STATE OF ONLINE LEARNING

HEY, I'M JARROD

- I build mobile apps at CommentSold
- I taught iOS development at Udacity for 4 years
- I've been learning online since high school

Verizon 3:40 PM

Recent Items | Online

Cover Me In Warmth...
$26

The Basic Beauty Top
$24

Enid Jersey Tunic

Harmonia Gardens Q...
$22

Home | Waitlist | Cart | Profile

Verizon 3:40 PM

Checkout | Shipping

Nightshade Scoop Layerin...
XL
$9 Time left to pay 23:59

GIFT/COUPON CODE APPLY

SUBTOTAL	$9.00
TAX	$0.00
SHIPPING	$5.00
TOTAL	$14.00

SECURE CHECKOUT

Home | Waitlist | Cart | Profile

OUTLINE

- What is online learning?
- Why learn online?
- Should employers care?
- Learning online isn't the silver bullet

BUT FIRST . . .
A (TECH) STORY

IN HIGH SCHOOL…

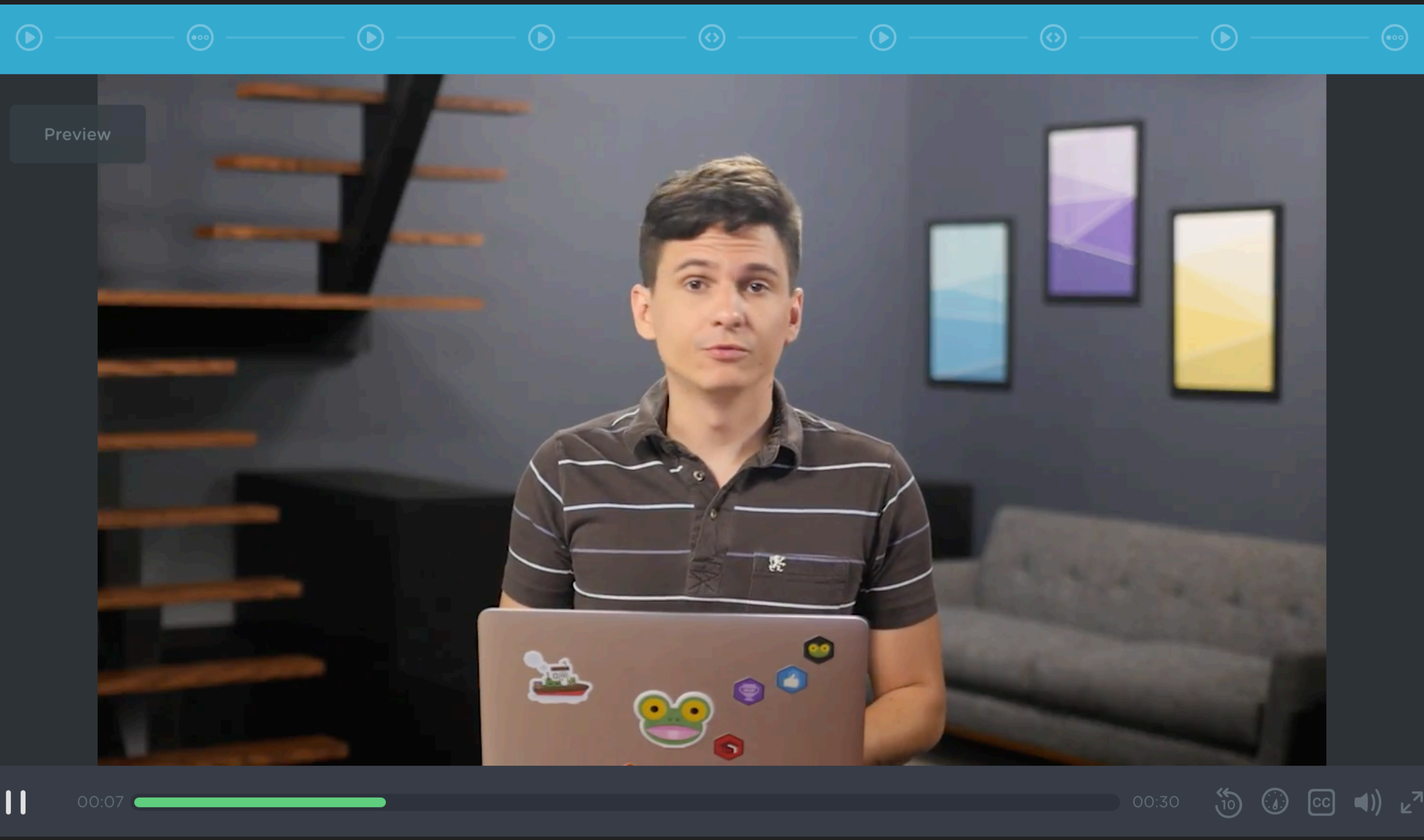
- Took CS courses at BJHS
- Worked tech internship at HudsonAlpha
- Had great mentors
- I was lucky, others weren't

IN COLLEGE…

- EVERYTHING SLOWED DOWN
- Classes… pointless
- Topics… dated
- Projects… uninspired

"THERE'S THIS ONLINE SCHOOL THAT TEACHES YOU HOW TO BUILD A WEBSITE THAT LOOKS GOOD ON ANY DEVICE."

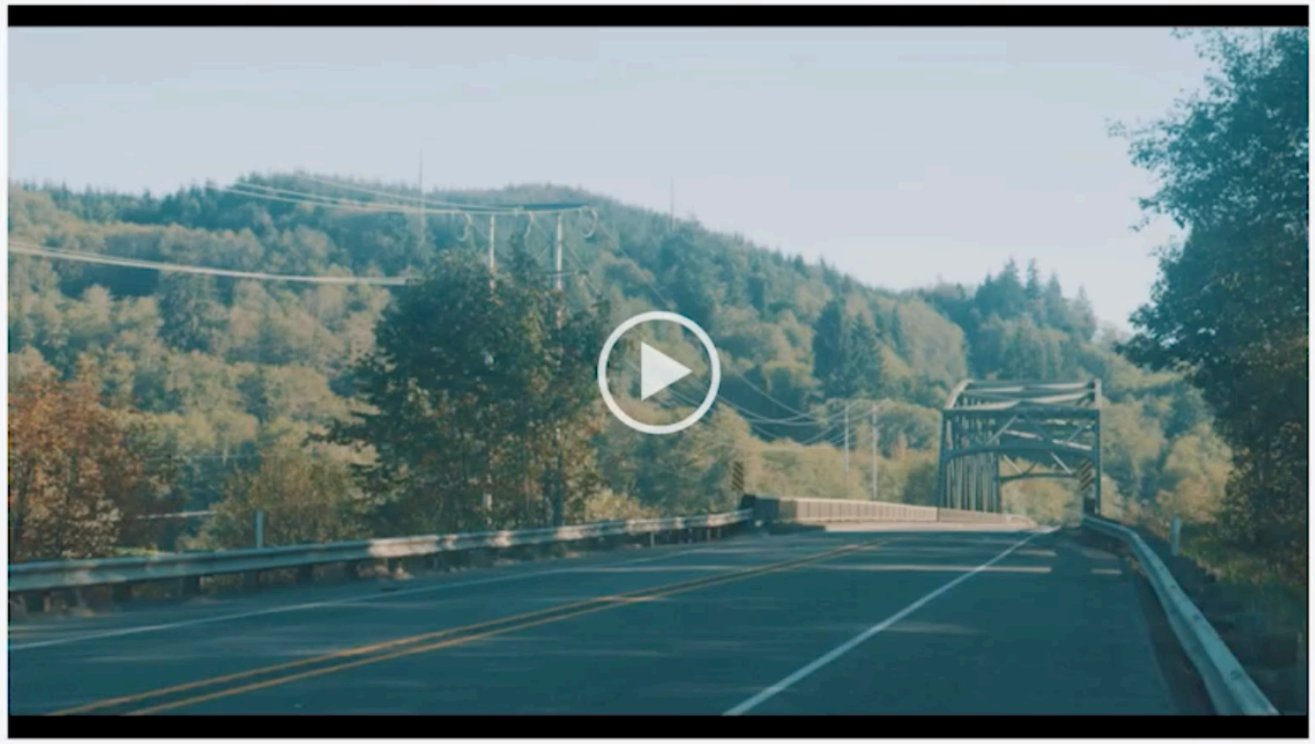
James, my twin brother


Preview
00:07
00:30

Preview

HTML Video and Audio

Video Example



Audio Example

00:19 00:30

Preview

HTML Video and Audio - Stage 1 ...

