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

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Who is
Irina Ivliyeva?

Traditional Classroom 106 EMGT

The FL Computer Lab 202 HSS

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

5

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

WHAT THE INTERNET IS DOING TO OUR BRAINS

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

FINALIST for the PULITZER PRIZE

THE SHALLOWS

Nicholas Carr

AUTHOR OF *THE BIG SWITCH*

THE *NEW YORK TIMES* BESTSELLER
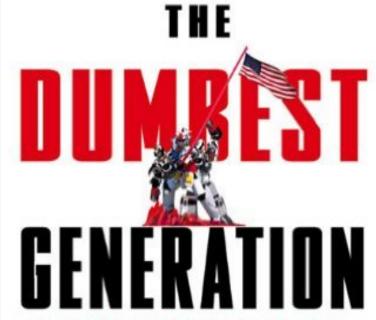
WITH A NEW AFTERWORD

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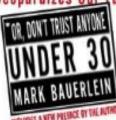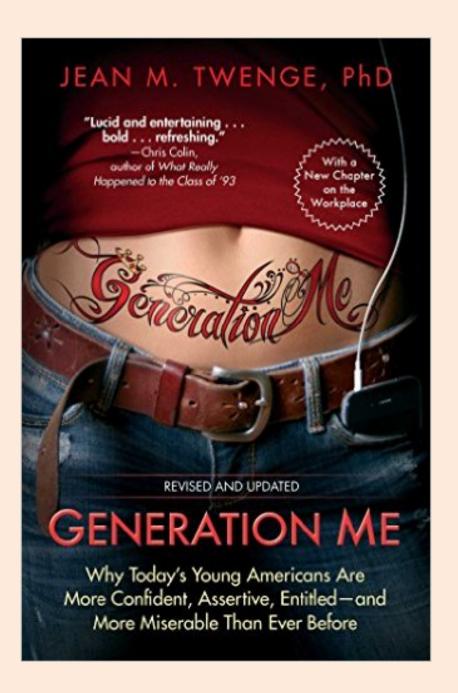—Harold Bloom

"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

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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

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**   **Re**design

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:

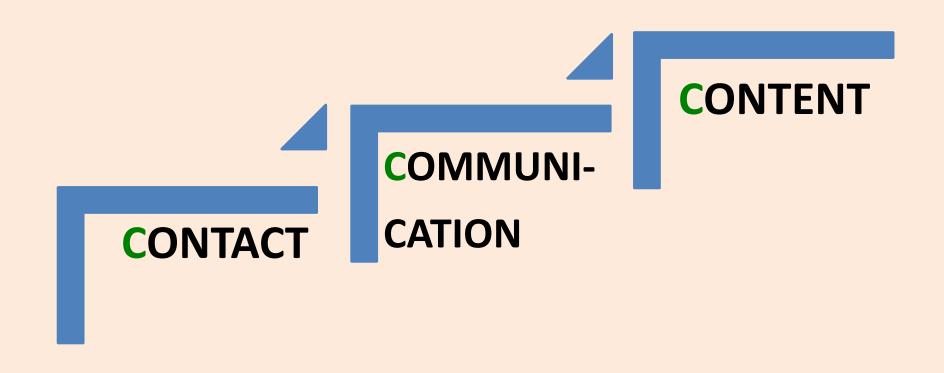[plan](#) · [outline](#) · [map out](#) · [draft](#) · [draw](#) · [invent](#) · [originate](#) ·

Merriam-Webster Online

REDESIGN (VERB)

-- to revise in appearance, function, or content.

