

1. How do the readings impact instructional design, strengths, or weaknesses:

VLC's must be:

- ◆ organized
- ◆ Provide online links for support.
- ◆ Have good interactive piece illustrating best practices:
<http://www.edtech.vt.edu/edtech/id/wbi/index.html>

Webtours/Simulations

Exploring your site with students at the beginning of a course would be a great way to introduce them to your content, resources, etc

Simulations, tours, online/virtual travel experiences would be great for geography or culturally-related lessons

VR tours: <http://www.msced.edu/~catt>

Let learners communicate real-time with people around the world- great idea but may be difficult to arrange, bandwidth may be an issue (however, tours with just photos and audio work well on a 28 kbps)

Case Studies and Problem Solving:

I would like to explore real world cases and problems (letter I), such as issues surrounding the markets, the Fed, the emotional quotient to the markets, etc., however, a lot would need to change with the priorities of manager and department.

Communication

- ◆ Some people just need to be lead differently to use technology- it's new and older folks have not been introduced to it in a friendly way
- ◆ Students need to be well informed before an online course and that many of the misunderstandings are not always due to technology
- ◆ Lots of context needed
- ◆ Needs to be some sort of orientation.. especially for beginners
- ◆ Orientation to include support, technology, expectations, etc.
- ◆ Storytelling is important
- ◆ Community building requires trust among each other over time
- ◆ Important if you will be working together or having group discussions
- ◆ Team work would work better in the later part of the course
- ◆ Not all students can learn in an online environment
- ◆ Online learner assessment surveys should be taken prior to enrollment:
- ◆ Links: http://www.cod.edu/dept/CIL/CIL_Surv.htm
http://www.embanet.com/web99/students/self_evaluation.html

MOO/MUD

<http://www.techweb.com/encyclopedia/>

MUDs and MOOs are online communities that are game-like

MultiUser Dungeon, MultiUser Dimension, MultiUser Dialogue) Interactive games played by several people on the Internet. Originally dungeons and dragon games with demons, elves and magicians, MUDs have been created for science fiction

Human Interaction

Doesn't have to be verbal....body language, expression...

Many students do not "talk" online but do participate by reading the posts made by other students. This is a form of learning as well (lurkers!) because reflection and metacognition is a critical part of learning

Problem solving/discussion still occurs

Can have human connection as long as you know others are out there and can respond to your inquiry-- that you can post a question or comment and someone will respond.

Response and feedback is critical

Levels the playing field

Address Student Questions/Concerns

What can we do for those "quiet worriers?"

Build safe online community

Address all predetermined questions in a FAQ section

Make the environment safe for "quiet worriers" to address questions either anonymously or directly to the instructor

Not sure that you can accurately interpret emotion through email

Students are hesitant to show that they feel frustration/anger toward an instructor... this is usually suppressed

What if we encouraged learner's to write stories...would that help with emotion?

Learning on a computer doesn't mean that it is all on the computer-- blended technologies

2. Prior knowledge about VLC. Who has experienced them before? What were their reactions to those experiences? How could they have been improved?

Student 1- has not taken an online course but states, "Pretty challenging to get everyone on the same page with synchronous chat, but asynchronous is such a bore." and "there was no accountability so lots fell through the cracks."

Student 2- "Well, if you're talking about our experience, it's fun but at the same time difficult. It seems hard to stay on one topic..."

Student 3- "knowing the other students has helped me" and "it can be hard staying on a topic-- which is why it is good for one person to lead and direct"

Student 4- "I am finding it difficult to do group work online and communicate in real-time using asynchronous communication..."

3. Thoughts about the tele-bridge method: strengths, weaknesses, or improvements.

Telebridge

- ◆ You can have 1000s of people on a telebridge
- ◆ Bridge eliminates too many people speaking at once
- ◆ Money saver and money generator
- ◆ Links: <http://www.mshow.com> <http://www.webex.com/>

Videoconference

- ◆ Can see and hear people.
- ◆ I'd love to have the technology where we can write on the same blackboard . Very cool.

NetMeeting

- ◆ it's free and part of Windows
- ◆ like to learn how to use it-
- ◆ need a good connection
- ◆ links: <http://www.microsoft.com/windows/netmeeting/download/nm301x86.asp>