CROWDLEARNING

A framework for collaborative personalized learning

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Motivation

•Online and Remote Education- Priority for Higher Education Institutions

•Current Remote learning Technologies are of rigid approach and rely on carefully curated content creation

•Educators spend lots of time in content creation ar students are systematically out of content creation cycle

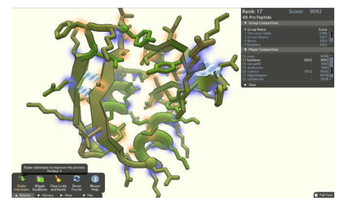
MOOC
Massive Open Online Courses

CrowdLearning

•Technological Learning Framework- CrowdLearning

•Crowd of students and educators generate, consume, and evaluate a large body of educative materials

•Students from passive content consumers to content creators

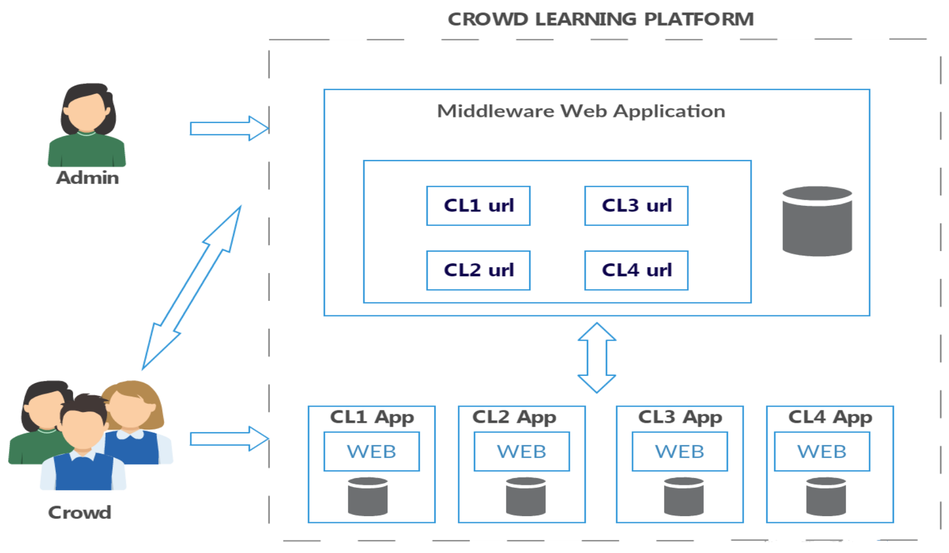


Approach

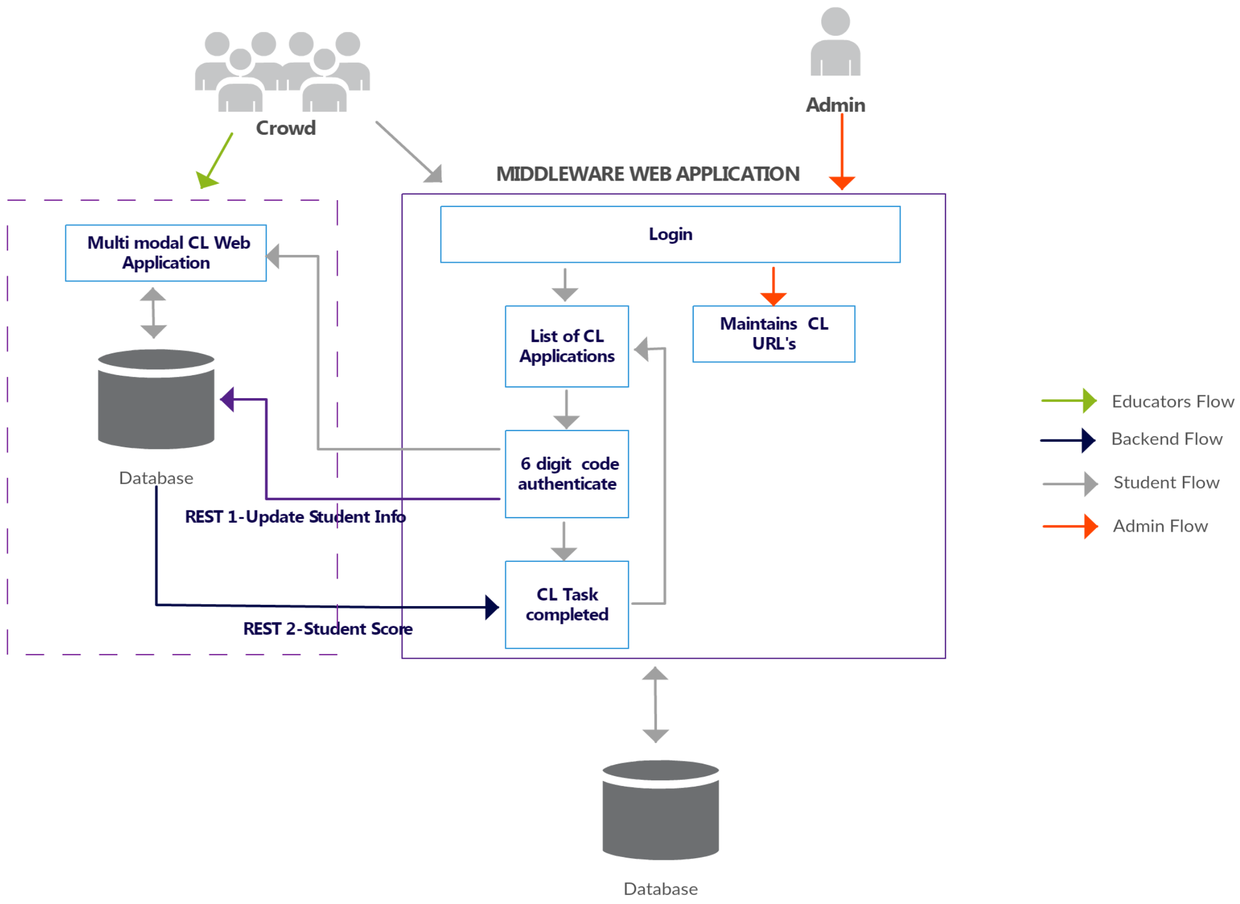
CYBER INFRASTRUCTURE:

•Develop Cyber Infrastructure to deploy Crowd Learning Applications

•A Proof of Concept(POC) of Multi modal Crowd Learning Application for Geography Learning



APPLICATION FLOW:

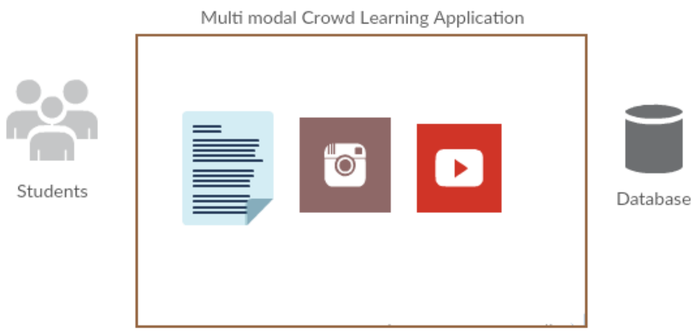


CROWD LEARNING APPLICATION-POC:

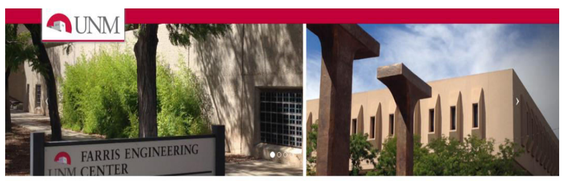
•Multi modal Crowd Learning Application for Geography Learning

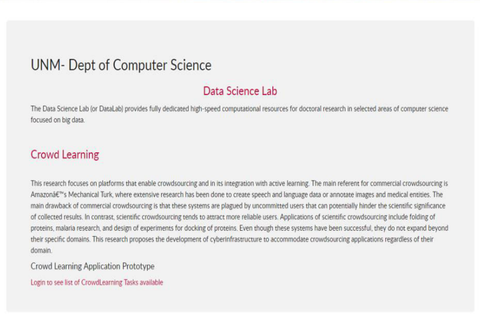
•A quiz to identify mountains, volcanoes and other geographic information

