

Seeking Approaches to Support Instructors' Online Instructional/Course Design

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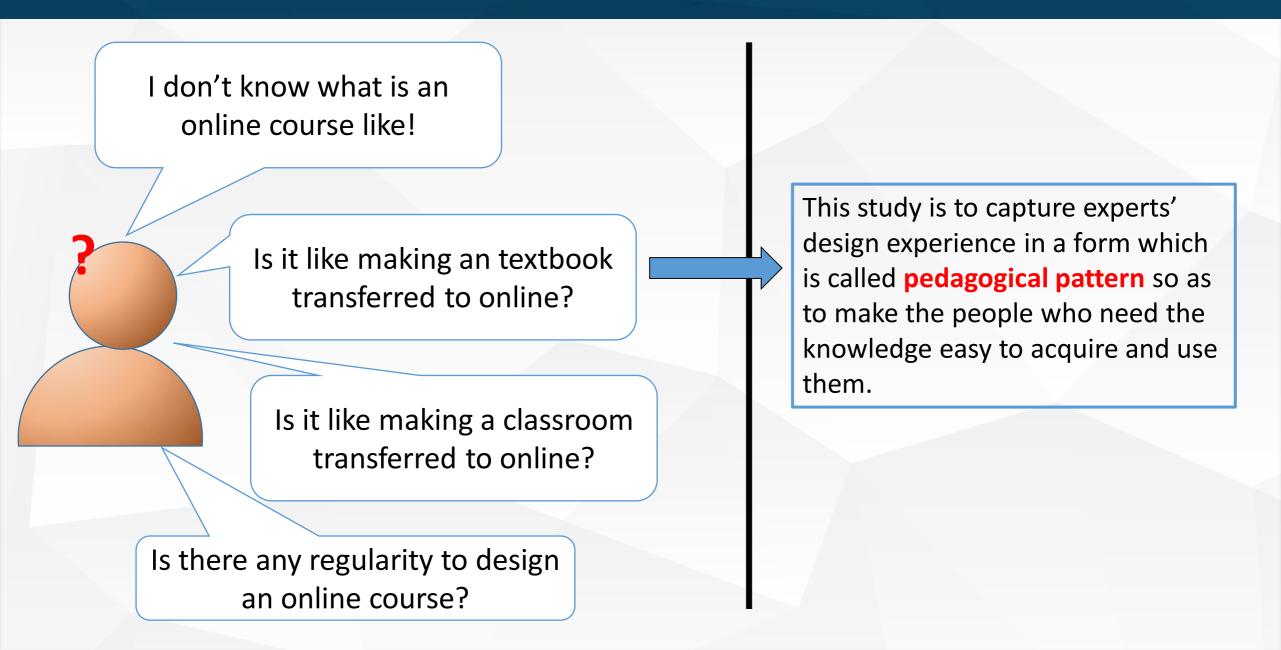
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BACKGROUND

- Online learning is a new and rapidly developing field
- Online course design is a complex and professional activity
- Most of instructors are unprepared for online instruction
- Most of their instructional experience is from face-to-face teaching, deeply influenced by the concepts of textbookcentered, teacher-centered and classroom-centered

>>> Challenges for online instructors





Literature Review

>> What is pattern?

 Originated in architecture field, first proposed in 1970s by Alexander, a building theorist.











>> Definition of Pattern

 Pattern describes emerging problem in the environment, then points out the key part of the solution to this problem, so you can use the same scheme, without having to reinvent the wheel.

-- Alexander



>>> Pattern thinking used in software design

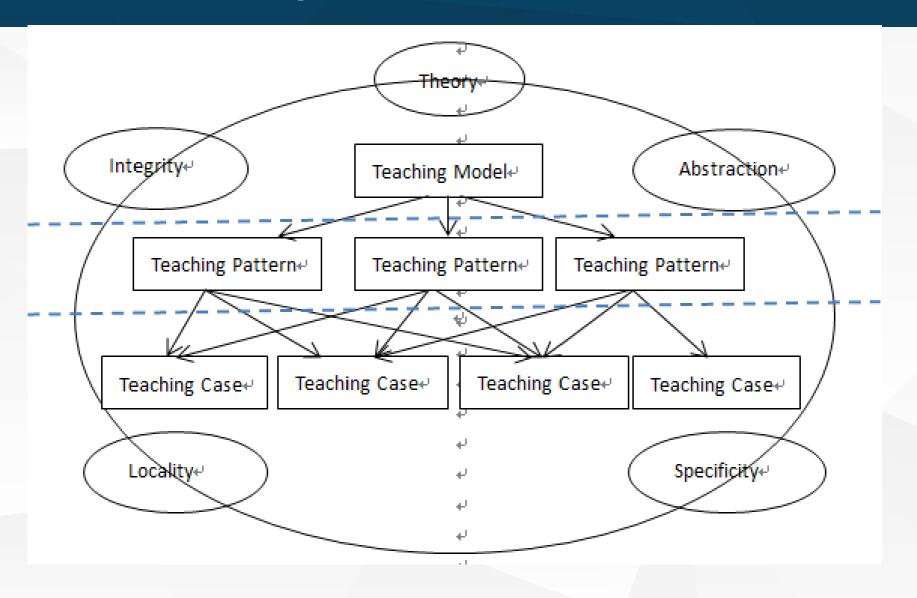
 Gamma and other software engineering scholars published a book named "Design Pattern", a detailed presentation of the success of the application of information systems, as the foundation for the application of the patterns in the software industry.



