

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

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# Who is Irina Ivliyeva?

The FL Computer Lab 202 HSS



Traditional Classroom 106 EMGT



International Students 203 HSS



# 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:  $C^3$
- 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
7. Respect and Encompass Diverse Talents and Learning Styles

<http://lead.mst.edu/sevenprinciples/index.html>

## II. Definitions

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

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

- 2009** - 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
- 2010** -The Narcissism Epidemic: Living in the Age of Entitlement
- 2011** - The Shallows: What the Internet Is Doing to Our Brains
- 2011** - You Are Not a Gadget: A Manifesto
- 2011** - 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

Copyrighted Material

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

FINALIST  
for the  
PULITZER  
PRIZE

# WHAT THE INTERNET IS DOING TO OUR BRAINS

# THE SHALLOWS

Nicholas Carr  
AUTHOR OF *THE BIG SWITCH*

THE *NEW YORK TIMES* BESTSELLER

WITH A NEW AFTERWORD  
Copyrighted Material

"An urgent and pragmatic book on the very dark topic of the virtual end of reading among the young."

—Harold Bloom

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

—Charles McGrath, *The New York Times*

# THE DUMBEST



# GENERATION

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

OR, DON'T TRUST ANYONE  
UNDER 30  
MARK BAUERLEIN

INCLUDES A NEW PREFACE BY THE AUTHOR

JEAN M. TWENGE, PhD

"Lucid and entertaining . . .  
bold . . . refreshing."

—Chris Colin,  
author of *What Really  
Happened to the Class of '93*

With a  
New Chapter  
on the  
Workplace

Generation Me

REVISED AND UPDATED

# GENERATION ME

Why Today's Young Americans Are  
More Confident, Assertive, Entitled—and  
More Miserable Than Ever Before

## 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 Narcissism Epidemic

JEAN M. TWENGE, PH.D.

AUTHOR OF *GENERATION ME*

and W. KEITH CAMPBELL, PH.D.

WITH A NEW FOREWORD BY THE AUTHORS

Copyrighted 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:

[plan](#) · [outline](#) · [map out](#) · [draft](#)  
· [draw](#) · [invent](#) · [originate](#) ·

## Merriam-Webster Online

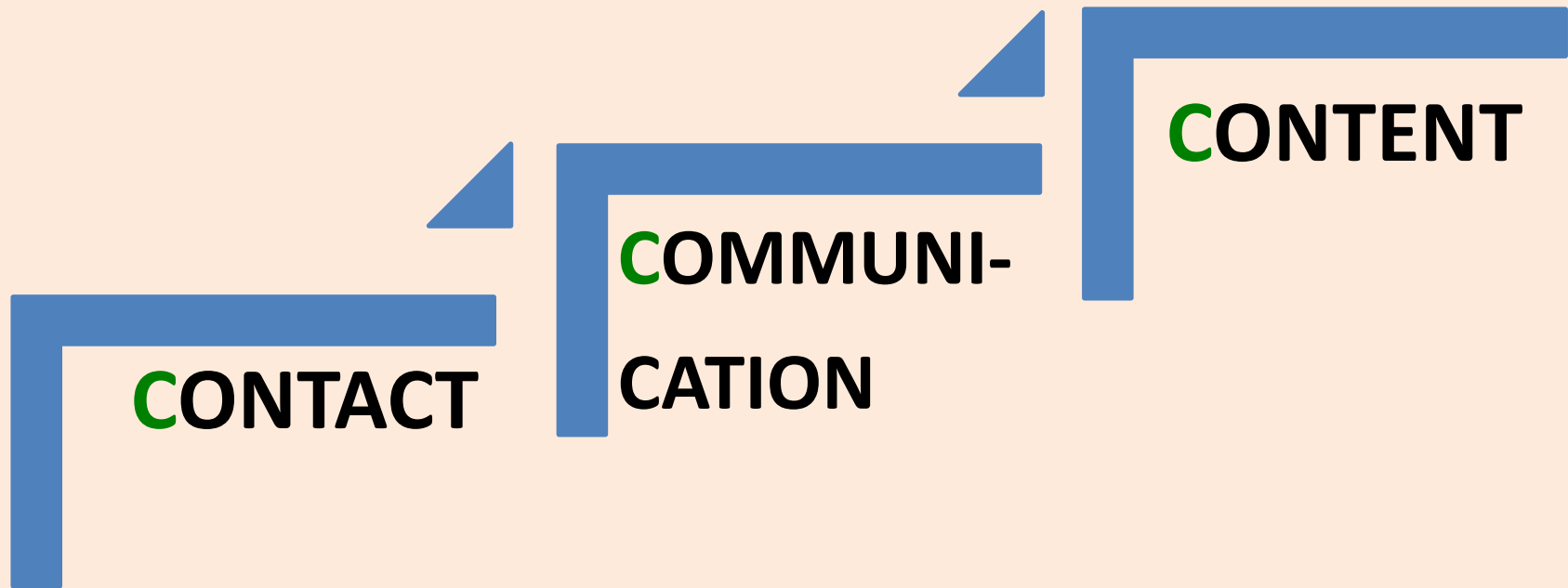
### REDESIGN (VERB)

