Areas of the CMS

Administration	• About the relationship between student and faculty
Content	• The knowledge of the subject and how to absorb it
Resources	• Downloads, links, recordings and other references
Assessment	• Details about how to score marks in this subject
Forums	• The place for discussion and interaction

Online User Experience

- The user experience is the total of the online interaction
- Users have predictable behaviours we can follow
- The patience threshold and decision making
- Compartmentalisation, context and structure
- The six-second rule of online interaction
- Trust, clarity, assumption and contradiction

Online Interaction Cycle

A reason to log on to the CMS

One online session

Can I find what I am looking for now?

Resolution or delay of the original need

Distractions, opportunities and noice

This is the cycle of interaction when a student logs into a CMS. They begin with a reason or a need to fulfil. A lot depends on how long it takes them to find that.

Along the way they encounter distractions to their attention, or opportunities to solve other need they did not begin with.

Ultimately the original need is either met, or it is postponed due to a distraction or a failure to find it within the patience threshold

Topic Design

Learning Outcomes
Expectation of what this topic intends to do

Threshold Concepts
The biggest lessons this topic has

Guiding Questions
Helps to know when the topic is mastered

Observations
The main takeaway points from this topic

Task / Action
A simple task to demonstrate mastery

How Topics Work

- The contextual breakdown of the subject
- Constructivism and learning scaffolding
- Logical flow and sequencing with assessments
- Student self-checking and helpful guidance for it
- The balance between stated content and referencing
- Topic difficulty and student motivation/engagement

Topic Difficulty

Topics 1-3

Easy – help the student ease into the subject. Covers fundamentals and basic concepts that are built upon later

Topics 4-6

Medium – building upon the basics and leveraging early student motvation

Topics 7-8

Hard – the most challenging topics here that need a lot of preceding understanding for the student to master

Topics 9-10

Easy – allowing that students lose motivation towards the end of the subject, so that it does not unfairly impact results

Forums and Interaction

A place for important information & updates

A place to express and share ideas & opinion

The forum uses all forms of media direction

- Push: to post important information
- Pull: to provide reference info when needed
- Interact: as a byway of sharing between students on a contextual basis
- Collaborate: combining multiple input for a greater result

A Guideline for Forums

Compartmentalisation	• Breaking down the discussions into separate areas
Contextualisation	• Keeping things divided based on topic or other area
Provocative	• Evoke reactions in students to trigger discussions & debates
Busy and Active	• Keep the momentum, start a new discussion when needed
Open and Inviting	• Encourage opinion and ideas rather than answers
Let Students Thrive	• Do not take over or shut down student conversations

Consider an online subject with which you are familiar

1. Review how the content is dispersed through the portal or CMS that it uses.
2. Examine the steps that a student would need to take to access various content elements within the portal.
3. Identify three changes you could make that would lower the barriers to engagement for a student of that subject.
4. Include in your revision how the forums could be better arranged to more clearly define the topics to make them easier for students to find/interact with.

Next Topic

Building Online Slide Decks

Online education slide deck defined

Artwork, style, theme & creativity

The practical learning tool

Structure and flow