

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
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Brandon Muramatsu

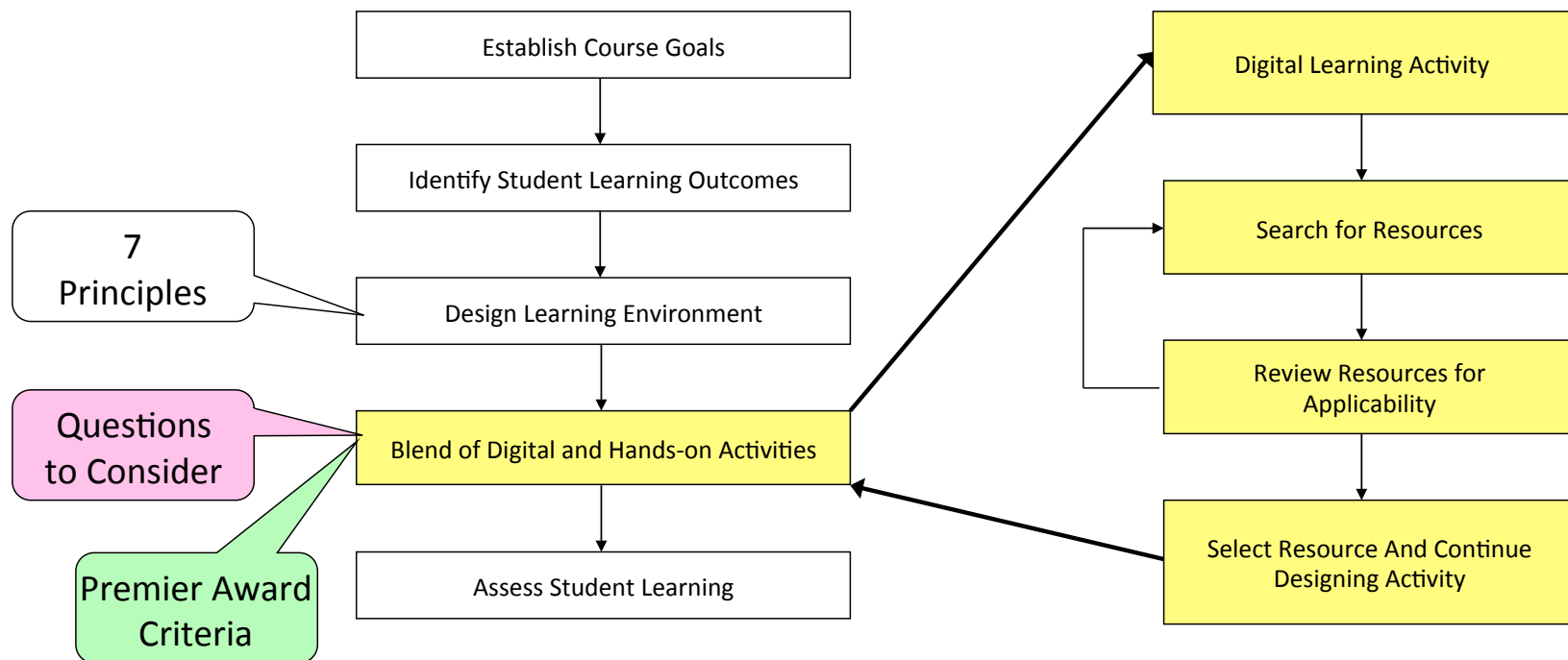
- With Michel DeGraff and Vijay Kumar, helped to launch the MIT-Haiti Initiative in 2010
 - Background
 - 9+ Years in Educational Digital Libraries: Collecting and evaluating online / digital learning resources in engineering education, STEM and with MERLOT
 - 11+ Years in Open Education
 - Strategic Education Initiatives
 - Identify and develop new initiatives on behalf of MIT
 - Lead all or part of the initiatives
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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
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Selecting Learning Technologies...

