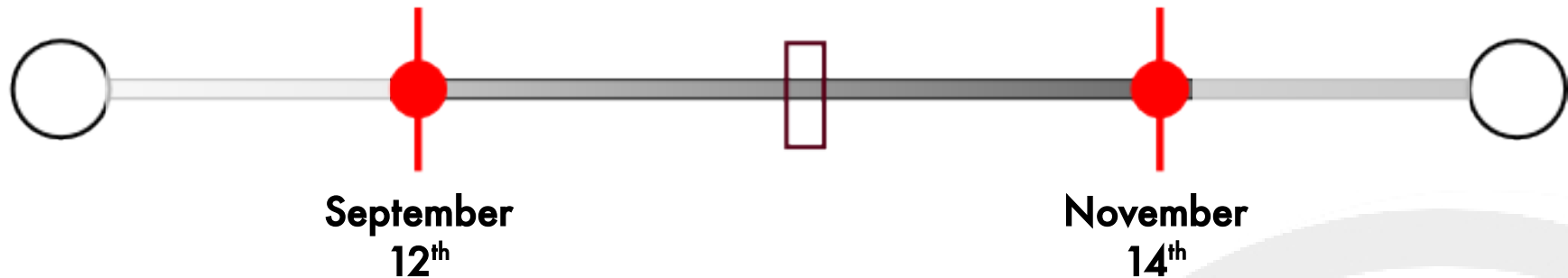
- Sub-teams:
 - User Liaison Planning Team
 - School Liaison Planning Team
 - Development Planning Team

Phase II – Implementation



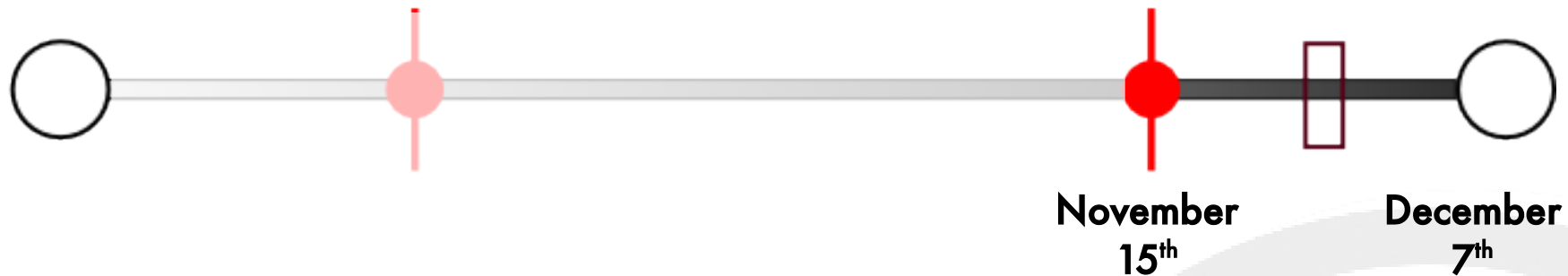
- Further requirements gathering
- Survey students, faculty, and administration
- System development
- Interface design
- Usability testing

Phase II – Implementation



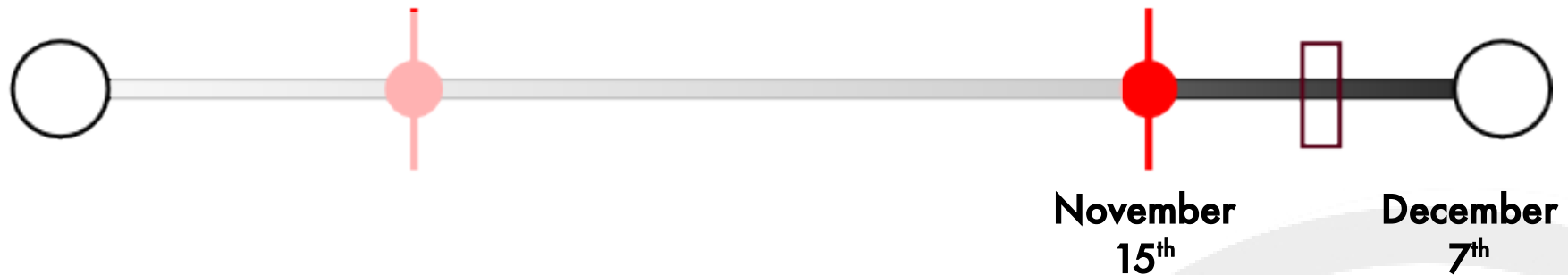
- Sub-teams:
 - User Liaison Team
 - School Liaison Team
 - Development Team

