7-30-2009

Enter Active Learning: Adding Interactivity to Your Online Courses

David Antonacci  
*University of Kansas Medical Center, dantonacci@kumc.edu*

Tennille Fincham  
*University of Kansas Medical Center, tfincham@kumc.edu*

Follow this and additional works at: [http://scholarspace.jccc.edu/sidlit](http://scholarspace.jccc.edu/sidlit)

**Recommended Citation**
[http://scholarspace.jccc.edu/sidlit/43](http://scholarspace.jccc.edu/sidlit/43)

This Presentation is brought to you for free and open access by the Colleague 2 Colleague at ScholarSpace @ JCCC. It has been accepted for inclusion in SIDLIT Conference Proceedings by an authorized administrator of ScholarSpace @ JCCC. For more information, please contact bbaile14@jccc.edu.
What is Interaction*?

Interaction occurs when two or more agents respond to each other.
- Message from A to B
- Response from B to A
- Response from A to B


Classroom Interaction

- Teacher asks a question
- Student answers the question
- Teacher provides feedback about student answer
Interactivity in Online Course

- Teacher asks a question through quiz tool
- Student answers the question
- Teacher provides feedback about student answer through predetermined feedback options

Interactivity Tools

- ANGEL Jeopardy and Crosswords
- MERLOT (www.merlot.org)
- HEAL (www.healcentral.org)
- MedEdPortal (www.aamc.org/mededportal)
- Quia (www.quia.com)
- Raptivity (www.raptivity.com)

Instructional Strategies*

- Declarative Knowledge
- Concepts
- Principles
- Procedures
- Problem Solving

Raptivity

Basic Overview

Advantages:
- Has many, very robust interactivities
- Easy to use after training
- We own it and can customize interactions to faculty’s needs
- Works with ANGEL and its grade book

Disadvantages
- Expensive ($500 for Essentials + $200/pack)
- Only available in our department and the library
- Steep learning curve for interactivity creation
- Must develop material prior to creation

Demonstration

Paired Association
- Concept Classification
- Procedure
- Branching/Simulation
- Labeling
- Interactive Diagram
- Software Simulation

Gagne’s Events of Instruction*

Gaining Attention
- Informing Learner of the Objective
- Stimulating Recall of Prior Learning
- Presenting the Stimulus
- Providing Learning Guidance
- Eliciting Performance
- Providing Feedback
- Assessing Performance
- Enhancing Retention and Transfer

Questions?

Dave Antonacci
dantonacci@kumc.edu
(913)588-7144

Tennille Fincham
tfincham@kumc.edu
(913)588-3678