- 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**

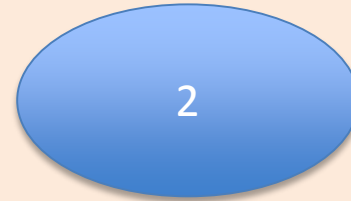
# Classroom Communication Types

- 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)

The screenshot shows a web browser window displaying a Blackboard LMS page. The browser's address bar shows the URL: [https://blackboard.mst.edu/webapps/blackboard/content/listContent.jsp?course\\_id=\\_120465\\_1&content\\_id=\\_632748\\_1](https://blackboard.mst.edu/webapps/blackboard/content/listContent.jsp?course_id=_120465_1&content_id=_632748_1). The page header includes the Missouri University of Science and Technology logo and the user name 'Irina Mliyeva' with a score of 50. A navigation bar contains links for 'Home', 'Missouri S&T Library', 'How To', and 'Report a Problem'. Below this, a breadcrumb trail reads '(Course is unavailable to students) > ... > Course Documents > Basic Russian Book I: Units 1-14'. The main content area is titled 'Basic Russian Book I: Units 1-14' and lists four folders: 'Fayer Unit 1', 'Fayer Unit 2', 'Fayer Unit 3', and 'Fayer Unit 4'. A left-hand navigation menu is visible, showing 'RUSSIAN 001: ELEMENTARY RUSSIAN I (LEC 1A) FS2011' with sub-links for 'Home Page', 'Staff Information', 'Content', 'Discussions', 'Groups', 'Tools', and 'Tegrity Classes'. Below this is a 'COURSE MANAGEMENT' section with 'Control Panel' and 'Files' options. The Windows taskbar at the bottom shows the Start button, several application icons (Internet Explorer, File Explorer, VLC, Word, Skype, Outlook, PowerPoint, Firefox), and the system tray with the date and time '10:24 AM 2/10/2016'.

[Back](#)



# Students Oriented Design (Fall 2015)

**RUSSIAN 3001: SPECIAL TOPICS (LEC 1A...)**

2015 Fall Semester

Home

Announcements

Syllabus

Modules

Assignments

Tegrity Classes

People

Quizzes

My Media

Media Gallery

Pages

Collaborations

Conferences

Outcomes

Files

Grades

Discussions

Settings

**Home** **Start Here** **Instructor**

**Modules** **Assignments** **Resources**

View Course Stream

Course Setup Checklist

New Announcement

View Course Analytics

Coming Up [View Calendar](#)