Phase III – Documentation



- Complete work integration
- Prepare system documentation
- Produce IPRO deliverables

Phase III – Documentation



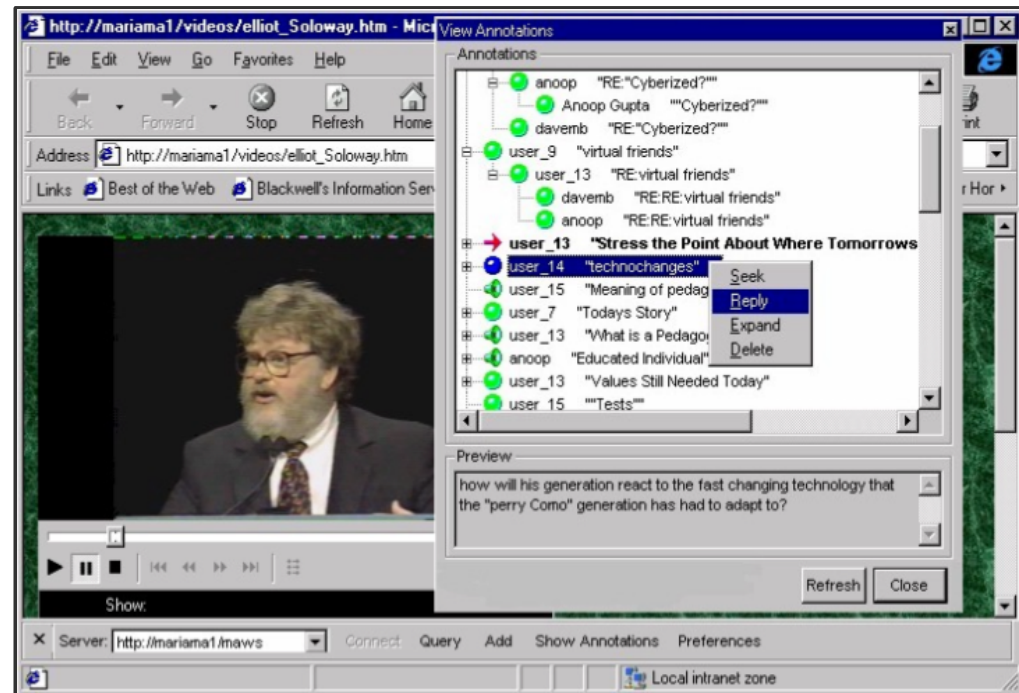
- Sub-teams:
 - Development/Integration Team
 - Deliverables Team
 - Brochure/Poster
 - Presentation
 - Final Report

Project Work



Related Work

- Microsoft Research Annotation System (MRAS)



Project History

- toca, LLC
 - ethnoKEN™
- eduKEN

ethnoKEN™ Visual Market Intelligence Alpha Release
provided by toca™

Wai Gen Yee
[Logout](#)
[Change Password](#)

Task Queue [Search]

Pilot Study : cb_sl_cam [Show Field Notes](#)

Transcript [Search]

[00:00:13.06]See, I somehow got Safari. Crate and Barrel outlet store. I love fish. I love things that have fish ...yeah not everything but...

Q:Do you like to eat fish?[00:00:34.15]I like to eat fish.

Q:You really like fish then. So have you had an experience with Second Life before?[00:00:44.01]I haven't. I've heard of it but I haven't.

