Evaluating and Selecting Digital Learning Resources

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Outline

• Introduction
• Framework and Selection Criteria
• Evaluating Lure of the Labyrinth
• If time: Evaluate StarLogo Nova
Brandon Muramatsu

• With Michel DeGraff and Vijay Kumar, helped to launch the MIT-Haiti Initiative in 2010

• Background
  – 9+ Years in Educational Digital Libraries: Collecting and evaluating online / digital learning resources in engineering education, STEM and with MERLOT
  – 11+ Years in Open Education

• Strategic Education Initiatives
  – Identify and develop new initiatives on behalf of MIT
  – Lead all or part of the initiatives
Louisa Rosenheck

• Background in Computer Science and Education
• With the MIT Education Arcade for 5+ years
  – Design Games and Tools for Learning
  – Focus on Middle/High School Math/Science
  – Oversee Development and Testing
  – Train Teachers on Implementation
  – Design and Conduct Research
Selecting Learning Technologies...

...begins with an understanding of the environment in which it will be used

- Establish Course Goals
- Identify Student Learning Outcomes
- Design Learning Environment
- Blend of Digital and Hands-on Activities
- Assess Student Learning
- Digital Learning Activity
- Search for Resources
- Review Resources for Applicability
- Select Resource And Continue Designing Activity

7 Principles

Questions to Consider

Premier Award Criteria
Discussion of Selection Criteria

• Content
• Pedagogy
• Technology
• Practical Matters
Example #1

LURE OF THE LABYRINTH
1. Go to: [labyrinth.thinkport.org](labyrinth.thinkport.org)
2. Username: newdemo
3. Password: newdemo
4. Select “Play a Puzzle”
5. Go to the first one: Employee Cafeteria
6. Play and Evaluate!
Example #2

STARLOGO NOVA
Evolution: Something’s Fishy

1. Go to: slnova.org
2. Register and log in
4. OR search for “fishy” and choose the first one
5. Experiment!
6. View Code if you’re interested
Collections of (OER) Digital Learning Resources

• OER Commons ([www.oercommons.org](http://www.oercommons.org))
• Curriki ([www.curriki.org](http://www.curriki.org))
• PhET Interactive Simulations ([phet.colorado.edu](http://phet.colorado.edu))

• Seven Principles for Good Practice in Undergraduate Education adapted from the Brigham Young University Faculty Center’s interpretation of Chickering’s and Gamson’s Seven Principles for Good Practice in Undergraduate Education. See document for further details.
