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#### Don't Blame Your Students, Re-Design Your Class!

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## Don't Blame Your Students, RE-design Your Class

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## Who is Irina Ivliyeva?







#### **POLL Question**

#### What is your role in academia?

- a) Faculty
- b) Undergraduate Student
- c) Graduate student / GTA
- d) Administrator
- e) Education Technology Staff
- f) K-12 teacher
- g) Other

#### **POLL Question**

### What Learning Management System (LMS) do you use?

- A. Blackboard
- B. Moodle
- C. Canvas
- D. no LMS
- E. Other (Angel, D2L, etc.)
- F. Home grown



#### **Outline**

- I. Classes, Students, Framework
- II. Definitions
- III. Design Strategies: C<sup>3</sup>
- IV. Motivation and Learning Outcomes
- IV. Pedagogical Implications
- V. Acknowledgements

# I. Classes Students Framework



#### I. Students and classes

Fall 2015 Scientific Russian 3001 /5001 9 students (7 + 2)All Americans Language class (blended format) Instruction in Russian (some English)

## Scientific Russian 3001 /5001 Fall 2015





#### Seven Principles for Good Practice in Undergraduate Education at Missouri S&T

Academic Council (4/17/03)

- 1. Encourage Student-Faculty Contact
- 2. Encourage Cooperation among Students
- 3. Encourage Active Learning
- 4. Give Prompt, Frequent, Informative Feedback
- 5. Emphasize Time on Task
- 6. Communicate High Expectations
- Respect and Encompass Diverse Talents and Learning Styles

#### **II. Definitions**

#### Don't Blame Your Students, Re-design Your Class

#### **BLAME**, or Books about the Generation Y

- The Dumbest Generation: How the Digital Age Stupefies Young Americans and Jeopardizes Our Future(Or, Don't Trust Anyone Under 30)
- 2009 Not Everyone Gets A Trophy: How to Manage Generation Y
- -The Narcissism Epidemic: Living in the Age of Entitlement
- The Shallows: What the Internet Is Doing to Our Brains
- You Are Not a Gadget: A Manifesto
- Alone Together: Why We Expect More from Technology and Less from Each Other
- 2014 Generation Me: Why Today's Young Americans Are More Confident, Assertive, Entitled--and More Miserable Than Ever Before

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"An essential, accessible dispatch about how we think now." -Laura Miller, Salon

## Nicholas Carr AUTHOR OF THE BIG SWITCH SHALLOWS THE NEW YORK TIMES BESTSELLER

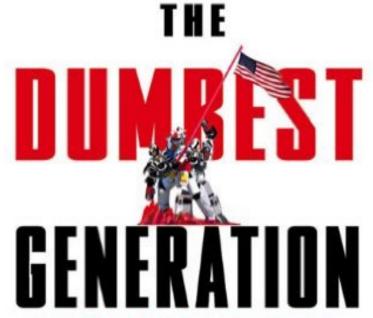
WITH A NEW AFTERWORD

Copyrighted Material

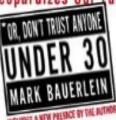
"An orgent and pragmatic book on the very dark topic of the virtual end of reading among the young," -Harold Bloom

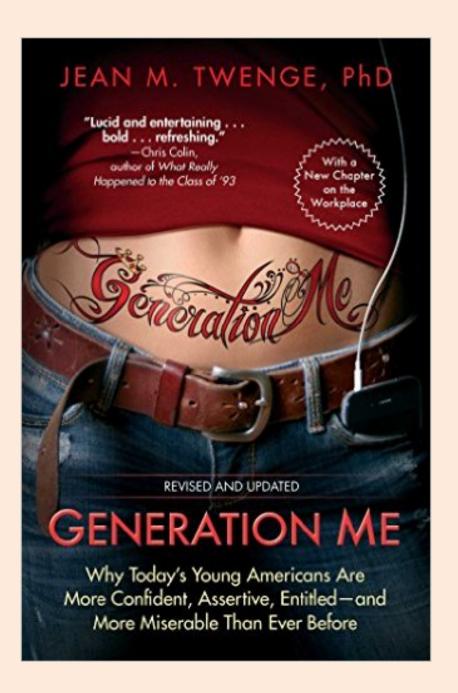
"Delivers this had news in surprisingly brisk and engaging fashion, blowing holes in a lot of conventional educational wisdom."