- css
  - main.css
  - normalize.css
- mejs
- simple-video.html

File Edit View Help

simple-video.html

```
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>HTML Video and Audio</title>

    <link rel="stylesheet" href="css/normalize.css">
    <link href='http://fonts.googleapis.com/css?family=Nunito:400,300' rel='stylesheet' type='text/css'>
    <link rel="stylesheet" href="css/main.css">
  </head>
  <body>

    <h1>HTML Video and Audio</h1>

    <div class="wrapper">

      <video controls>
        <source src="http://treehouse-code-samples.s3.amazonaws.com/html-video-and-audio/bridge.mp4" type="video/mp4">
      </video>

    </div>

  </body>
</html>
```

Line 19, Column 119 — 31 Lines HTML Spaces 2

00:23 00:30

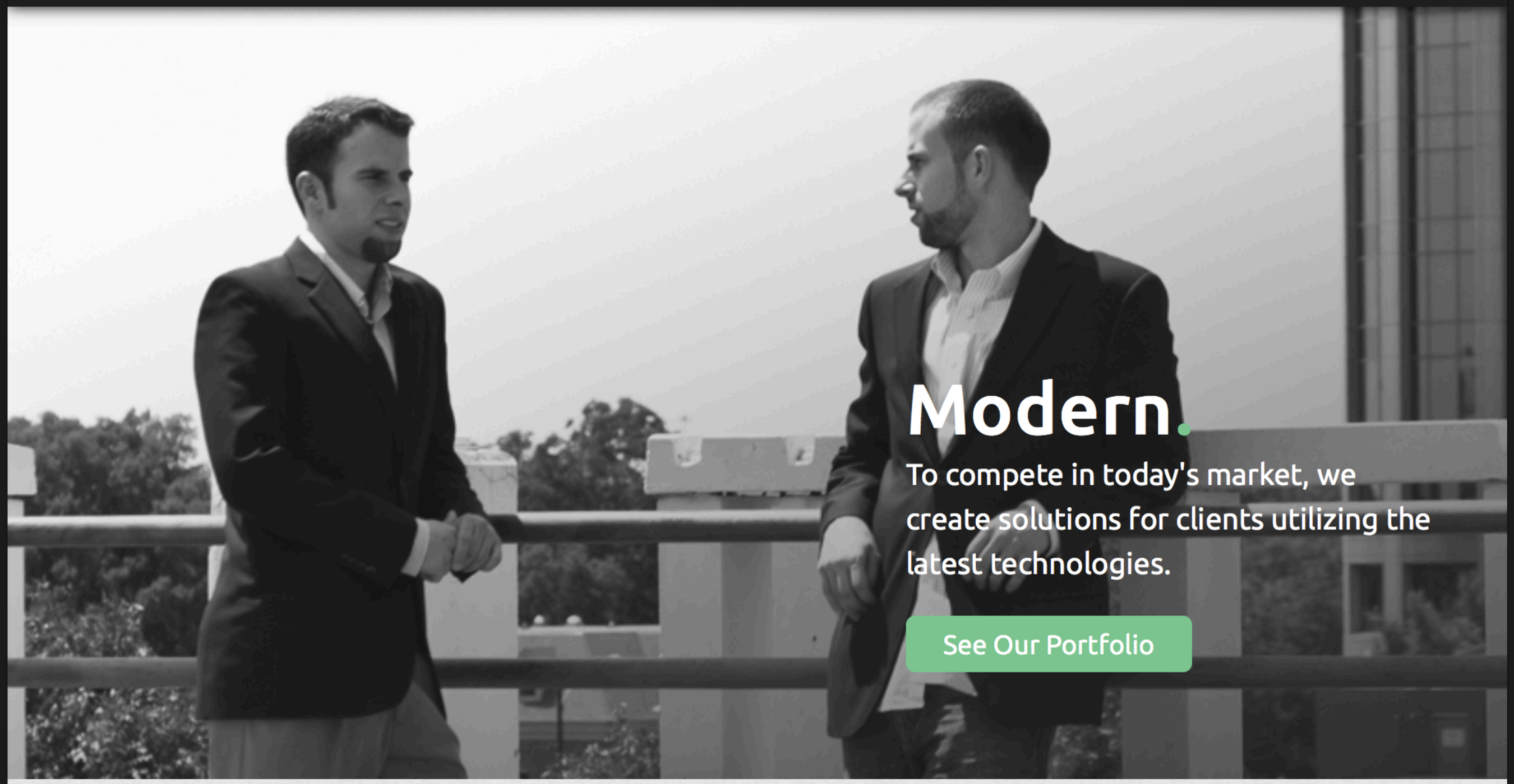
Fulls

www.parkestwins.com

The Parkes Twins LLC - We create web, mobile, and software applications

parkestwins

Services Portfolio Customers Team Contact



We build websites, apps, and practically anything else.

Our products are identical in quality and unique in style.
Just like us, The Parkes Twins.

Our Services

THAT WAS ~5 YEARS AGO...

STATE OF ONLINE LEARNING

FAST-FORWARD TO TODAY

coursera

UDACITY

codecademy

Udemy

PLURALSIGHT

KHANACADEMY

MIT OCW

@GT OMS CS

edX

FAST-FORWARD TO TODAY

coursera

UDACITY

KHANACADEMY

coursera

- 23 million learners, 100k+ paid, international
- 1700 courses, 160 specializations, ~3-4 degrees
- Partners are corporate and academic
- Pricing per course/specialization or subscription
- **Takeaway: Huge library of courses, mixed quality**

https://www.class-central.com/report/moocs-stats-and-trends-2016/

UDACITY

- 13k paying students, international
- 170+ courses, ~12 Nanodegrees, 1 masters (GT)
- Except GT, all partners are high-profile industry
- Pricing per Nanodegree, can be split payments
- **Takeaway: Vocationally-focused; huge tech partners**

https://www.class-central.com/report/moocs-stats-and-trends-2016/

KHANACADEMY

- 4 million active students every month
- ~20,000 captioned, translated videos
- Many large partners; they are a 501(c)(3)
- Targets K-12 to adults
- Free!
- **Takeaway: Great content in math and test prep**

https://en.wikipedia.org/wiki/Khan_Academy

- 171k users
- ~200 courses , 6+ Techdegrees
- Smaller industry partners, in-house teaching
- Pricing per Techdegree, subscription model for courses
- **Takeaway: Great platform, but fading presence**

https://en.wikipedia.org/wiki/Treehouse_(company)

FOCUS ON VOCATION

coursera

UDACITY

KHANACADEMY

FOCUS ON VOCATION

coursera

UDACITY

STRUCTURED PROGRAMS

- Courses have evolved into series of courses
- Credentials are based on vocation or specialization
- Self-paced or accelerated: from years to months
- Project-oriented

Try for Free

Enroll to start your 7-day full access free trial.

Enroll

Apply for Financial Aid

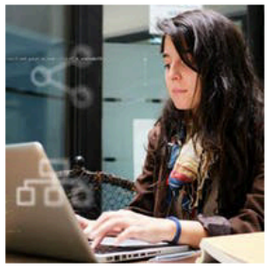
Training a team ?

Try Coursera for Business

Course 1 of Specialization

Learn to Design and Create Websites

Build a responsive and accessible web portfolio using HTML5, CSS3, and JavaScript



Web Design for Everybody (Basics of Web Development and Coding)

University of Michigan

Learn More

Syllabus

WEEK 1

Week One

This week we will uncover the "mystery" behind the Internet. What happens when you type a URL into your browser so that a webpage magically appears? What is HTML5 and what happened to HTML 1 - 4? We will also cover some practical concepts that you need to master before you begin coding your own pages.

5 videos, 7 readings expand

Graded: Week One - HTML/Web basics

Build real-world projects

Develop the skills professional developers use every day and complete 12 challenging projects so you can demonstrate in-demand skills. In the process of creating these projects, you'll build a portfolio of examples to showcase your talent to potential employers.

Hide Projects

5 hrs

Project

Soccer League Coordinator in Swift

Build a tool to help a soccer coach divide 18 players into three well-balanced teams. You'll apply your knowledge of important Swift data...

Learn More

8 hrs

Project

Enhancing a Quiz App in iOS

As a developer, one of things you need to get comfortable with is working with code that other people have written. Improve an existing IOS quiz ap...

