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# Enter Active Learning: Adding Interactivity to Your Online Courses

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# ENTER ACTIVE LEARNING:

Adding Interactivity to Your Online Courses

July 30, 2009  
8:30-9:30 AM  
University of Kansas Medical Center  
Teaching & Learning Technologies  
Dave Antonacci  
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## 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

\*Bretz, R. (1983). *Media for Interactive Communication*. London: Sage.

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## Classroom Interaction

- Teacher asks a question
- Student answers the question
- Teacher provides feedback about student answer

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## 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

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## Interactivity Tools

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

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## Instructional Strategies\*

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

\*Smith, P. L. & Ragan, T. J. (1999). *Instructional Design*. New York: Wiley.

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## 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

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## Raptivity

### □ Demonstration

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

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## 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

\*Gagne, R.M. (1985). *The Conditions of Learning and Theory of Instruction*. New York: Holt, Rinehart & Winston

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## Questions?

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