Q:So the website is secondlife.com. And get in there and just anything that comes into your mind as far as things that you see,

Set Current Timestamp Segment Seek Video

Interpretation

Show Users

conversing c

wants it simple simple simple, this frustration is not coherent with a game experience

Studies Performed

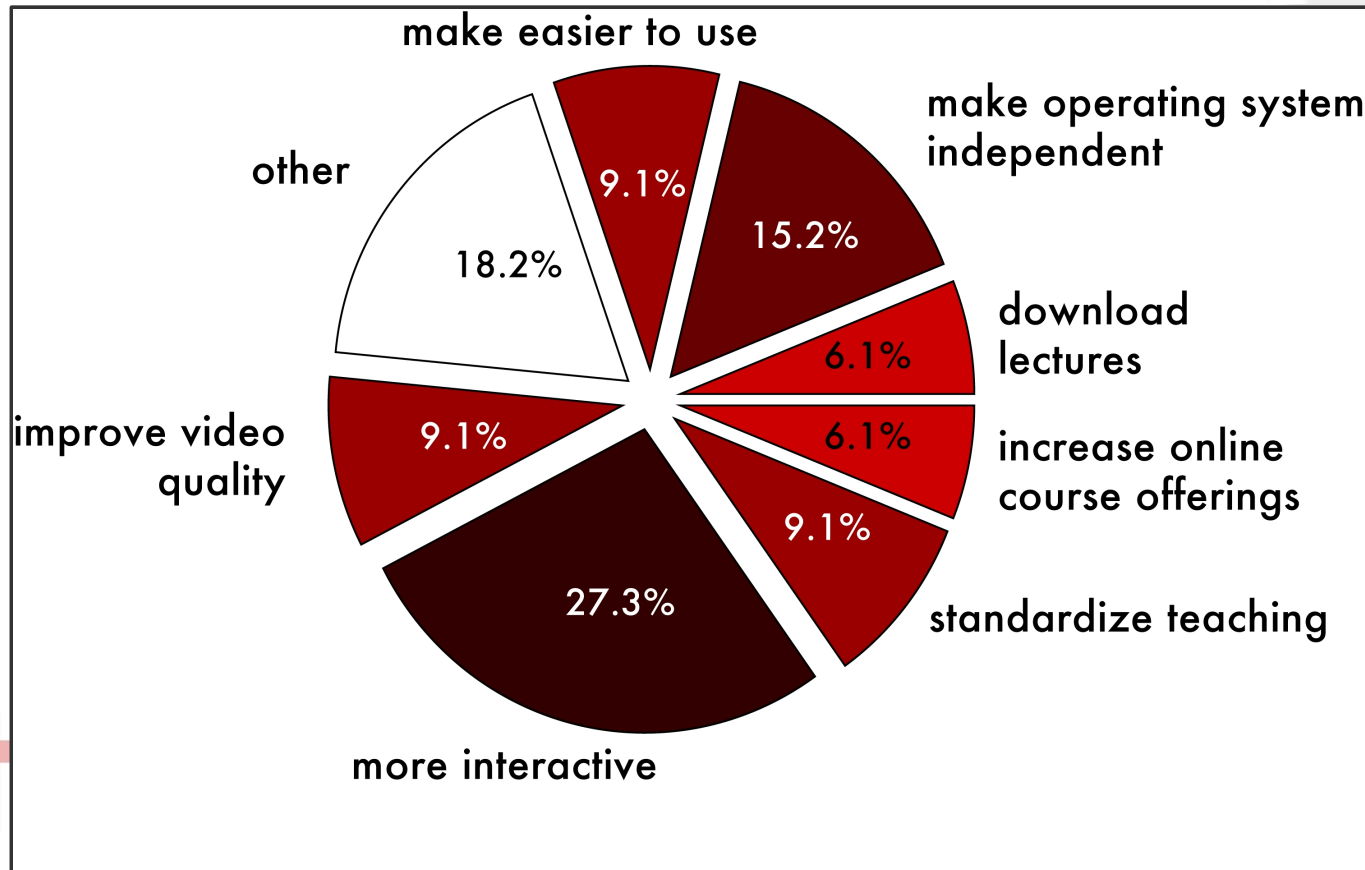
- Preliminary Questionnaire
- Usability Testing