Learn More

5

PART 5

Network Requests and GCD

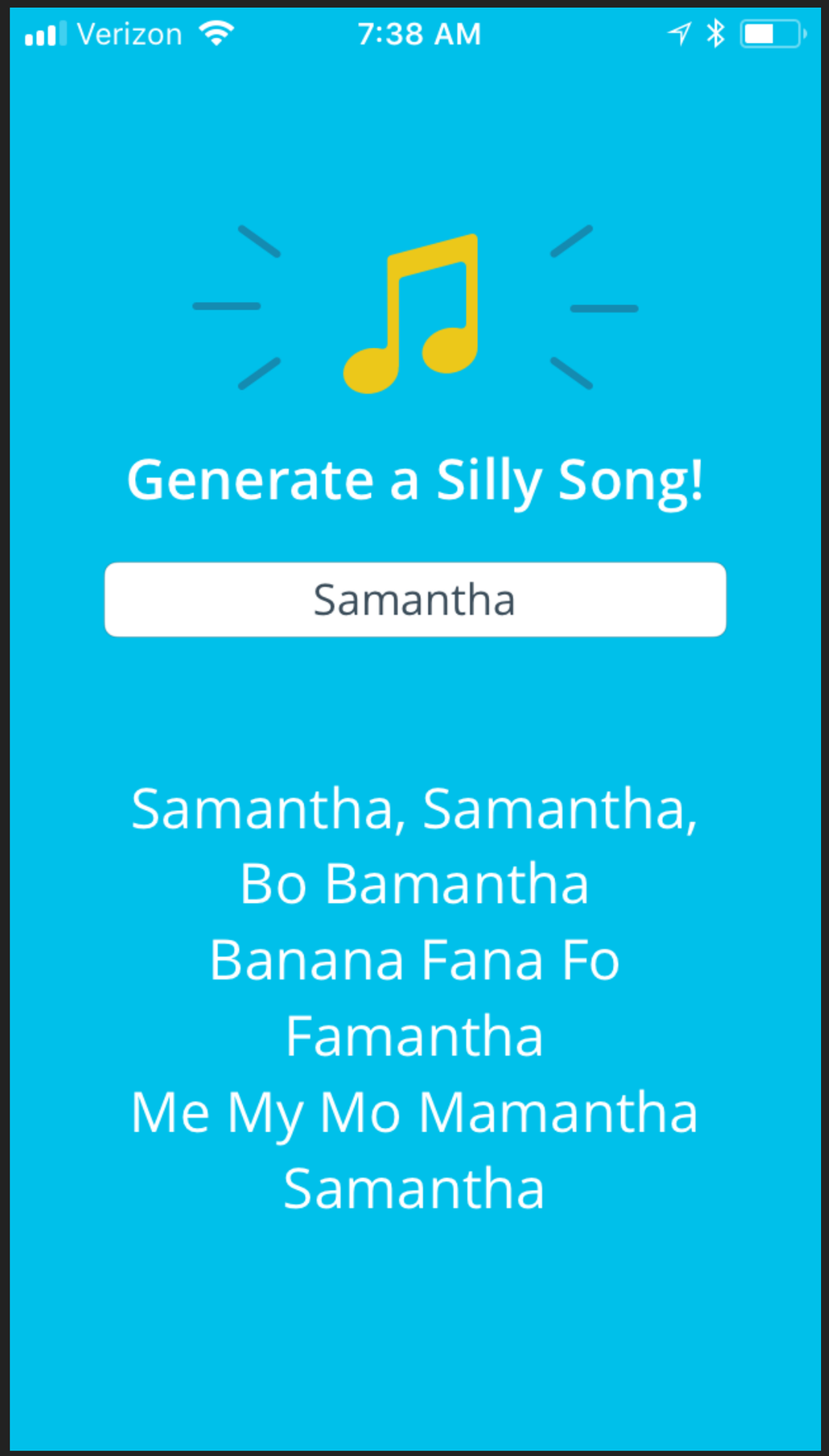
You will create an app with a map that shows information posted by other students. The map will contain pins that show the location where other students have reported studying. By tapping on the pin users can see a URL for something the student finds interesting. The user will be able to add their own data by posting a string that can be reverse geocoded to a location, and a URL.

- Project: On the Map

Estimated time: 75 days

PROJECT-ORIENTED

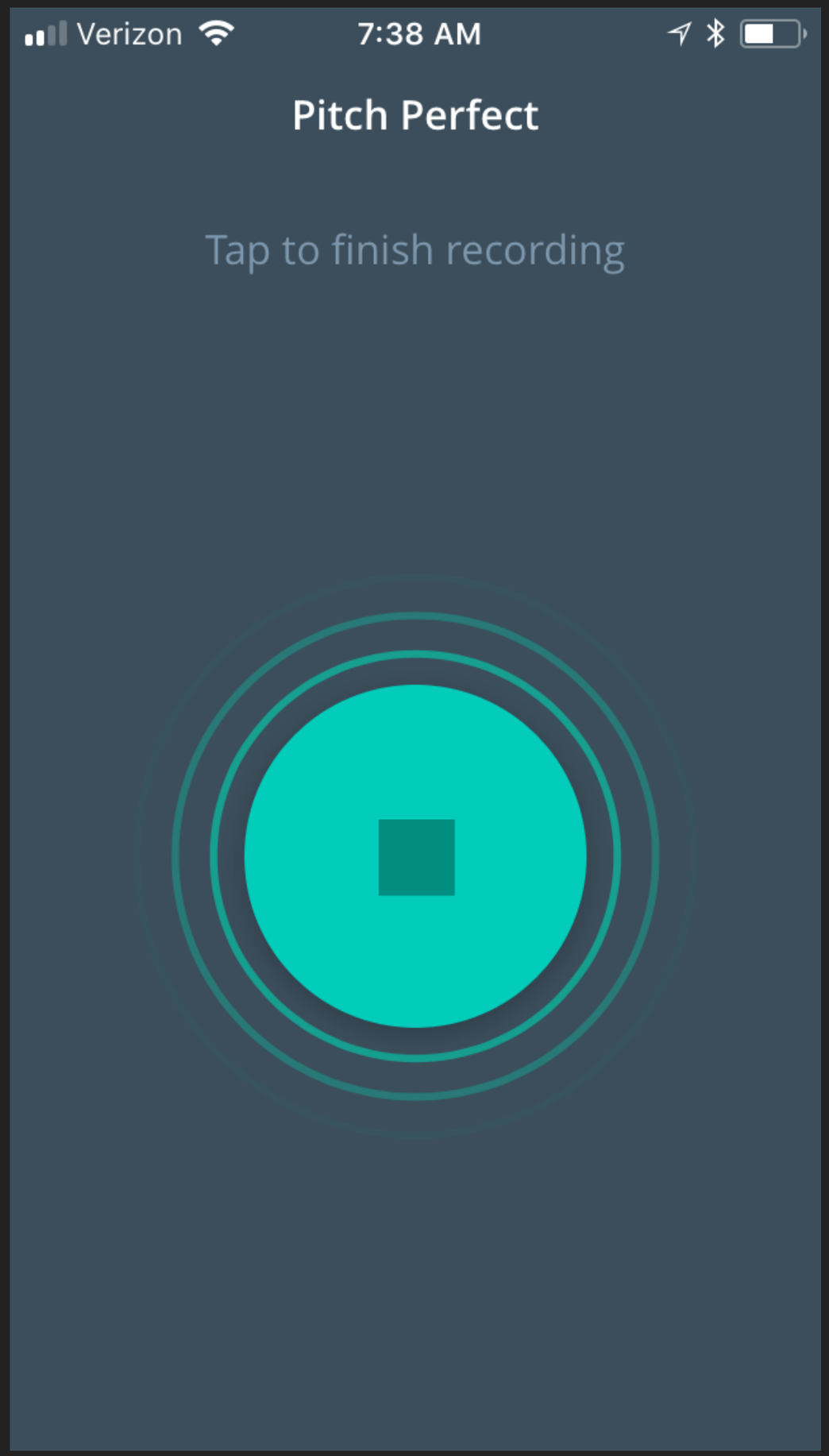
"SHOW ME WHAT YOU CAN DO"



"SHOW ME WHAT YOU CAN DO"