III.   Design Strategy: C³

CONTACT

COMMUNI-CATION

CONTENT

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**

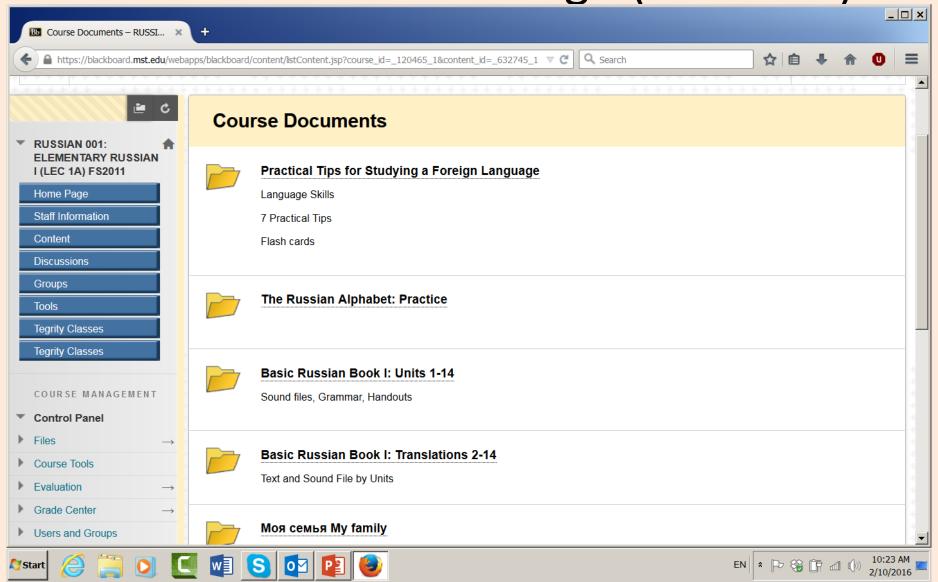4. **Peer grading**

5. **Self-assessment**

Class(room) Design

CONTENT oriented ➡ convenient for INSTRUCTOR

1

2

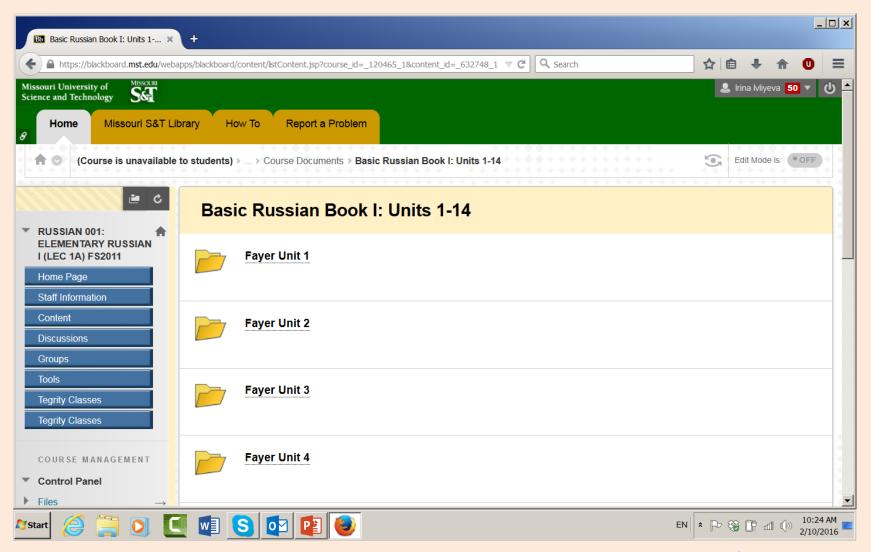**LEARNER** oriented ➡ convenient for STUDENT
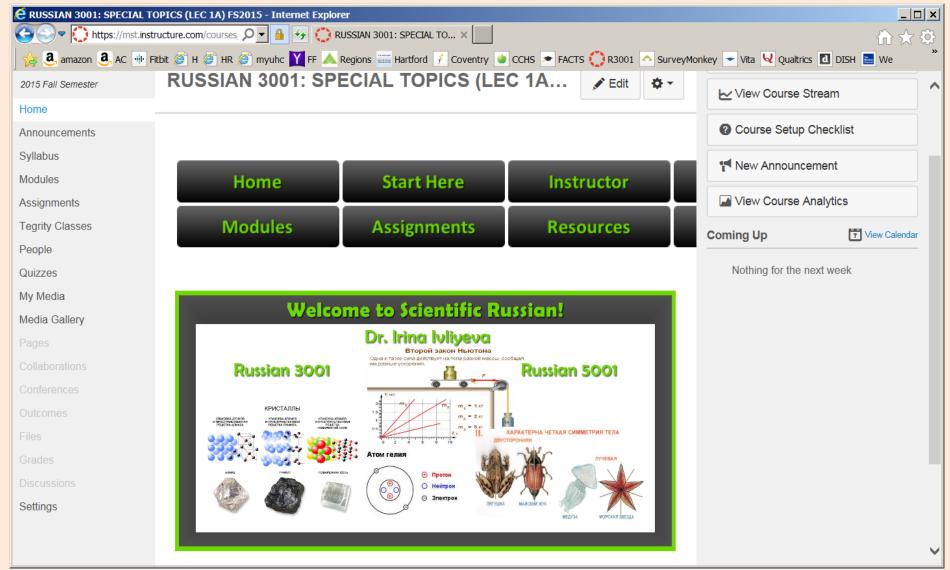
3

4

5

Next

Content Oriented Design (Fall 2011)

