

Massive Open Online Courses

Defense Acquisition University Board of Visitors

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Attributes of a MOOC

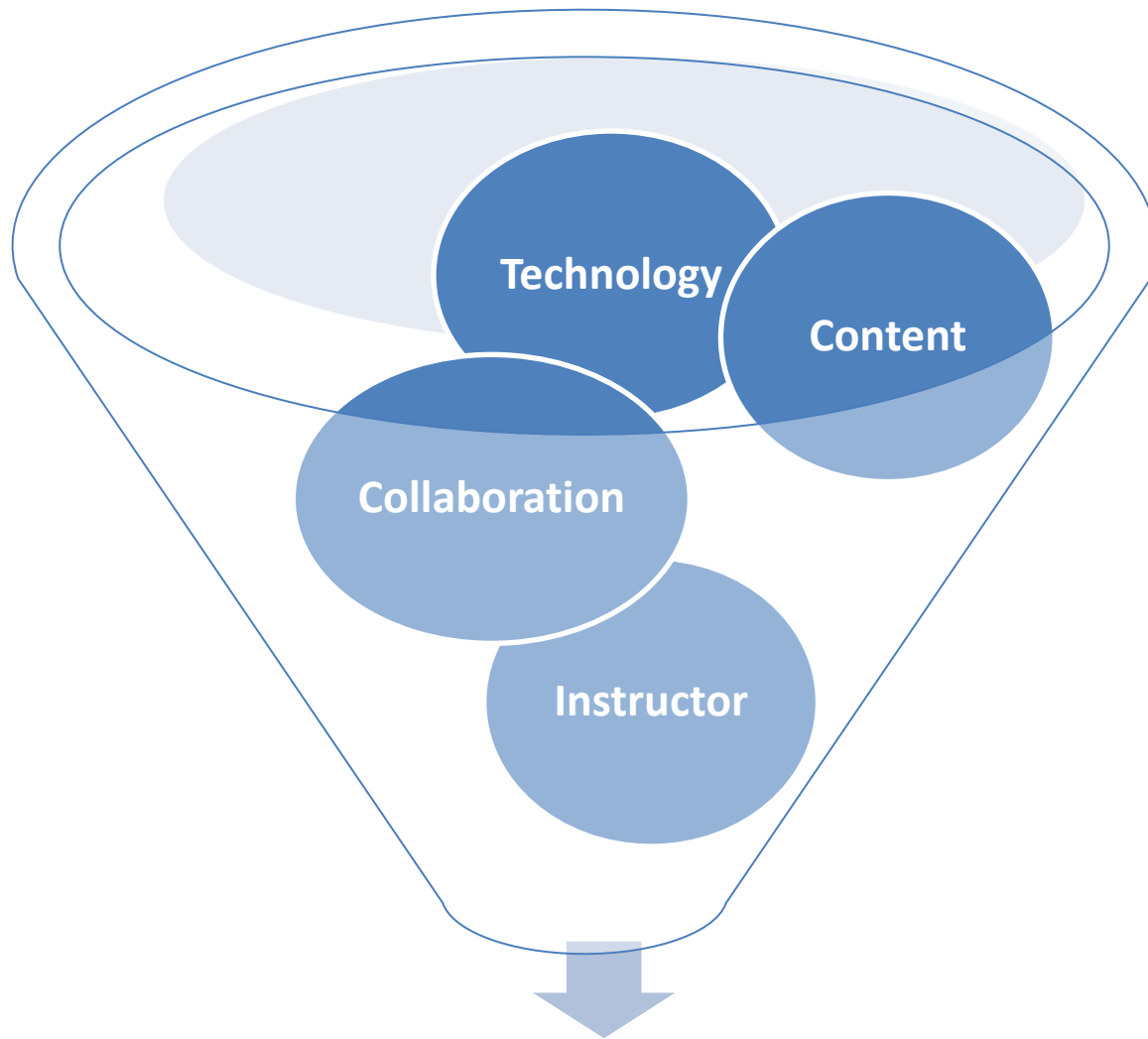
MOOC ELEMENTS

*Self-Selected
Completion
Content Driven
Open/No Screening
Massive Enrollment
Academic Goal
Collaboration
Assessment
Feedback
Technology
Lecture
Hands-on
Teamwork
Simulations*

DAU ELEMENTS

*Career Determined
Certification
Competency Driven
Browse-able/Searchable
Large Enrollment
Job Goal
Collaboration
Assessment
Feedback
Technology
Lecture
Hands-on
Teamwork
Simulations*

DAU MOOC Overlap



DAWIA CERTIFICATION

MOOCs – DAU Employee Experience





Course Delivery	# of Courses Registered	# of Courses Completed
External MOOCs (Coursera, edX, Udemy, NovEd, EdStartUp 101)	<ul style="list-style-type: none"> ▪ 10+ 	<ul style="list-style-type: none"> ▪ Udemy – 6 courses (1-2 hour offerings) ▪ Over 2 hours - none
DAU Courses DAWIA II & III Program Management Cert. (online, FOLE, and classroom)	<ul style="list-style-type: none"> • 8 online (DL) • 1 FOLE • 1 classroom • 5+ CLMs 	<ul style="list-style-type: none"> • 10+ completed • Motivation? <ul style="list-style-type: none"> • Finished DAWIA II • 60% DAWIA III

Timeframe: 2012 – 2014

Classroom/FOLE: Duty Days

DL/CL - Evenings, Weekends, AWS

MOOC – Platforms/Courses

Platform	Course(s)
	<ul style="list-style-type: none">• Gamification by Kevin Werbach• A Beginners Guide to Irrational Behavior by Daniel Ariely
 Stanford University	<ul style="list-style-type: none">• A Crash Course on Creativity• Designing a New Learning Environment
	<ul style="list-style-type: none">• Fundamentals of Neuroscience• Mcb80x.org - HarvardX
Ed Startup 101	<ul style="list-style-type: none">• 101edstartup.net
	Various courses (1-2 hours self-paced) <ul style="list-style-type: none">• Financial• Entrepreneurship• Project Management



MOOC – Key Points

Ed Startup 101

The *interface* is key to the user experience

Learning experience is still *only as good as the quality of the content* & the *instructional strategies* used to support the content

Instructional strategies & tools used within all interfaces were typical
Effectiveness varied – across courses AND platforms

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| <ul style="list-style-type: none">• Video lecture and presentations• Discussion Boards• Simulations• Games/Game demos• Assessments | <ul style="list-style-type: none">• Teams/Cohorts• Internal/External community knowledge sharing• Social sharing tools• Assignments |
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