- Build an iOS app
- Modularize code
- TTC: 1 day - 1 week

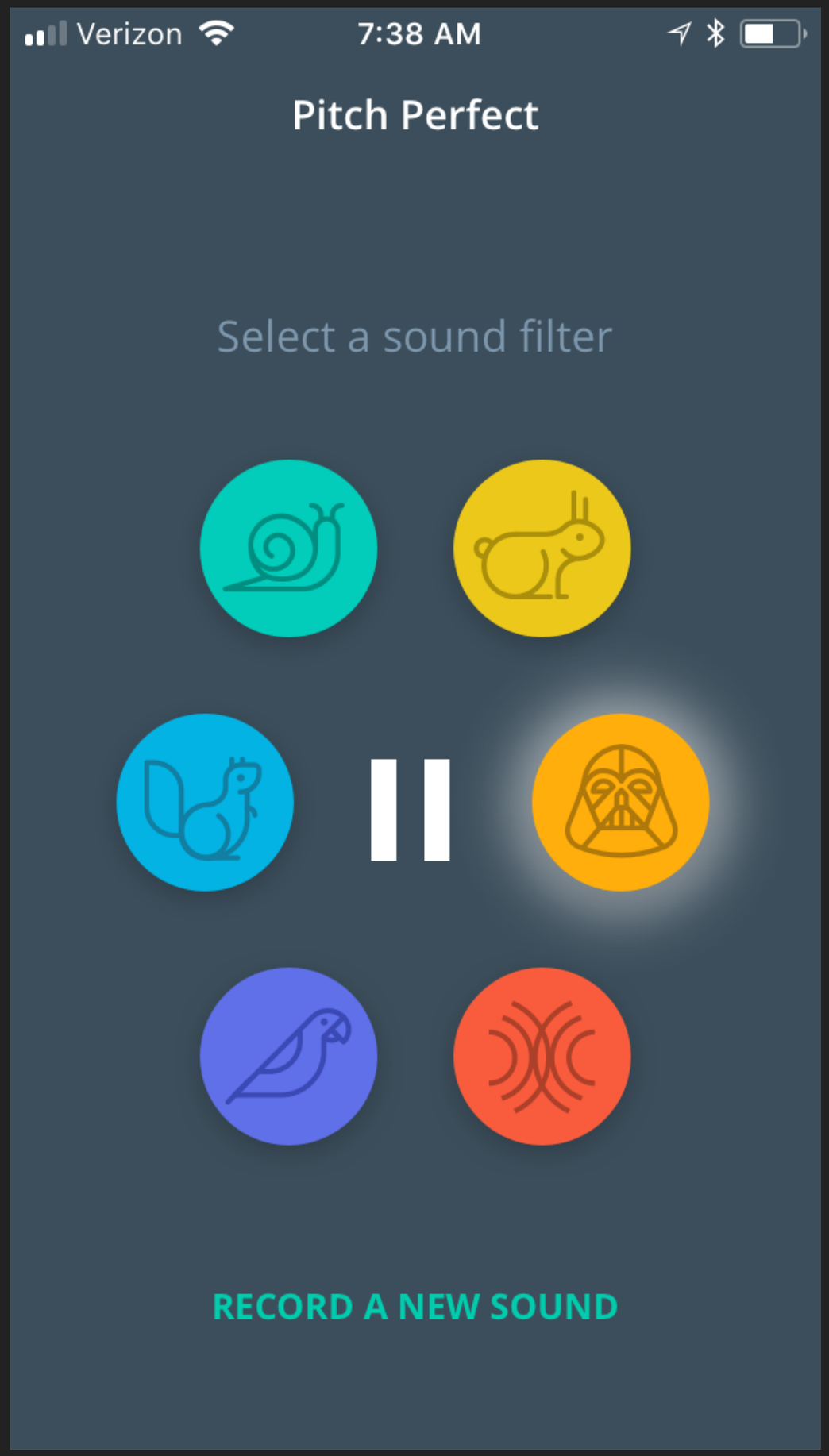
SILLY SONG



"SHOW ME WHAT YOU CAN DO"

- Work with sound hardware
- Real-world interaction

PITCH PERFECT



"SHOW ME WHAT YOU CAN DO"

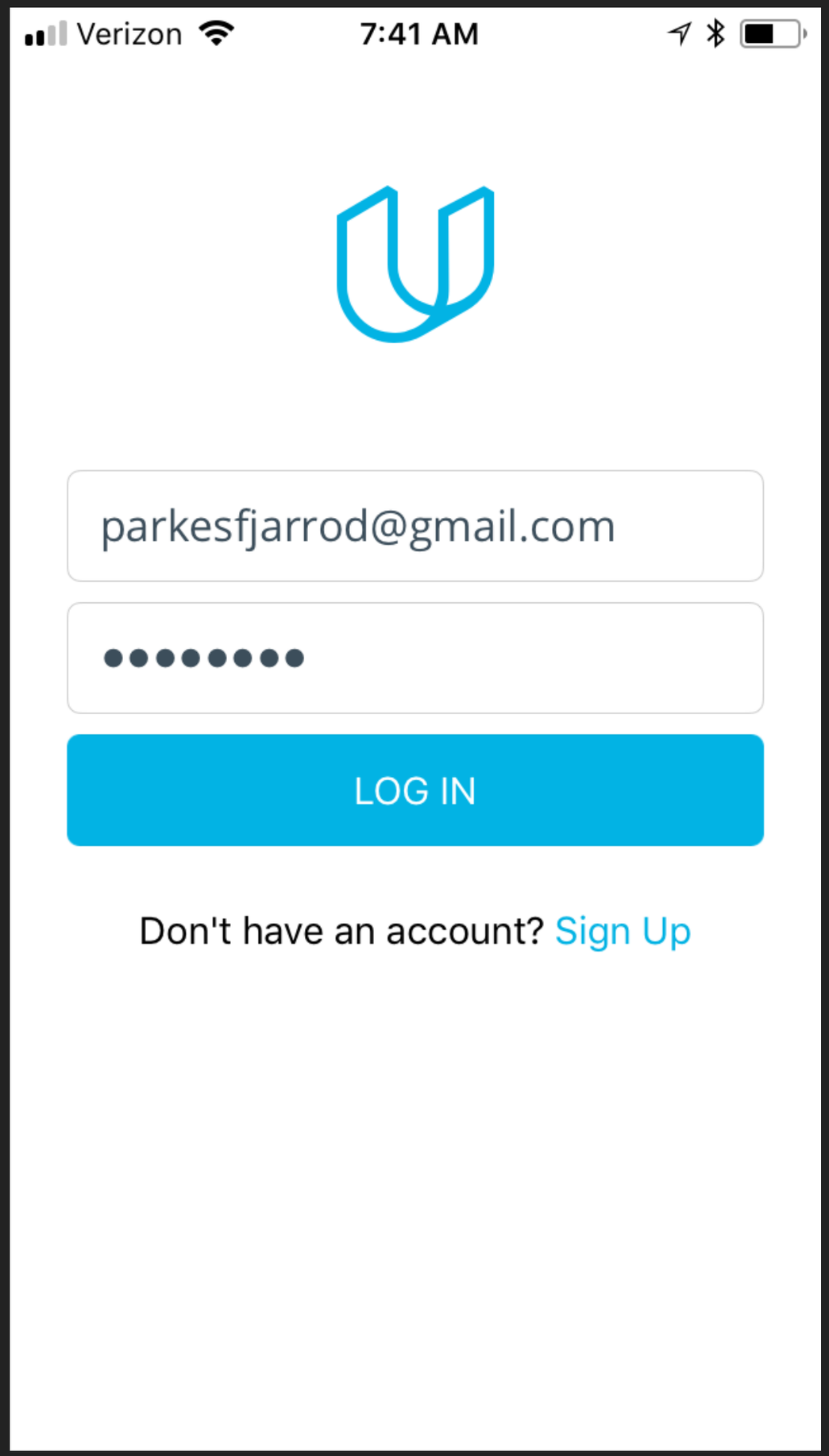
- Work with sound hardware
- Real-world interaction
- Build app with multiple views
- TTC: 1 week - 1 month

PITCH PERFECT

"SHOW ME WHAT YOU CAN DO"