Back

Content Oriented Design (Fall 2011)
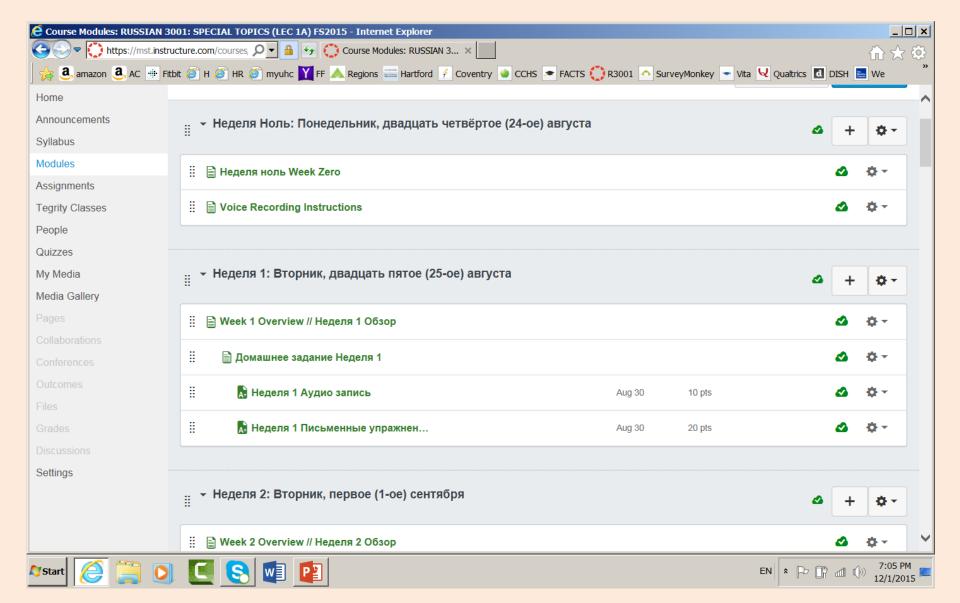
Students Oriented Design (Fall 2015)

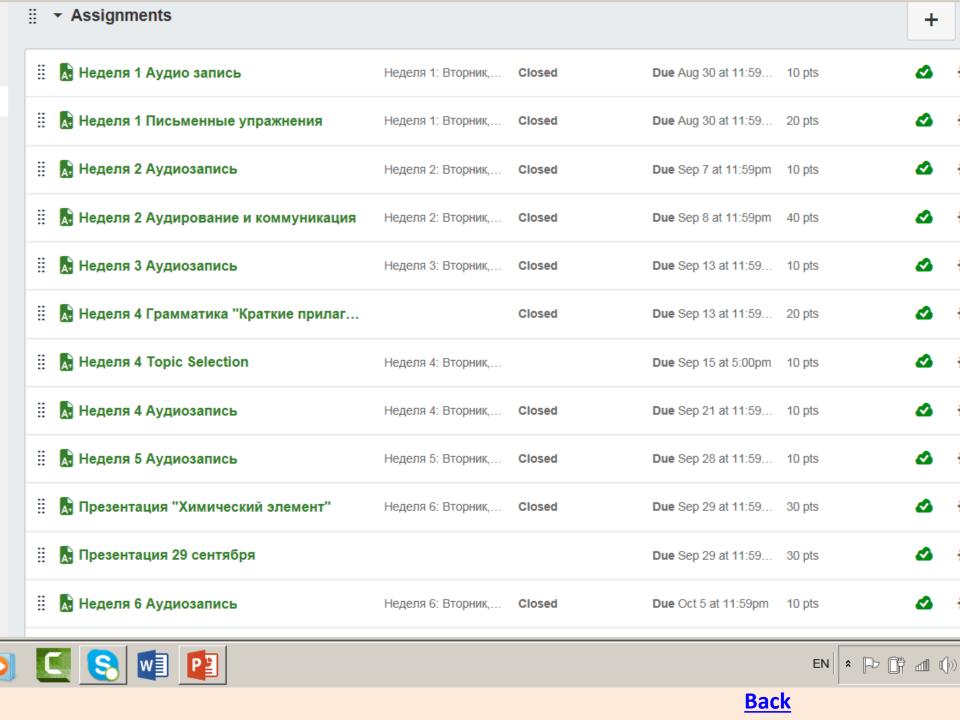# Students Oriented Design (Fall 2015)

Back

Assignments

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

EN

[Back](#)

IV. Motivation

Marczewski's Gamification

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

Gamer (learner) types

© Andrzej Marczewski 2014

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.
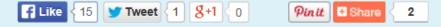
Disruptors

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

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)

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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