-Charles McGrath, The New York Times



How the Digital Age Stupefies Young Americans and Jeopardizes Our Future\*





#### LIVING IN THE AGE OF ENTITLEMENT

"Chronicles the obsession that many Americans have with, well, themselves ... thinking themselves entitled to things they haven't earned: It puts them at a terrible disadvantage in a global marketplace that is, all the time, getting more competitive." - San Francisco Chronicle

## The Loid emic

JEAN M. TWENGE, PH.D. AUTHOR OF GENERATION ME

and W. KEITH CAMPBELL, PH.D.

WITH A NEW FOREWORD BY THE AUTHORS

Conveighted Material



#### **CLASSROOM**

 a room in which all students in a particular grade (or in a division of a grade) meet at certain times under the supervision of a teacher who takes attendance and does other administrative business.

The Free Online Dictionary

http://www.thefreedictionary.com/

#### Design

#### and

#### Redesign

#### **Oxford Dictionaries Online**

#### **DESIGN (VERB)**

 decide upon the look and functioning of (a building, garment, or other object), typically by making a detailed drawing of it.

#### synonyms:

<u>plan</u> · <u>outline</u> · <u>map out</u> · <u>draft</u><u>draw</u> · <u>invent</u> · <u>originate</u>

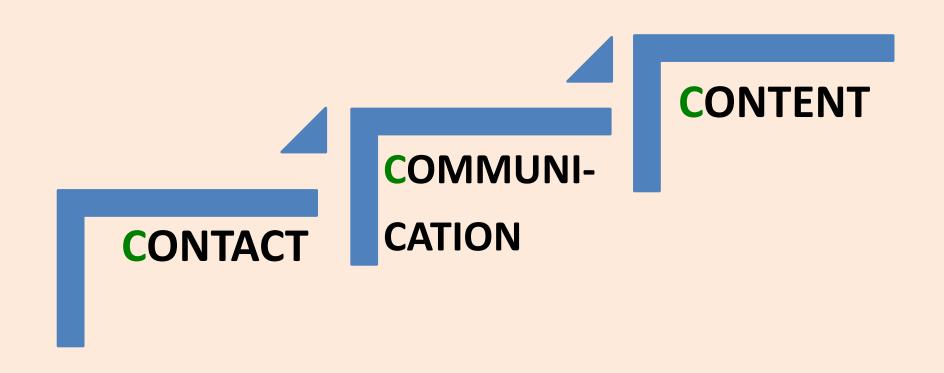
#### **Merriam-Webster Online**

#### **REDESIGN (VERB)**

to revise in appearance, function, or content.



#### III. Design Strategy: C<sup>3</sup>





#### CONTACT

**THEN** ...

The Basic English

NOW...





#### **Classroom Communication**

## Real time vs. asynchronous FTF or online ALL classes

## Classroom Communication Types

- 1. The first email
- 2. Email after every class meeting
- 3. Surveys
- 4. Peer grading
- 5. Self-assessment