- Use majority of UI elements
- TTC: 2 weeks - 1 month

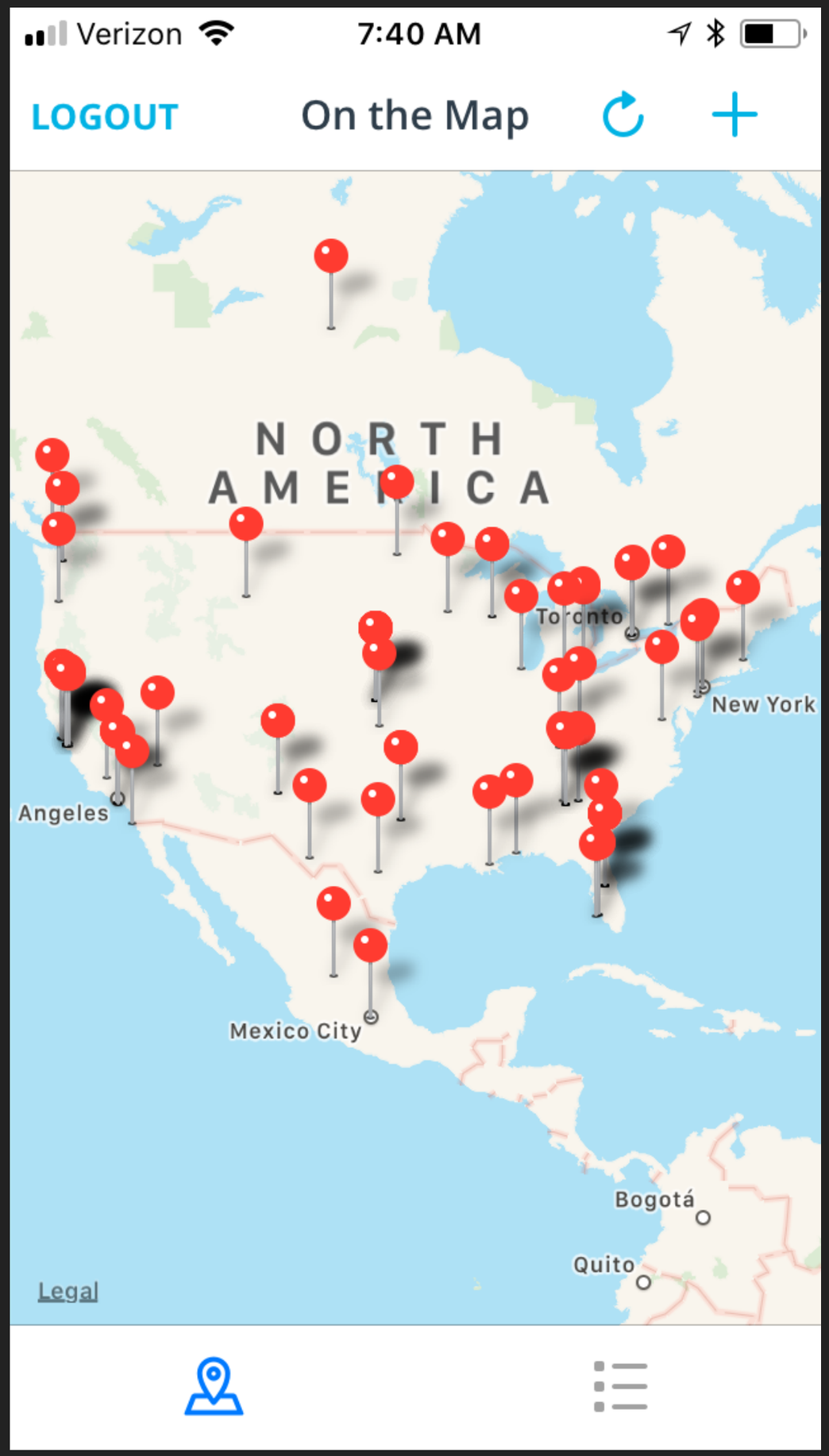
MEME ME CREATOR



"SHOW ME WHAT YOU CAN DO"

- Network interaction
- Login

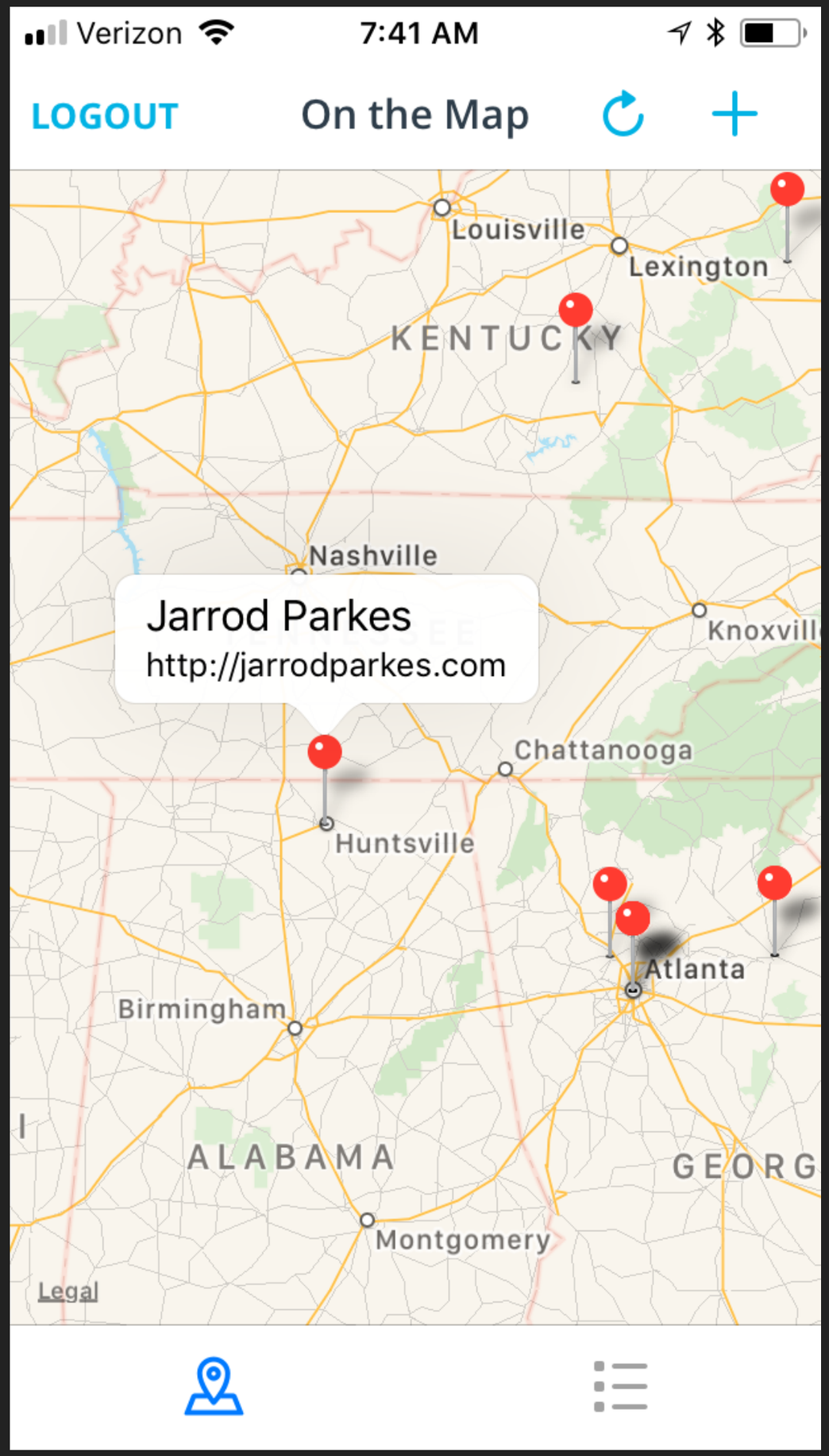
ON THE MAP



"SHOW ME WHAT YOU CAN DO"

- Network interaction
- Login
- Parse data structures

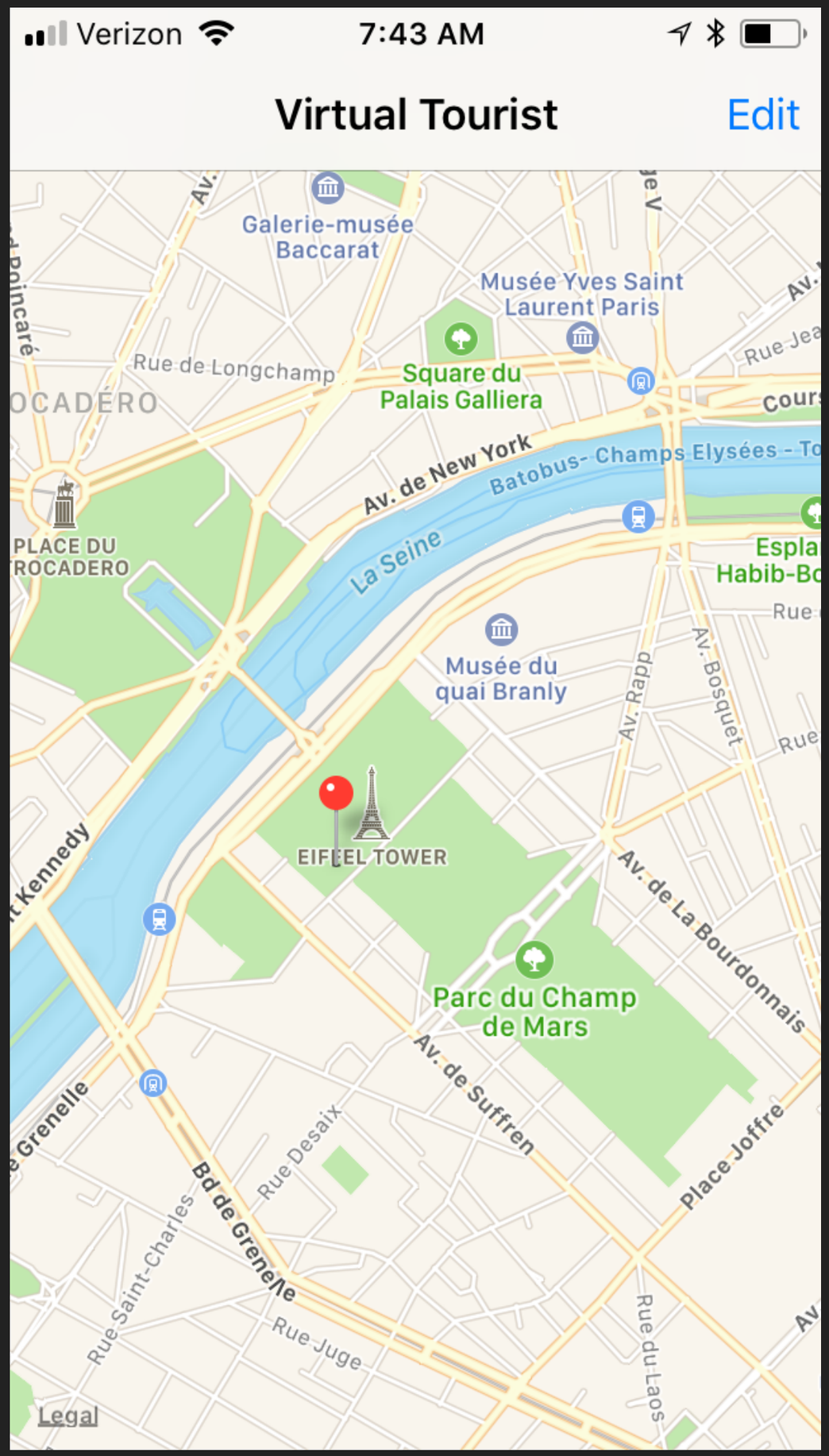
ON THE MAP



"SHOW ME WHAT YOU CAN DO"

