

**Students as Producers and Producers as Students:
Designing Sustainable Learning and Innovation
Platforms for the Web**

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Agenda

- The promise of learning on Web scale
- Mostly one sided information flow in MOOCs
- Examples of Learning & Innovation Platforms
- Key design principles
- Open problems

Learning on Web scale is promising

- Increasing availability of the Internet allows to reach increasingly more people (2.8B people on the Internet in 2014 according to KPCB)
- Millions of users in HarvardX offerings on edX alone
- The possible innovation domino effect of educating more people is breathtaking

So why not combine innovation and education?

MOOCs have the attention but lack in design

- MOOCs are popular but one-directional: a user consumes information and leaves
- Low engagement, difficulty to track educational outcomes, and high cost of developing content are some of the issues with MOOCs
- What if online learners were allowed to also create knowledge in a meaningful way?

**Could allowing learners to innovate
right in the same place address
MOOC issues?**

There are many successful Online Learning and Innovation (OLI) Platforms on the Web, but (almost) none in the MOOC world

- Examples of Online Learning and Innovation platforms:

Name	Description	Scale
Wikipedia	Encyclopedia	Massive
StackOverflow	Programming	Massive
Dribbble	Design	Large
Change.org	Social change	Massive
CNN iReport	Citizen journalism	Massive
Quora	Questions and Answers	Large
Databits	Creative coding	Small

Design principles of OLI platforms

- Be free to participate for individuals*
- Contain highly modular learning content
- Be interoperable with social networks
- Generate economic value for participants
- Allow to create knowledge & put it in context
- Allow to interact with peers
- Maintain standardized contribution recognition and rating mechanisms

Open problems

- Designing optimal incentives for everyone to think it is worth their while is important. There are several distinct variants in existing OLIPs
- Evaluating educational outcomes is a hard but exciting problem where the research community gets to set the rules and there is a lot to look at
- Can (and should) MOOCs have more OLIP features?
- Can Online Learning and Innovation Platforms complement standard academic curriculum?