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



Discussion of Selection Criteria

- Content
 - Pedagogy
 - Technology
 - Practical Matters
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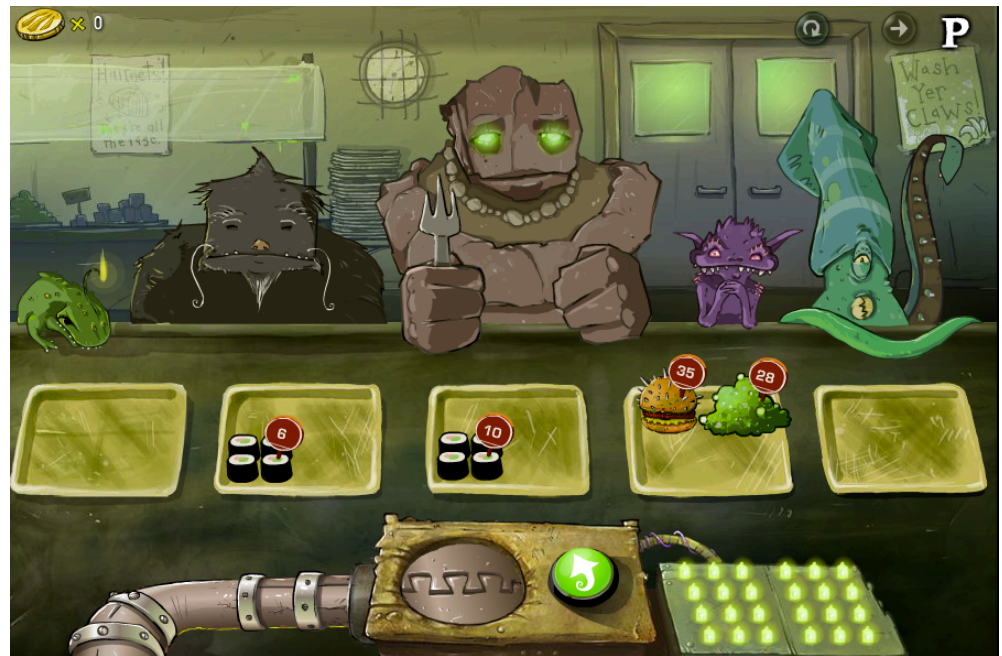


Example #1

LURE OF THE LABYRINTH

Employee Cafeteria

1. Go to:
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!



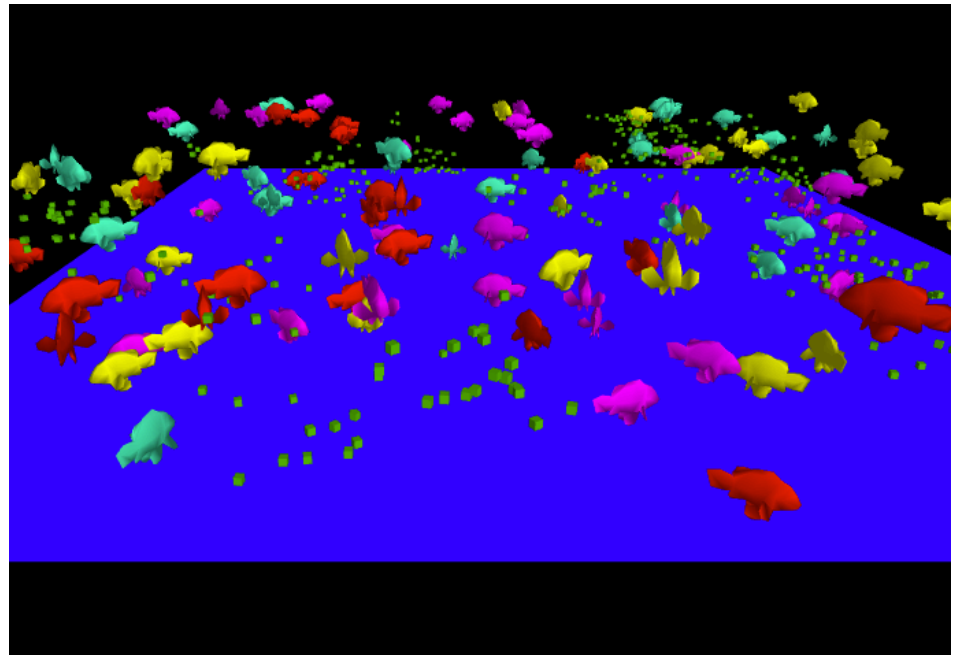


Example #2

STARLOGO NOVA

Evolution: Something's Fishy

1. Go to: slnova.org
 2. Register and log in
 3. Go to
<http://www.slnova.org/biograph/projects/2880/>
 4. OR search for “fishy” and choose the first one
 5. Experiment!
 6. View Code if you're interested
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Collections of (OER) Digital Learning Resources

- OER Commons (www.oercommons.org)
 - Curriki (www.curriki.org)
 - PhET Interactive Simulations (phet.colorado.edu)
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References and Acknowledgements

- Perry, J. and Rosenheck, L. (2015). Using Existing Commercial Off-the-Shelf Software Worksheet.
 - 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.
 - Premier Award. (2009). Selection Criteria for the Premier Award for Excellence in Engineering Education Courseware.
 - Portions of this presentation based on workshops by McMartin, F., Muramatsu, B., Tront, J.G. and Bayard, J.P. (2000-2007). Introduction to Evaluating, Selecting and Using Learning Technologies and Digital Learning Materials.
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