- Network interaction
- Login
- Parse data structures
- Post new data
- TTC: 3 weeks - 1.5 months

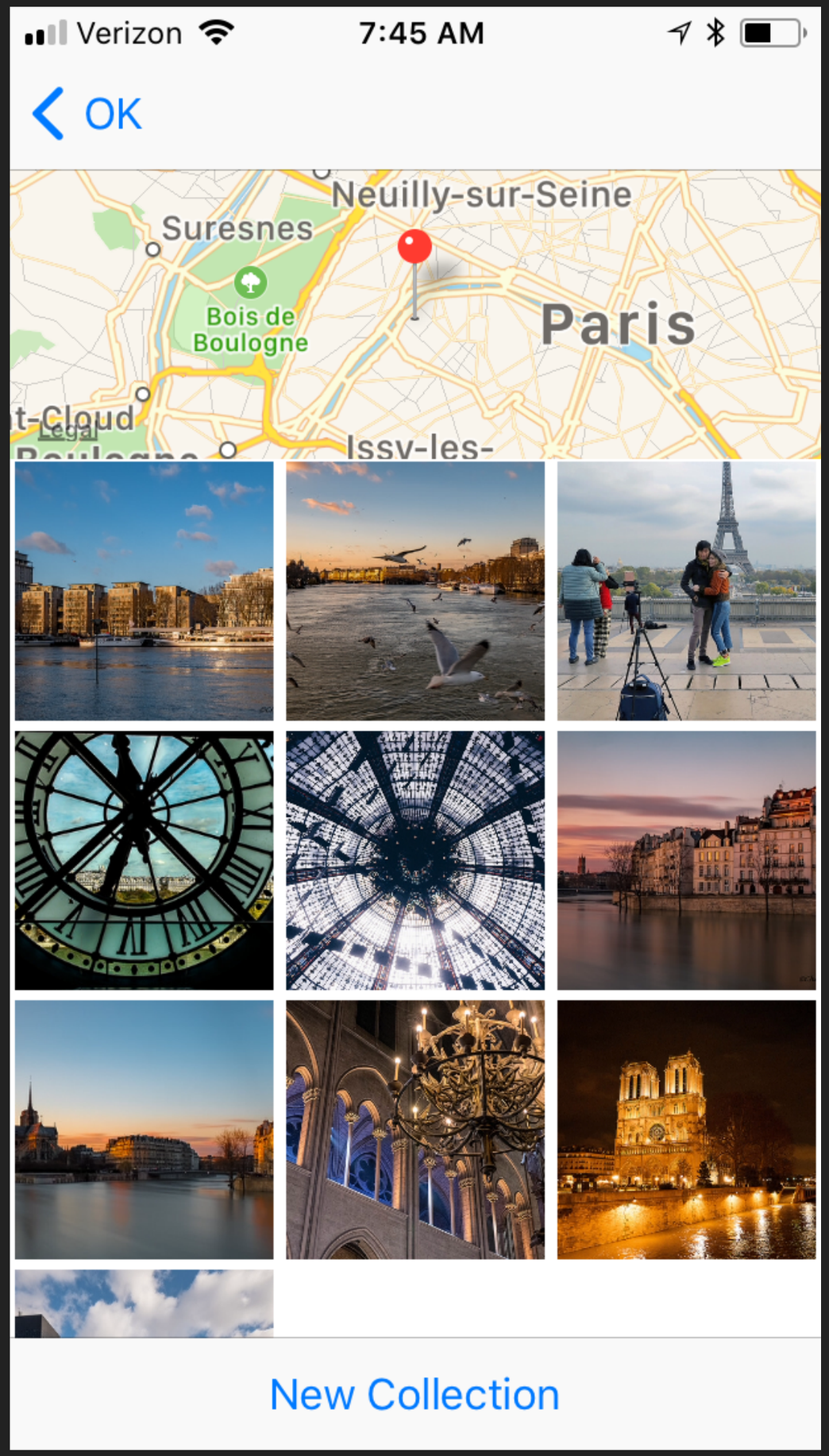
ON THE MAP



"SHOW ME WHAT YOU CAN DO"

- Store basic data

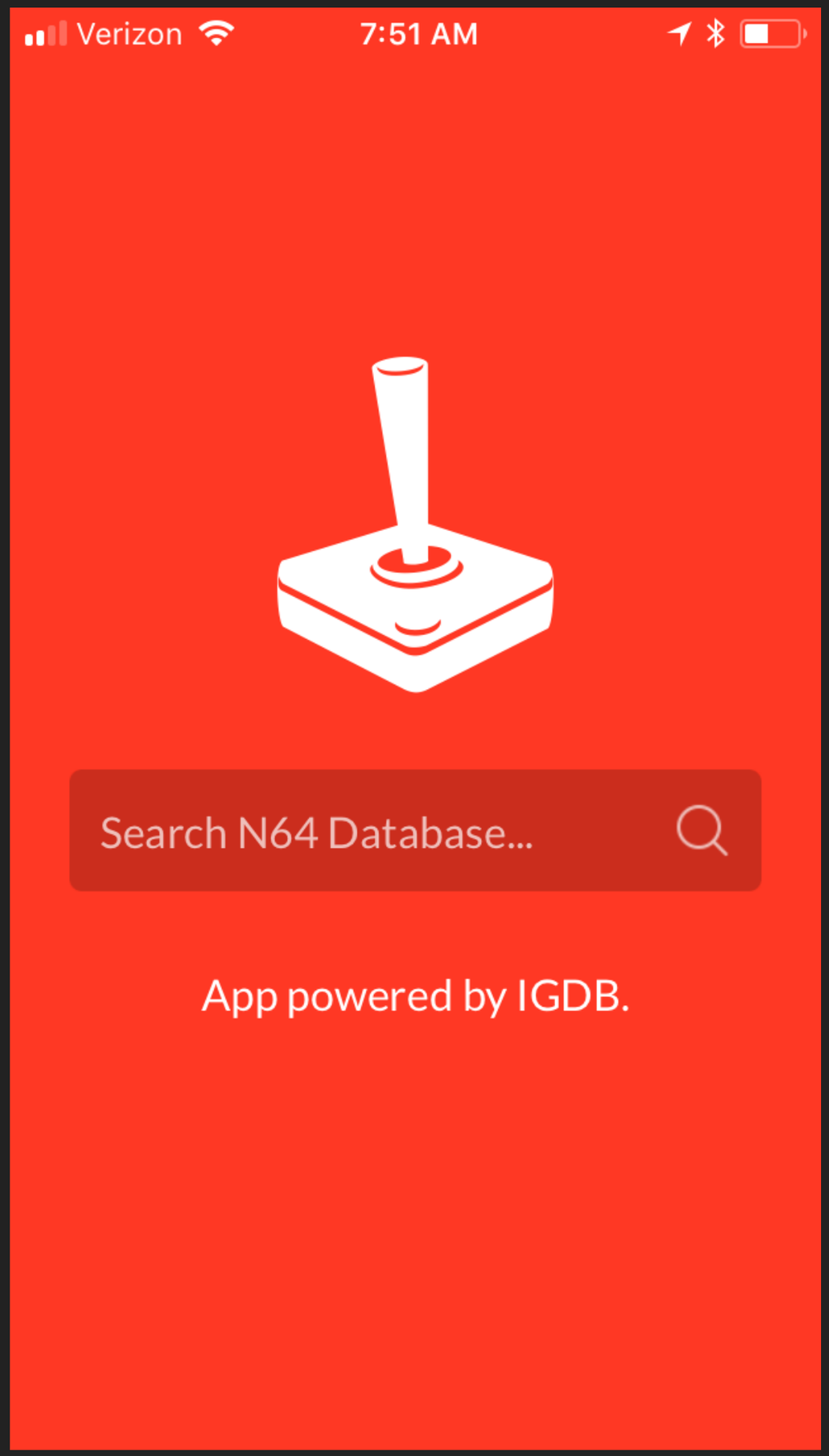
VIRTUAL TOURIST



"SHOW ME WHAT YOU CAN DO"