Nothing for the next week

### Welcome to Scientific Russian!

**Dr. Irina Ivliyeva**

**Второй закон Ньютона**  
Одна и та же сила действует на тела разной массы, сообщая им разные ускорения.

**Russian 3001** **Russian 5001**

КРИСТАЛЛЫ

АТОМ

ПОДВИЖНАЯ СЕТКА

АТОМ ГЕЛИЯ

Протон  
Нейтрон  
Электрон

ХАРАКТЕРНА ЧЕТКАЯ СИММЕТРИЯ ТЕЛА ДВУСТОРОННЯЯ

ПЯТУШКА МАЙСКИЙ ЖУК МЕДУЗА МОРСКАЯ ЗВЕЗДА

# Students Oriented Design (Fall 2015)

The screenshot shows a Blackboard course page for 'RUSSIAN 3001: SPECIAL TOPICS (LEC 1A) FS2015'. The browser address bar shows the URL 'https://mst.instructure.com/courses'. The left sidebar contains navigation links: Home, Announcements, Syllabus, Modules (selected), Assignments, Tegrity Classes, People, Quizzes, My Media, Media Gallery, Pages, Collaborations, Conferences, Outcomes, Files, Grades, Discussions, and Settings. The main content area is organized into weekly modules:

- Неделя Ноль: Понедельник, двадцать четвёртое (24-ое) августа**
  - Неделя ноль Week Zero
  - Voice Recording Instructions
- Неделя 1: Вторник, двадцать пятое (25-ое) августа**
  - Week 1 Overview // Неделя 1 Обзор
  - Домашнее задание Неделя 1
  - Неделя 1 Аудио запись (Aug 30, 10 pts)
  - Неделя 1 Письменные упражнен... (Aug 30, 20 pts)
- Неделя 2: Вторник, первое (1-ое) сентября**
  - Week 2 Overview // Неделя 2 Обзор

The Windows taskbar at the bottom shows the Start button and icons for Internet Explorer, File Explorer, Windows Media Center, Skype, Word, and PowerPoint. The system tray on the right shows the date and time: 7:05 PM, 12/1/2015.



☰	<b>Неделя 1 Аудио запись</b>	Неделя 1: Вторник,...	<b>Closed</b>	<b>Due</b> Aug 30 at 11:59...	10 pts	
☰	<b>Неделя 1 Письменные упражнения</b>	Неделя 1: Вторник,...	<b>Closed</b>	<b>Due</b> Aug 30 at 11:59...	20 pts	
☰	<b>Неделя 2 Аудиозапись</b>	Неделя 2: Вторник,...	<b>Closed</b>	<b>Due</b> Sep 7 at 11:59pm	10 pts	
☰	<b>Неделя 2 Аудирование и коммуникация</b>	Неделя 2: Вторник,...	<b>Closed</b>	<b>Due</b> Sep 8 at 11:59pm	40 pts	
☰	<b>Неделя 3 Аудиозапись</b>	Неделя 3: Вторник,...	<b>Closed</b>	<b>Due</b> Sep 13 at 11:59...	10 pts	
☰	<b>Неделя 4 Грамматика "Краткие прилаг..."</b>		<b>Closed</b>	<b>Due</b> Sep 13 at 11:59...	20 pts	
☰	<b>Неделя 4 Topic Selection</b>	Неделя 4: Вторник,...		<b>Due</b> Sep 15 at 5:00pm	10 pts	
☰	<b>Неделя 4 Аудиозапись</b>	Неделя 4: Вторник,...	<b>Closed</b>	<b>Due</b> Sep 21 at 11:59...	10 pts	
☰	<b>Неделя 5 Аудиозапись</b>	Неделя 5: Вторник,...	<b>Closed</b>	<b>Due</b> Sep 28 at 11:59...	10 pts	
☰	<b>Презентация "Химический элемент"</b>	Неделя 6: Вторник,...	<b>Closed</b>	<b>Due</b> Sep 29 at 11:59...	30 pts	
☰	<b>Презентация 29 сентября</b>			<b>Due</b> Sep 29 at 11:59...	30 pts	
☰	<b>Неделя 6 Аудиозапись</b>	Неделя 6: Вторник,...	<b>Closed</b>	<b>Due</b> Oct 5 at 11:59pm	10 pts	

# IV. Motivation



Marczewski's Gamification

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

# Gamer (learner) types

[Click Here](#)

[Click Here](#)

[Click Here](#)



[Click Here](#)

[Click Here](#)

[Irina](#)

[Click Here](#)

[Next](#)

# **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.](#)

 Like 15
 Tweet 1
 +1 0
 Pin it
  Share 2

## 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)

**R e p e a t**



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

~Albert Einstein



# VI. Acknowledgments

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



# References:

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