>> Pattern thinking used in pedagogical field

- EU ELEN project(2003)
- IMS Global learning alliance UNFOLD projects -put forward some online learning design patterns, summarizing the design experience from the content to the teaching organization in online learning environment
- Diana Laurillard(2012)- a new book named "Teaching as a Design Science—Building Pedagogical Patterns For Technology"

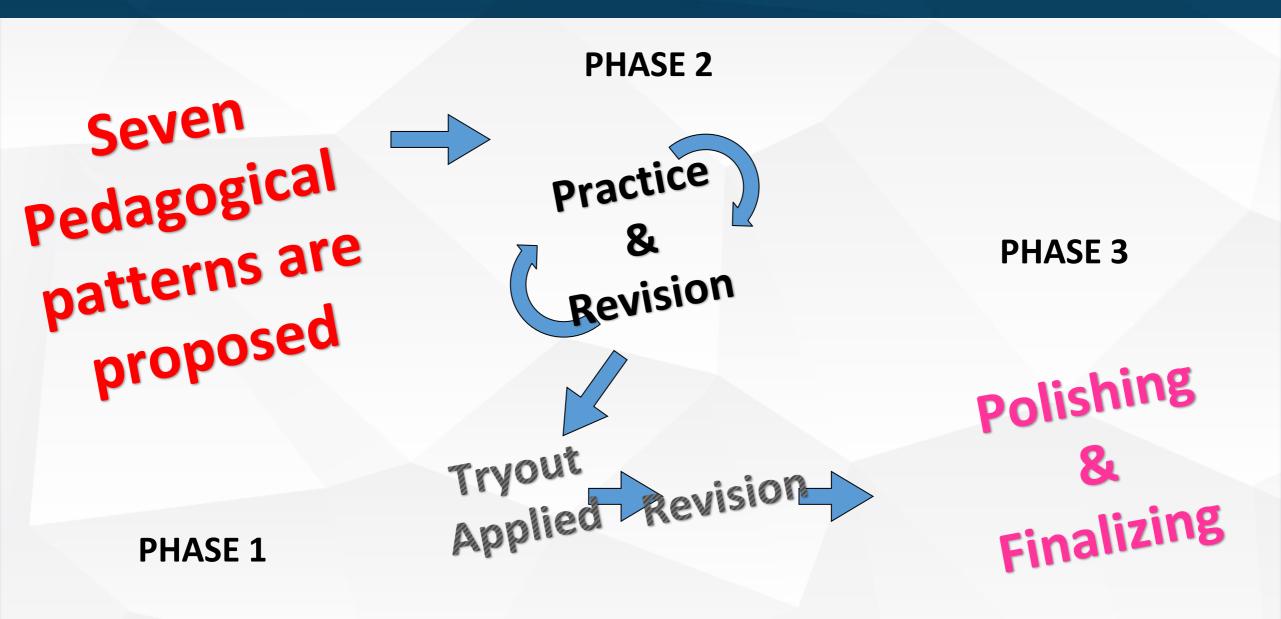
>> Pattern VS Model, VS Cases





Research Methodology & Process

>>> Research Methdology (Design-Based Research)





>>> Phase one – seven pedagogical patterns proposed

- Through literature review
- Content analysis into the representative online courses evaluated out by Chinese National Department of Education since 2003 (totally 3845 until 2010)
- MOOCs design style in Coursera platform
- Our more than ten-year designing experience in online learning

>>> Seven pedagogical patterns

- Content-Based Design
- Skill-based Design
- Problem-based Design
- Case-based Design
- Scenario-based Design
- Inquiry-based Design
- Experimental Design





>>> Structure of a pattern

- NAME
- CONTEXT
- PROBLEM
- SOLUTION
- CONDITIONS

CONTEXT: This pattern focuses on the learners' skill training, too much emphasis on learners' participation and experience, so a series of drills and simulation experience provided to learners. Usually, the operation, training and practice courses can use this design style, such as Computer Software, Computer Hardware Assembly, Automobile Assembly, Football or Swimming.