- Store basic data
- Store complex, structured data
- TTC: 1 - 2 months

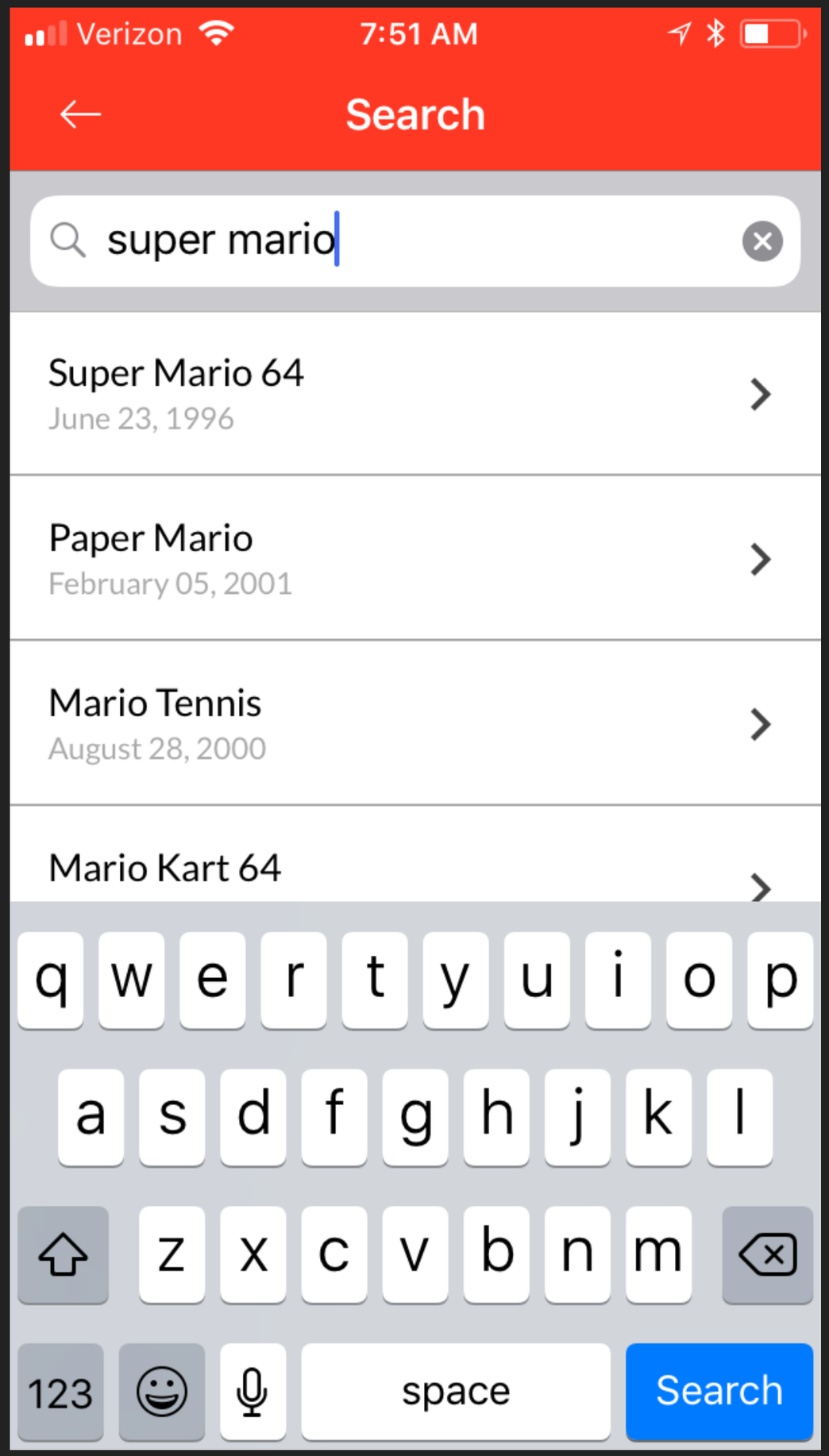
VIRTUAL TOURIST



"SHOW ME WHAT YOU CAN DO"

- Extrapolate all topics

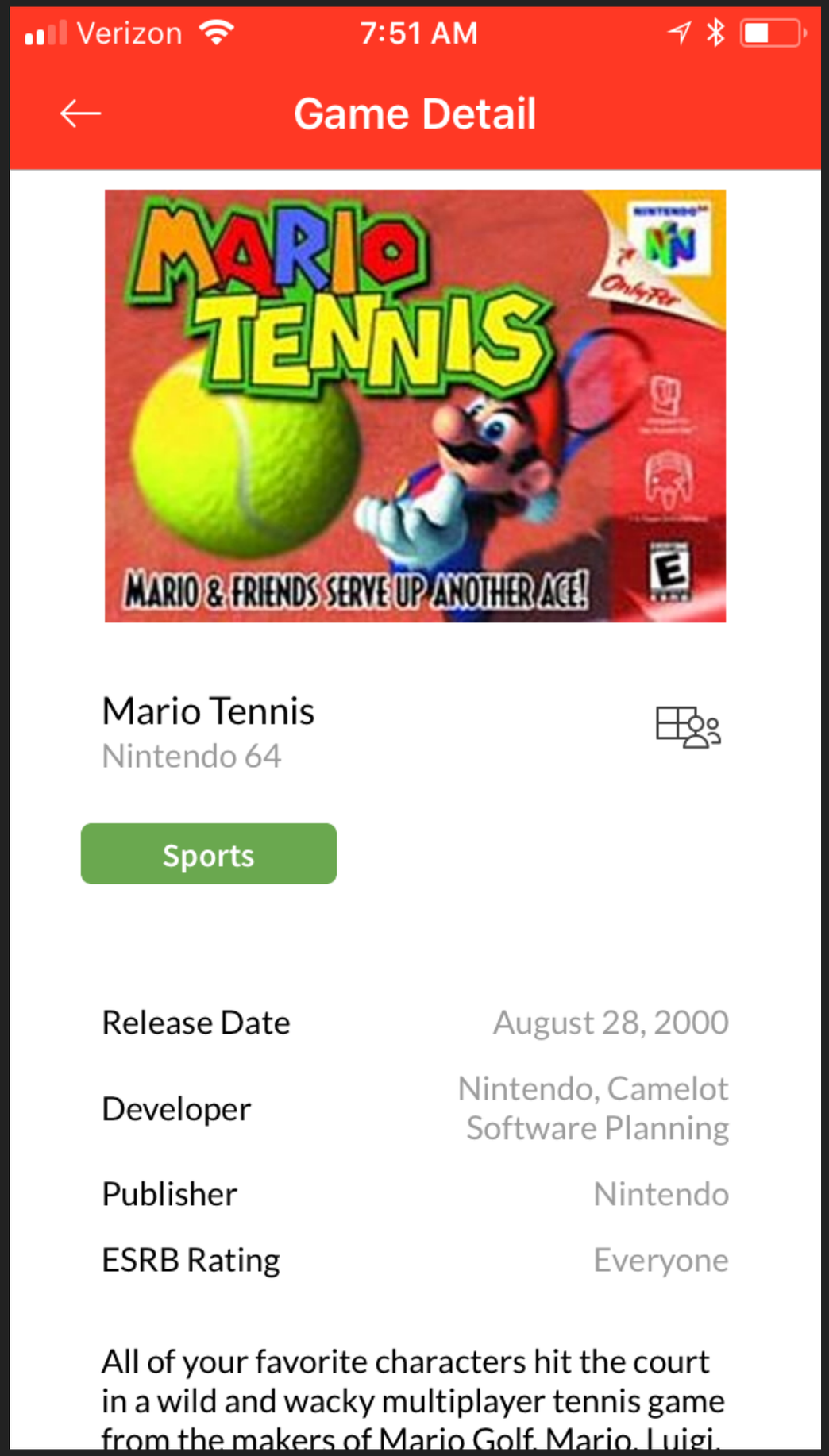
CAPSTONE PROJECT



"SHOW ME WHAT YOU CAN DO"

