Massive Open Online Courses

Defense Acquisition University
Board of Visitors

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Maj Gen Erv Lessel, USAF, Ret
Director, Deloitte

Mr. Tim Shannon
Director, Learning Capabilities Integration Center, DAU
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

<table>
<thead>
<tr>
<th>Course Delivery</th>
<th># of Courses Registered</th>
<th># of Courses Completed</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>External MOOCs</strong></td>
<td>• 10+</td>
<td>• Udemy – 6 courses (1-2 hour offerings)</td>
</tr>
<tr>
<td>(Coursera, edX, Udemy, NovEd, EdStartUp 101)</td>
<td></td>
<td>• Over 2 hours - none</td>
</tr>
<tr>
<td><strong>DAU Courses</strong></td>
<td>• 8 online (DL)</td>
<td>• 10+ completed</td>
</tr>
<tr>
<td>DAWIA II &amp; III Program Management Cert. (online, FOLE, and classroom)</td>
<td>• 1 FOLE</td>
<td>• Motivation?</td>
</tr>
<tr>
<td></td>
<td>• 1 classroom</td>
<td>• Finished DAWIA II</td>
</tr>
<tr>
<td></td>
<td>• 5+ CLMs</td>
<td>• 60% DAWIA III</td>
</tr>
</tbody>
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**Timeframe:** 2012 – 2014  
**Classroom/FOLE:** Duty Days  
**DL/CL - Evenings, Weekends, AWS**
# MOOC – Platforms/Courses

<table>
<thead>
<tr>
<th>Platform</th>
<th>Course(s)</th>
</tr>
</thead>
</table>
| Coursera               | • Gamification by Kevin Werbach  
|                        | • A Beginners Guide to Irrational Behavior by Daniel Ariely               |
| NovoED                 | • A Crash Course on Creativity  
|                        | • Designing a New Learning Environment                                    |
| Stanford University    |                                                                           |
| EdX                    | • Fundamentals of Neuroscience  
|                        | • Mcb80x.org - HarvardX                                                    |
| Ed Startup 101         | • 101edstartup.net                                                        |
| Udemy                  | • Various courses (1-2 hours self-paced)  
|                        | • Financial  
|                        | • Entrepreneurship  
|                        | • Project Management                                                      |
MOOC – Key Points

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

<table>
<thead>
<tr>
<th>Video lecture and presentations</th>
<th>Teams/Cohorts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Discussion Boards</td>
<td>Internal/External community knowledge sharing</td>
</tr>
<tr>
<td>Simulations</td>
<td>Social sharing tools</td>
</tr>
<tr>
<td>Games/Game demos</td>
<td>Assignments</td>
</tr>
<tr>
<td>Assessments</td>
<td></td>
</tr>
</tbody>
</table>