#### Class(room) Design

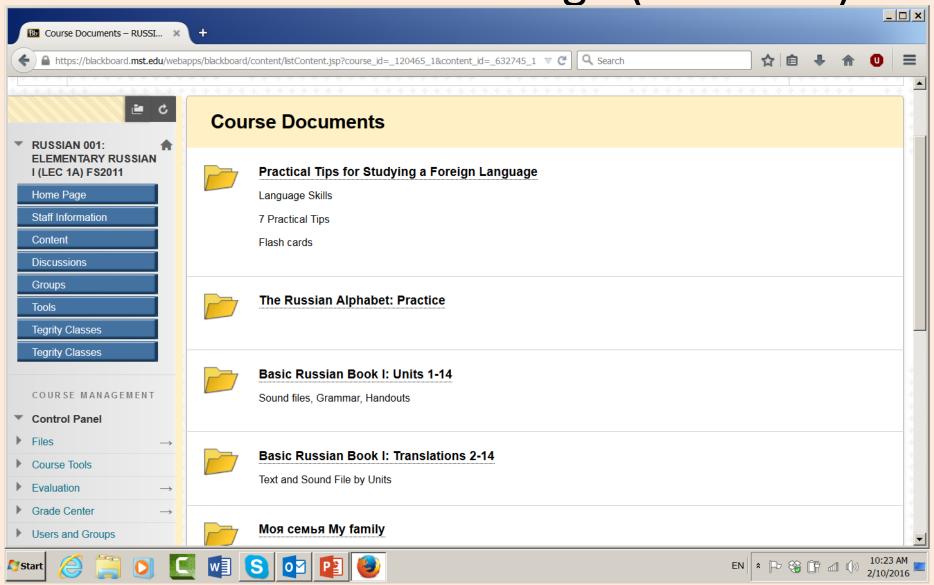
**CONTENT** oriented **convenient** for INSTRUCTOR



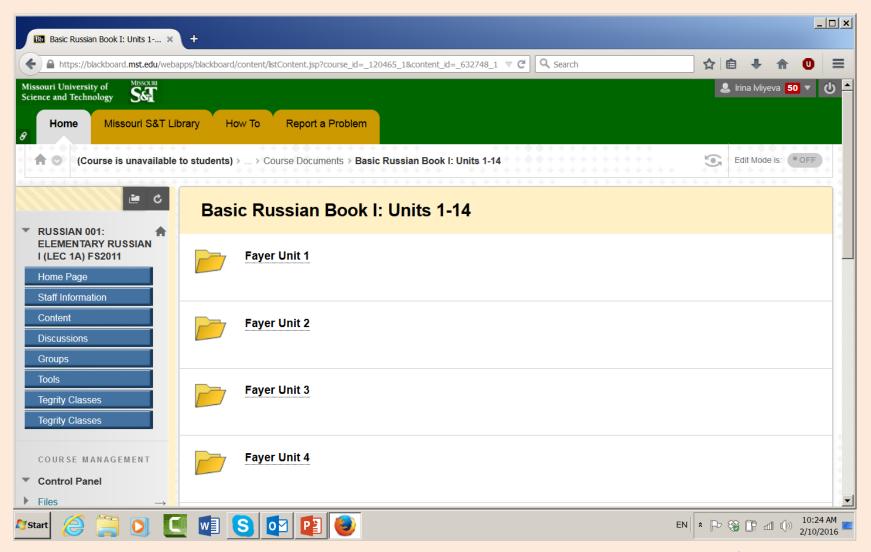
**LEARNER** oriented convenient for STUDENT



#### Content Oriented Design (Fall 2011)



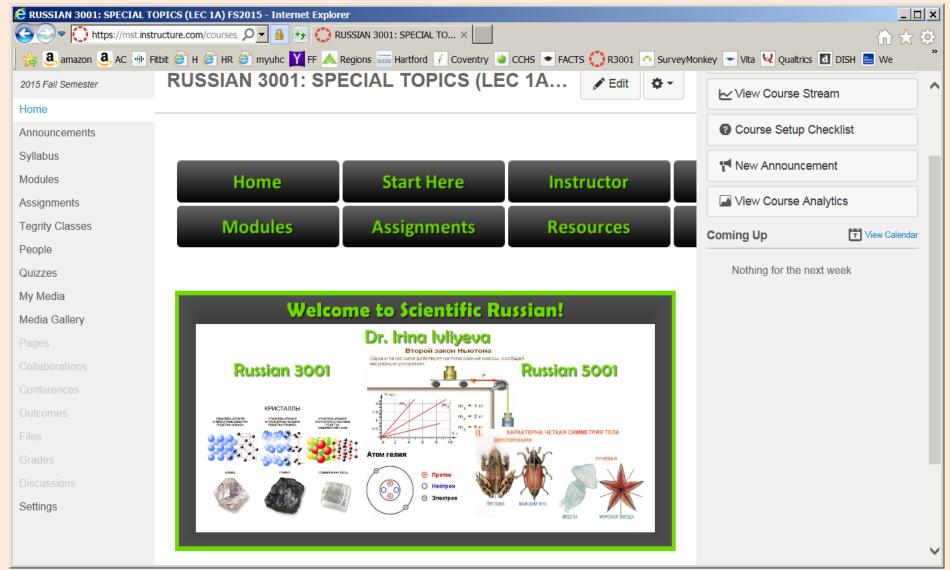
#### Content Oriented Design (Fall 2011)