Preliminary Questionnaire

- Objective
 - Determine desired functionality from students, faculty, and administration
- Process
 - Researching survey design
 - Eliciting subjects
 - Administering online

Preliminary Questionnaire

- Results

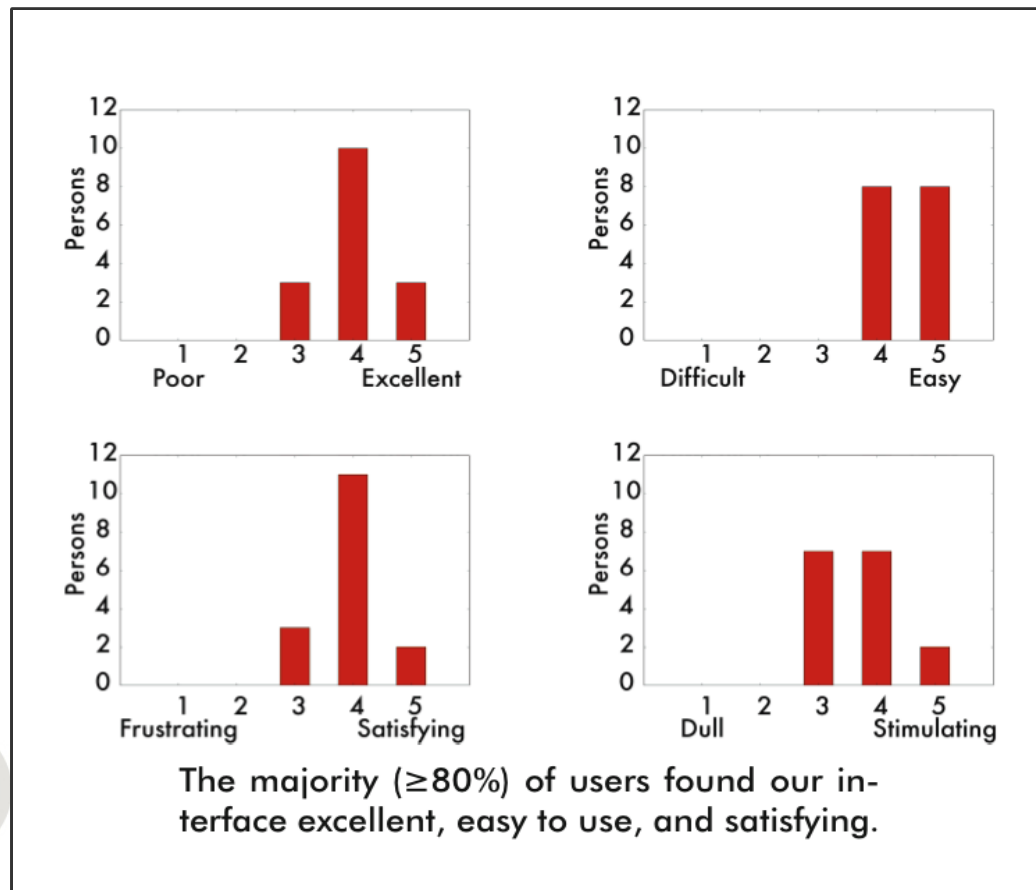


Usability Testing

- Objective
 - Measure usability of developed prototype
- Process
 - Researched usability metrics and methods
 - Developed surveys and task sequence
 - Elicited volunteers
 - Incorporated feedback

Usability Testing

- Results



Major Impacts and Risks

- Impacts
 - Improved online education
 - Improved video indexing and search
- Risks
 - Compromising personal data
 - Compromising intellectual property

Major Challenges

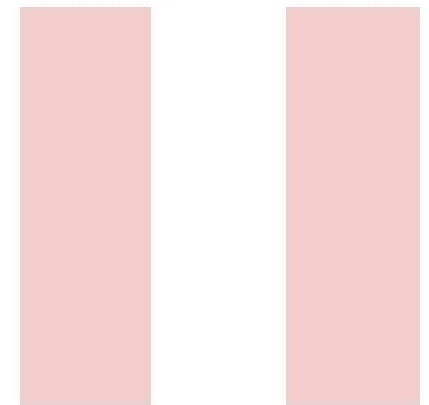
- Potentially disruptive innovation
- Measuring success
- Equitable distribution of work