PROBLEM: How to achieve the goal of skill training in online learning?

SOLUTION:

Step 1: Learning Guidance;

Step2: Experiencing; 4

Step3: Lecturing; ₽

Step4: Re-experiencing; ₽

From the examples above, we can see that for different learning content and learning objectives, the activity type and sequence in each Learning Module can be different.

>> Phase two – practice & refine

These patterns are on trial in the School of Open Learning and Education of East China Normal University.

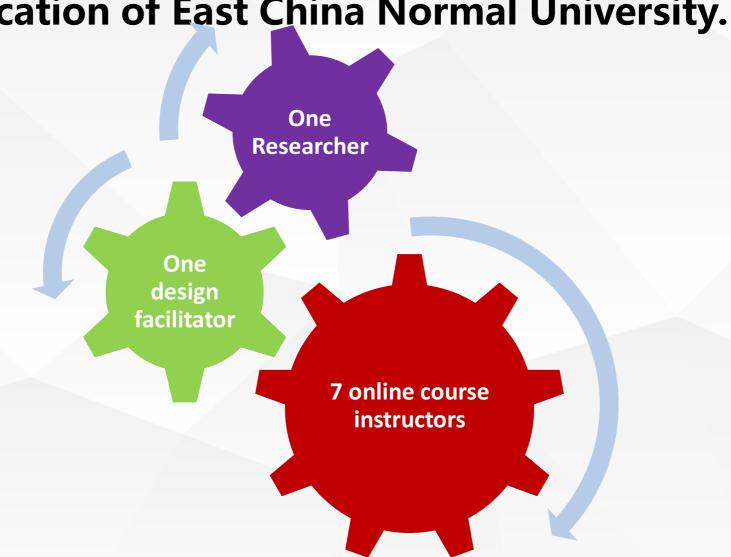


Table 1 Basic Information of the Instructors and Courses₽

Course Name₊	Teaching Experience (Years)↔	Professional Rank	Number of online course constructing	Have you taken part in or host a national top quality online course?	Do you have online teaching experience?₽
Early Intervention for	40.40	Associate		y -	
Special Children₽	10-19₽	Professor₽	1₽	Yes₽	No⊷
College Chinese	10-19₽	Associate Professor∗³	1₽	Yes₽	No√³
Preschool Education	10-19₽	Assistant Professor	1∻	No₽	No⊷
Preschool Language Education√	>=20₽	Associate Professor	2-5∻⁻	Yes∗¹	Yes↔
Preschool Children's Mental Health and Counseling	6-9₽	Associate Professor⊎	1∻	No₽	Yes↩
Infant Food and Nutrition₄	10-19₽	else⊎	0.	Yes∗¹	Yes↩
Kindergarten Creative Handmade	10-19↔	Associate Professor	0∉	No⊷	No⊷

>> Data Collection

- 1. Questionnaires and interviews to the online instructors in the beginning of course design.
- 2. Questionnaires and interviews to the online instructors in the end of course design.
- 3. The communication records between instructors and facilitator (such as the email, telephone content), and also stage artifacts.
- 4. Heuristic evaluation about the completed course.
- 5. Observation data by the researcher.

>> Finding1

• In the trial of these patterns, we found that these patterns acted as a very good bridge/language between facilitators and instructors.



>>> Finding2

 The seven trial teachers in their pre design stage of online courses can choose a variety of reasonable design patterns according to the characteristics of the curriculum under the guide of the facilitator.



>>> Finding3

From the interview, we know that these patterns are welcomed and understood easily by the teachers, but these teachers also hope that the facilitator could give a big hand during their designing especially in technical aspects.

Along with the line of thought, teachers are still with sense of strange to online teaching, tendency to depend on the facilitator due to habitual thinking, so how to transfer this dependence on facilitator to the pedagogical patterns is the ultimate goal of this study.

conclusion

- Each pattern has its own philosophy, reflecting specific teaching objectives, philosophical assumptions, curriculum and values.
- Seven design patterns can be mixed use in an online course
- The type or the sequence of activities in a pattern is good design references for the teachers /designers, especially for those novices.



Thanks For Your Listening!!!