#### Students Oriented Design (Fall 2015)













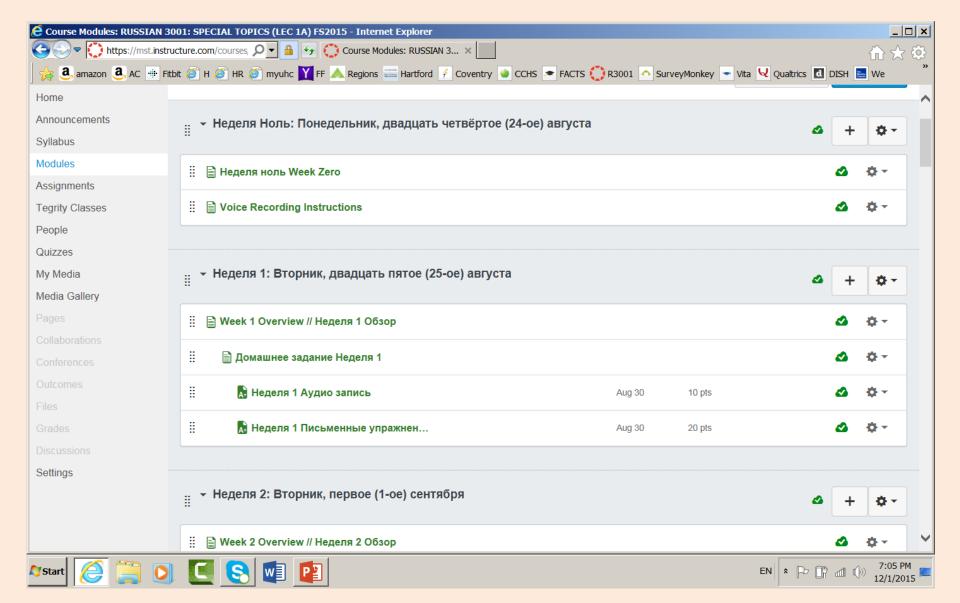


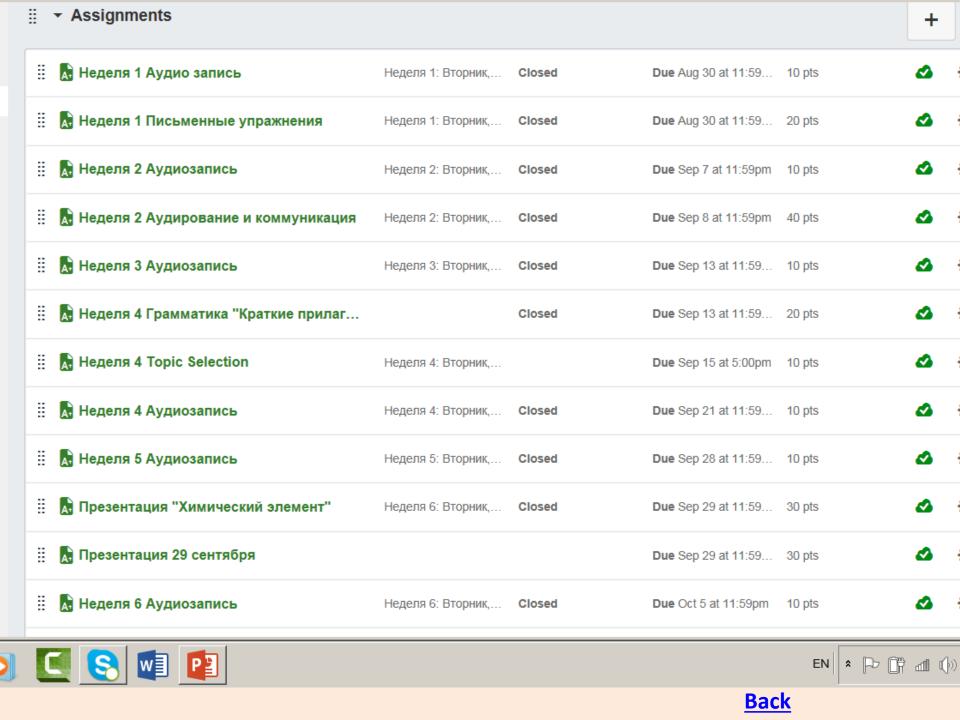




#### **Back**

#### Students Oriented Design (Fall 2015)





#### IV. Motivation



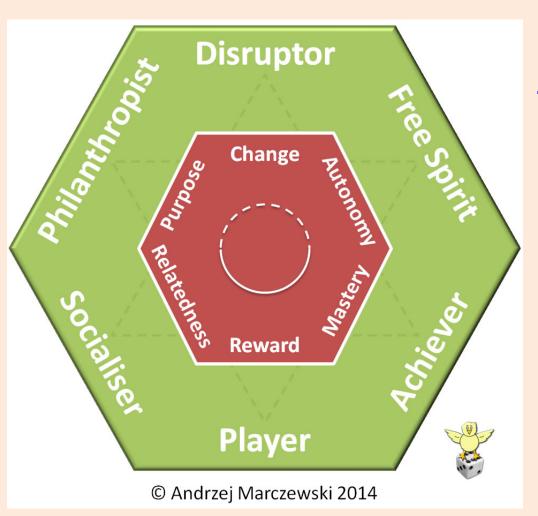
Marczewski's Gamification

http://www.gamified.uk/user-types/

#### Gamer (learner) types

#### **Click Here**

**Click Here** 



**Click Here** 

**Click Here** 

**Click Here** 



#### Socialisers

are motivated by Relatedness.

They want to interact with others and create social connections.

#### **Free Spirits**

are motivated by Autonomy.

They want to create and explore.

#### **Achievers**

are motivated by Mastery. They are looking to learn new things and improve themselves. They want challenges to overcome.

#### Philanthropists

are motivated by Purpose. This group are altruistic, wanting to give back to other people and enrich the lives of others in some way.

#### **Players**

are motivated by Rewards. They will do what is needed of them to collect rewards from a system.

#### **Disruptors**

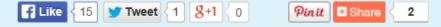
are motivated by Change. In general they want to disrupt your system, either directly or through other users to force positive or negative change.



#### Your Marczewski's User Type Test Results

Gamification blog | User Type Test | User Type Results | User Type Analysis | Application Analysis

Visit the the old results.



#### Thanks for taking this new beta test

Your strongest type(s): Achiever / Socialiser

You show Disruptor traits

You show Player traits

Your full results:

Achiever: 23.4% Socialiser: 23.4% **Player**: 17.02%

Philanthropist: 17.02% Free Spirit: 12.77% Disruptor: 6.38%

#### Irina User Type Achiever / Socialiser





























#### V. Pedagogical Implications

- 1. Research (first things)
- 2. Select (carefully)
- reduce or limit (severely)
- > reject (anything distracting)
- 3. Clarify and Simplify (constantly)
- 4. Monitor (feedback)

Repeat

# "Knowledge is experience; everything else is just information."

~Albert Einstein

#### VI. Acknowledgments

- ✓ My students
- ✓ Arts, Languages, and Philosophy Department
- ✓ Education Technology Department
- **✓ CERTI**



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