Ethical Issues

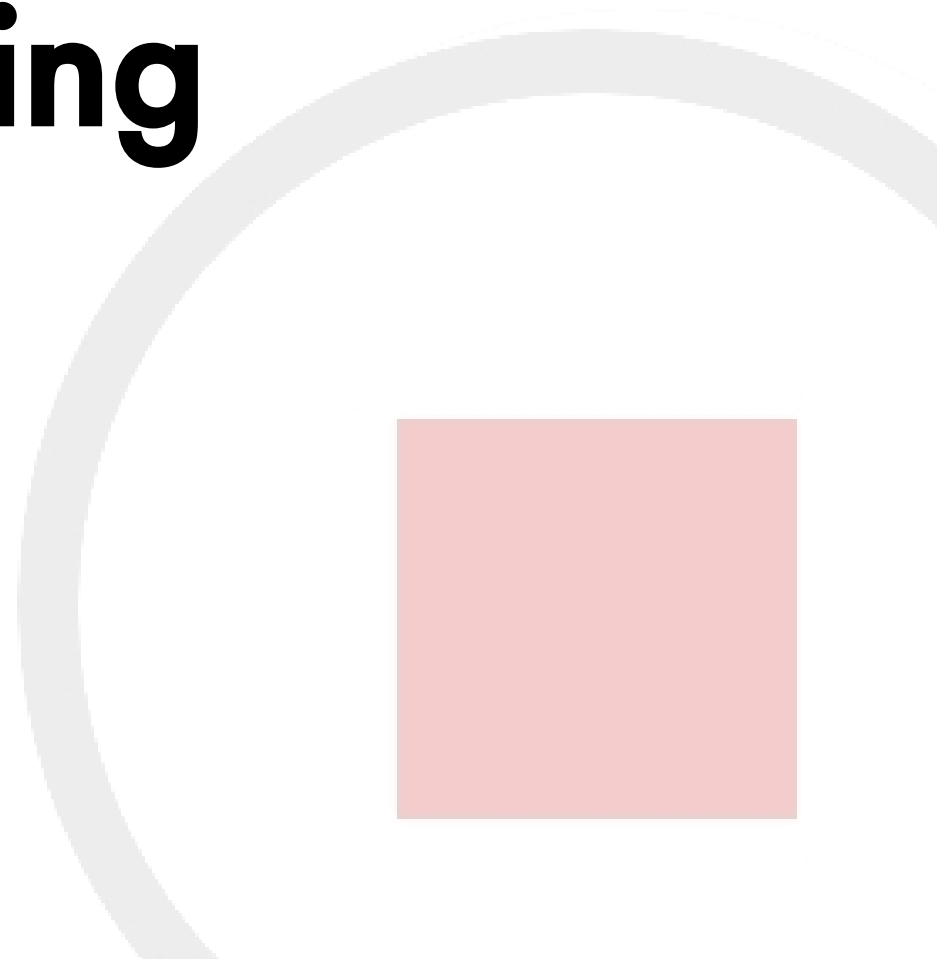
- Institutional Review Board (IRB)
- Non-Disclosure Agreement with toca, LLC
- Intellectual property of professors

Project Continuation

- Spring 2010
 - Deployed in classrooms
 - Beta testing and usability improvements
 - Privacy policy
- Later semesters
 - Measure educational impact of system



Problem Solving Technique



Research

- Technical
 - MRAS
 - Designing UIs
 - Model-View-Controller
 - User Authentication
 - Ruby on Rails
 - JavaScript/AJAX
- Soft Skills
 - Team Communication
 - Designing Surveys
 - Principles of Document Design
 - Good Writing Habits
 - Presenting Results