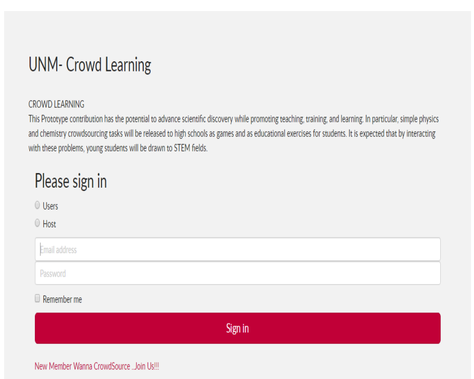
•Collect feedback and suggestions on each question from user

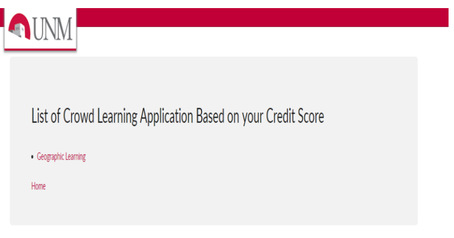


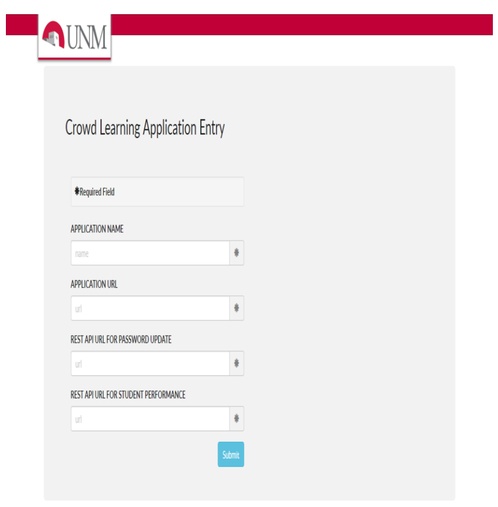
Middleware and CL-POC

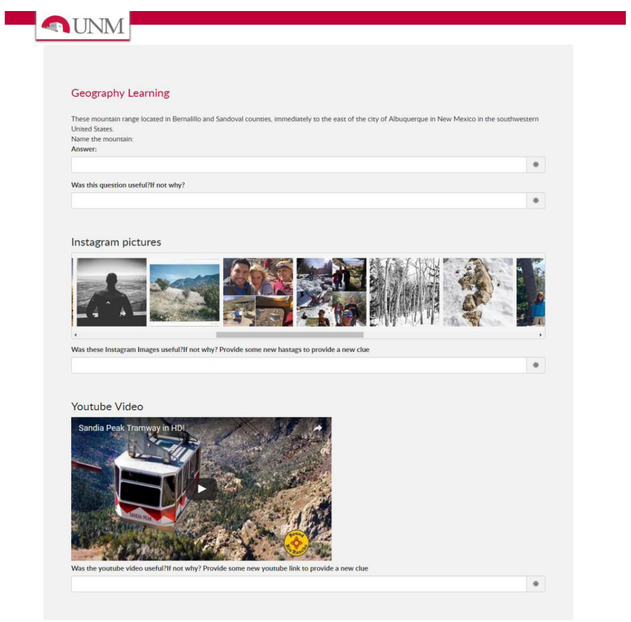


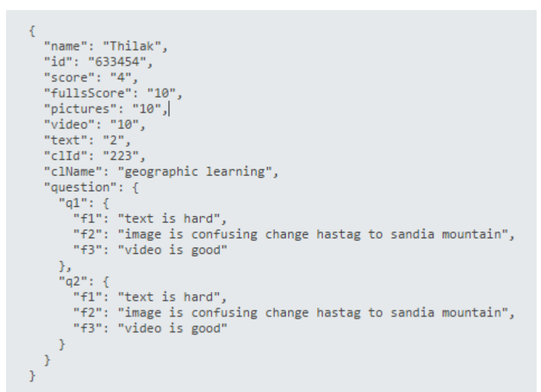












•Provide Clues as Instagram Images and YouTube videos

•Collect feedback

•Track User behavior

Future Work

•Building Recommendation system on the tracked user behavior

•More efficient and secured way of redirecting CrowdLearning urls

References

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•Ece Kamar, Severin Hacker, and Eric Horvitz. 2012. Combining human and machine intelligence in large-scale crowdsourcing

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