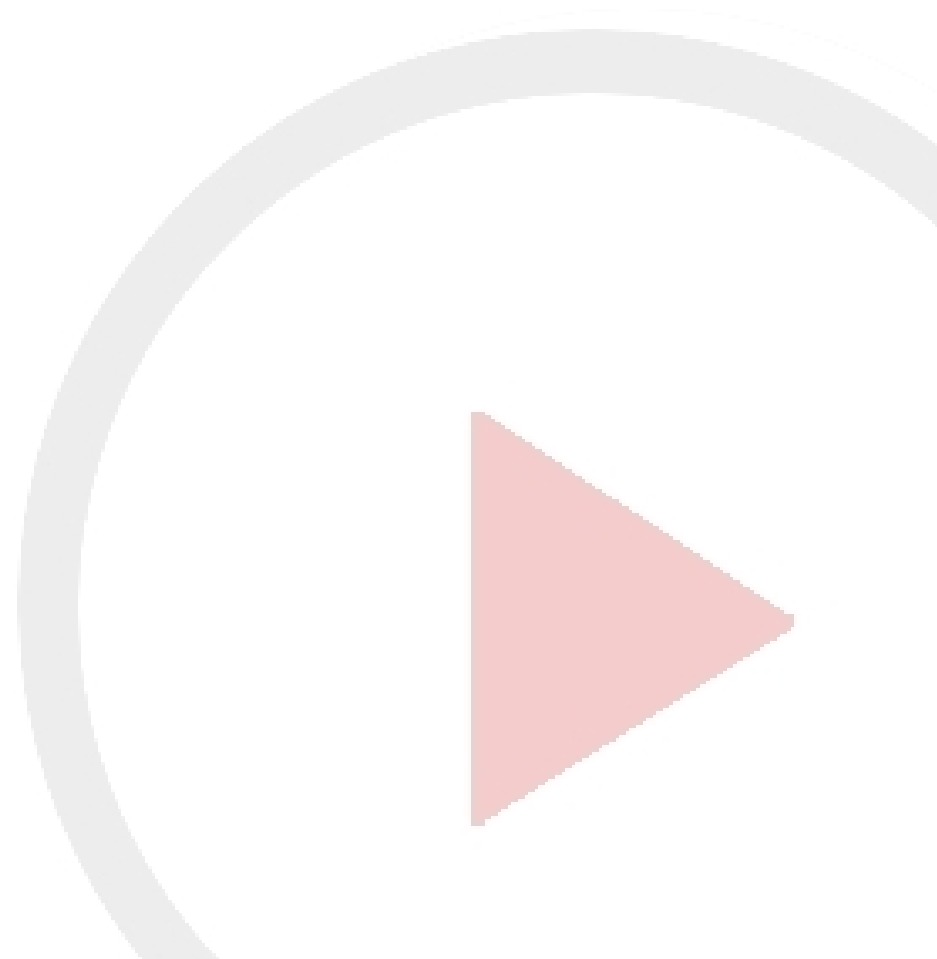
Methods

- Iterative prototyping
- Design patterns
- Version control
- Unit testing
- Brainstorming
- Survey research
- Usability testing

Innovative Approaches

- Phase-based team organization
- Wiki-based communication

Achievement



System

iitOnline+ [Home](#) Hello, inky. [Logout](#)

Lecture 2 2009-08-26 19:00:00 · [CCC100-1](#)

Cosine Solution

$$x = A \cos(\omega t + \varphi)$$

- A: amplitude (m)
- ω : angular frequency (rad/s)
- φ : phase angle (rad)

With period: $T = \frac{2\pi}{\omega}$

[Jump Video](#)

06:23 / 13:40

[@6:27](#) what's a "rad"?

[Add Comment](#)

[@2:18](#) what if the spring has mass? [blinky](#) · 6 days ago

[reply](#)

This is a test comment.

[Add Comment](#) [Cancel](#)

When does the professor describe an ideal case? [inky](#) · 6 days ago

[reply](#)

[@6:08](#) why does he use dots to indicate derivatives? i thought we use primes [inky](#) · 6 days ago

[reply](#)

I missed when the professor describes amplitude. What is amplitude? [pinkv](#) · 6 days ago

[reply](#)

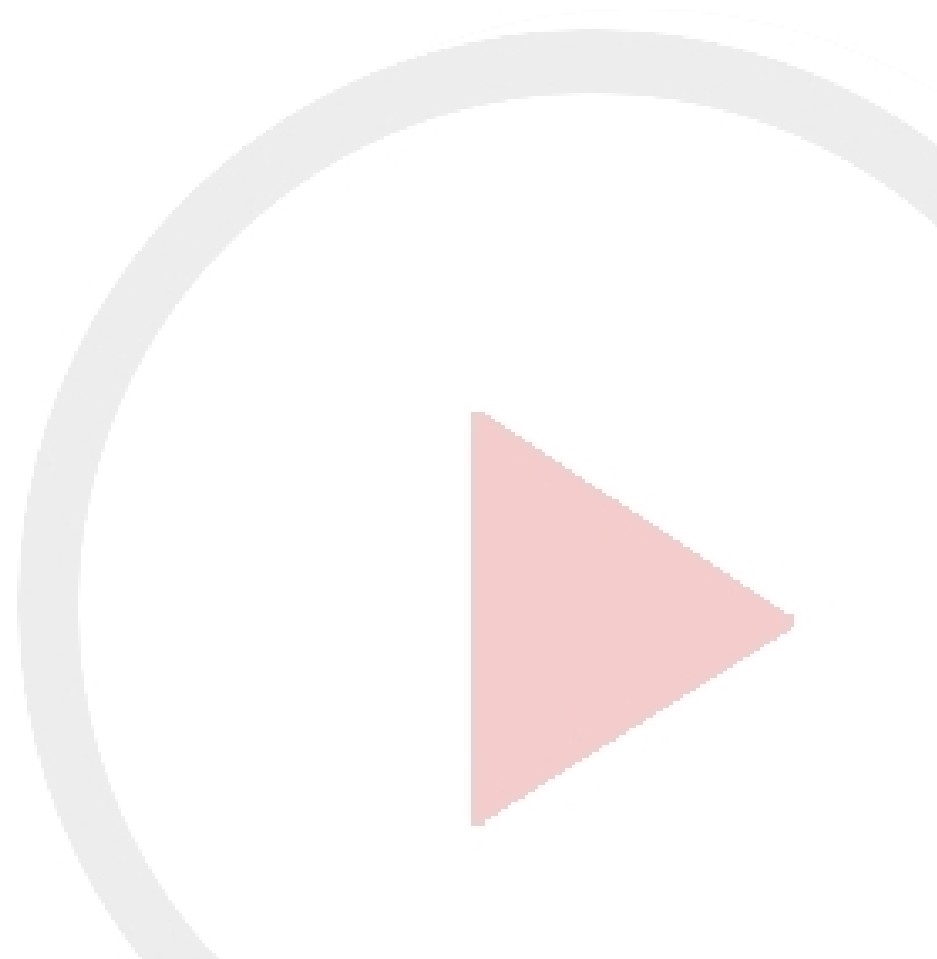
[@5:20](#) neat demo, helped me understand why it's a sine wave [inky](#) · 6 days ago



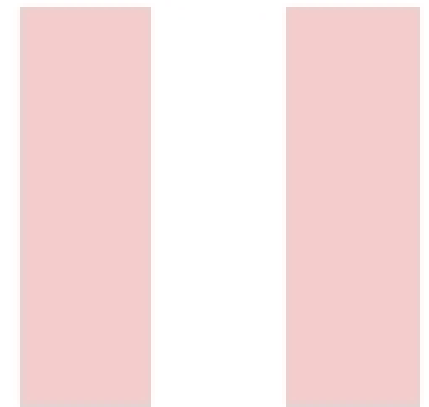
Significance

- 12.2 million people enrolled in distance education worldwide
- Opened up market to toca, LLC
- 58 students at IIT in Spring 2010

Conclusion



-
- Online education lacks student interactivity
 - **iit**Online⁺ integrates existing technologies to enhance interactivity
 - Potential to improve quality of online education



Question and Answer