- Extrapolate all topics
- Take ownership over an idea

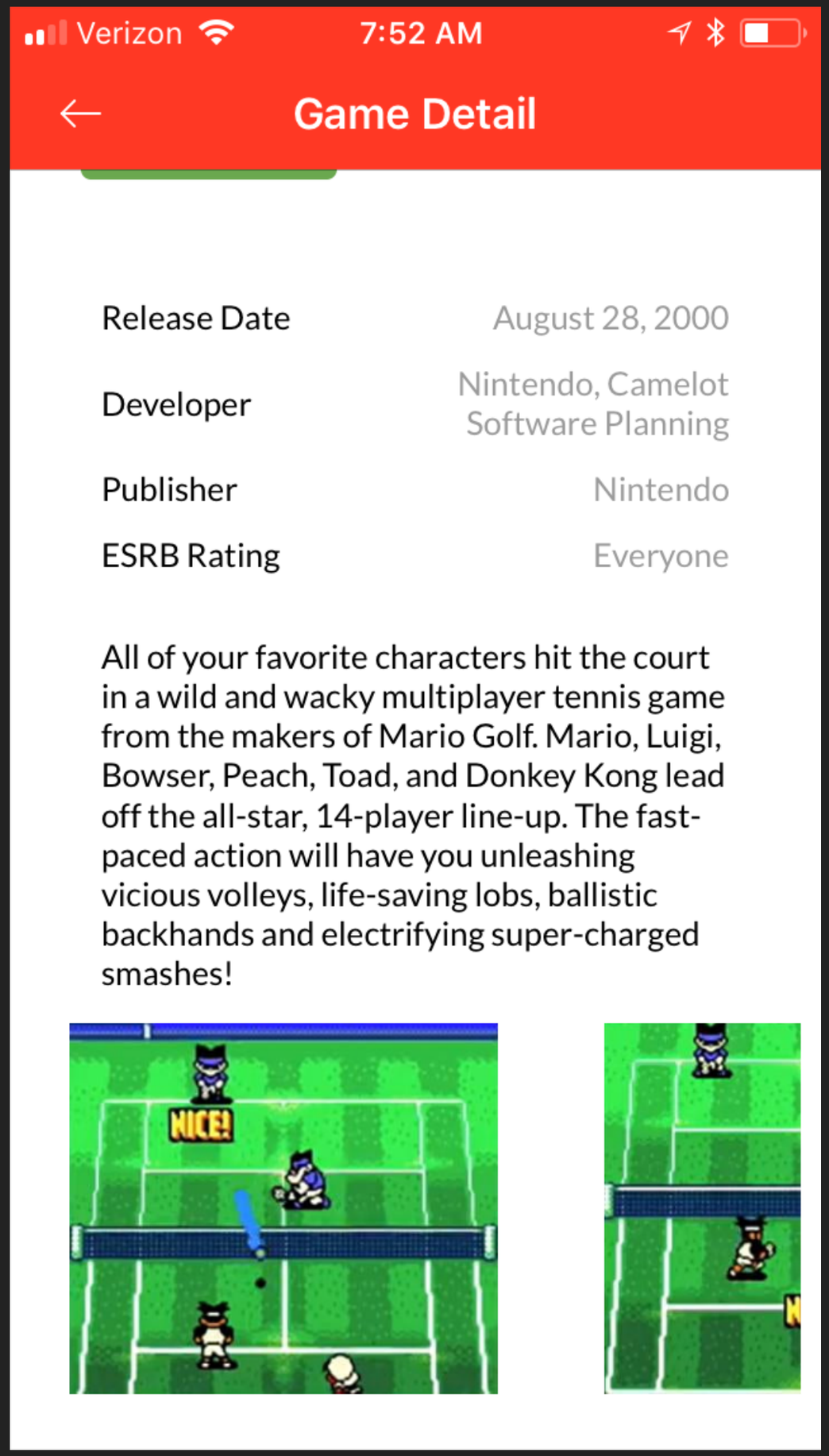
CAPSTONE PROJECT



"SHOW ME WHAT YOU CAN DO"

- Extrapolate all topics
- Take ownership over an idea
- Design; be self-directed

CAPSTONE PROJECT



"SHOW ME WHAT YOU CAN DO"

- Extrapolate all topics
- Take ownership over an idea
- Design; be self-directed
- TTC: 2+ months

CAPSTONE PROJECT

STUDENT SERVICES

- Forums and Chat - replace classroom communication
- Grading - automated and manual
- Mentorship - "in-person"; usually a premium feature
- How does it scale?
  - Automation and crowdsourcing
  - As scale increases, "in-person" interaction decreases

A Method for GETting

iOSND P3 I iOS Networking with Swift Lesson 4: Improving Networking w/ MVC

ncy_timothy Jan 4

Hi all,

Relevant module: https://classroom.udacity.com/nanodegrees/nd003/parts/99f2246b-fb9e-41a9-9834-3b7db87f7628/modules/307169911375460/lessons/6508928686/concepts/64735625390923

I'm unsure about this line of code:

```
self.convertDataWithCompletionHandler(data, completionHandlerForConvertData: com
```

How do I know that I actually can get the parsed data from the `convertDataWithCompletionHandler` function call?

What I understand:

1. I understand that the function call passes the data
2. The function `convertDataWithCompletionHandler` will attempt to convert the data into usable type

What I am struggling with:

1. How is the call of the completion handler `completionHandlerForConvertData` in `private func convertDataWithCompletionHandler` give me parsedData?

I know this may sound a bit confusing, please let me know if I can clarify my question. Thank you.

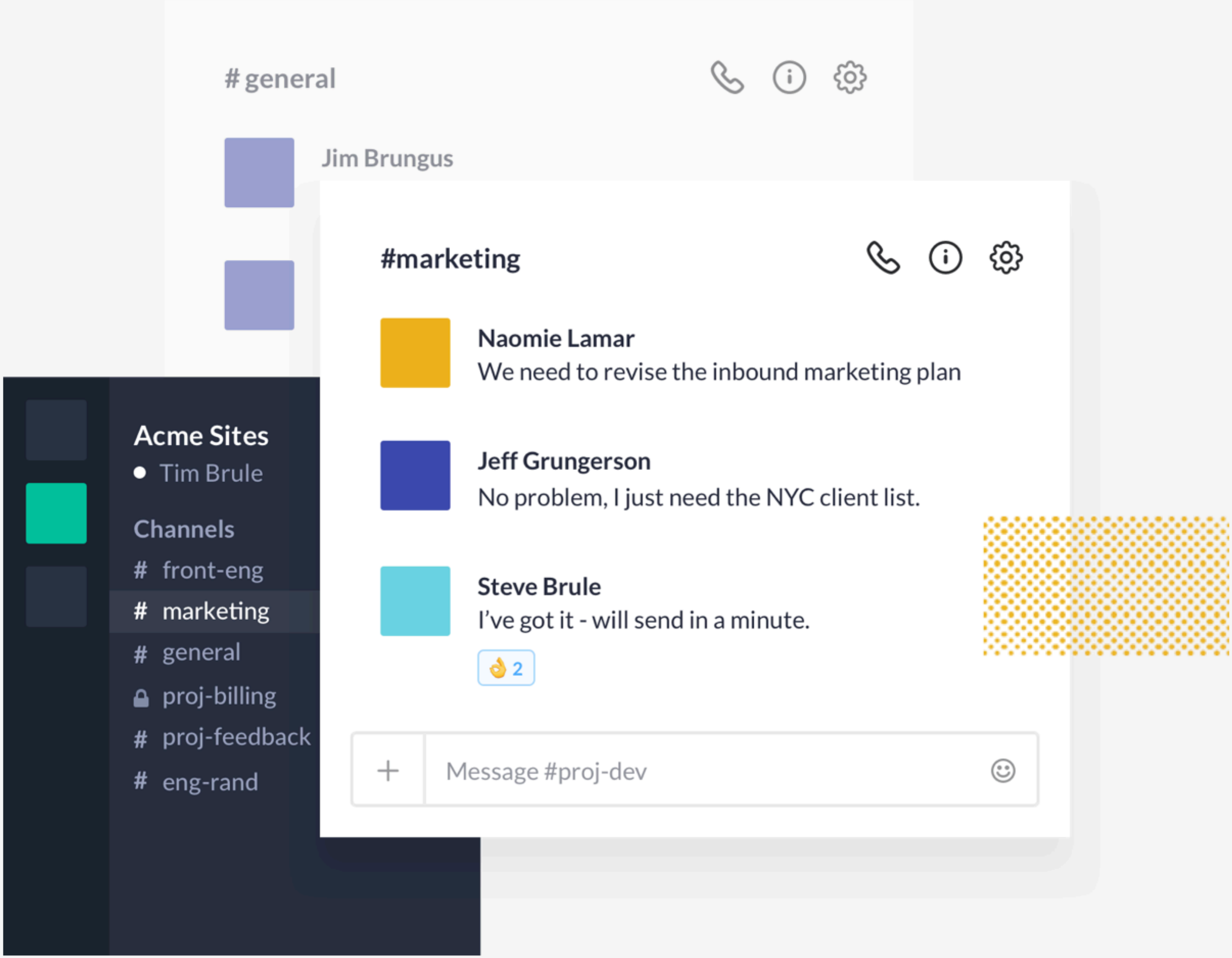
```
func taskForGETMethod(_ method: String, parameters: [String:AnyObject], completio

        //1. Set the parameters
        var parametersWithApiKey = parameters
        parametersWithApiKey[ParameterKeys.ApiKey] = Constants.ApiKey as AnyObject
```

Jan 4

1 / 4
Jan 5

30d ago


general
Jim Brungus
#marketing
Naomie Lamar
We need to revise the inbound marketing plan
Jeff Grungerson
No problem, I just need the NYC client list.
Steve Brule
I've got it - will send in a minute.
2
Acme Sites
Tim Brule
Channels
front-eng
marketing
general
proj-billing
proj-feedback
eng-rand
Message #proj-dev

Exceeds Specifications

SHARE YOUR ACCOMPLI

Basic Functionality

✓ The app contains two pages of content (one each for recording and playing audio), and uses `UINavigationController` to navigate between these two scenes.

✓ UI elements are appropriately positioned on the screen for iPhone and iPad portrait and landscape layouts.

Actions and Outlets

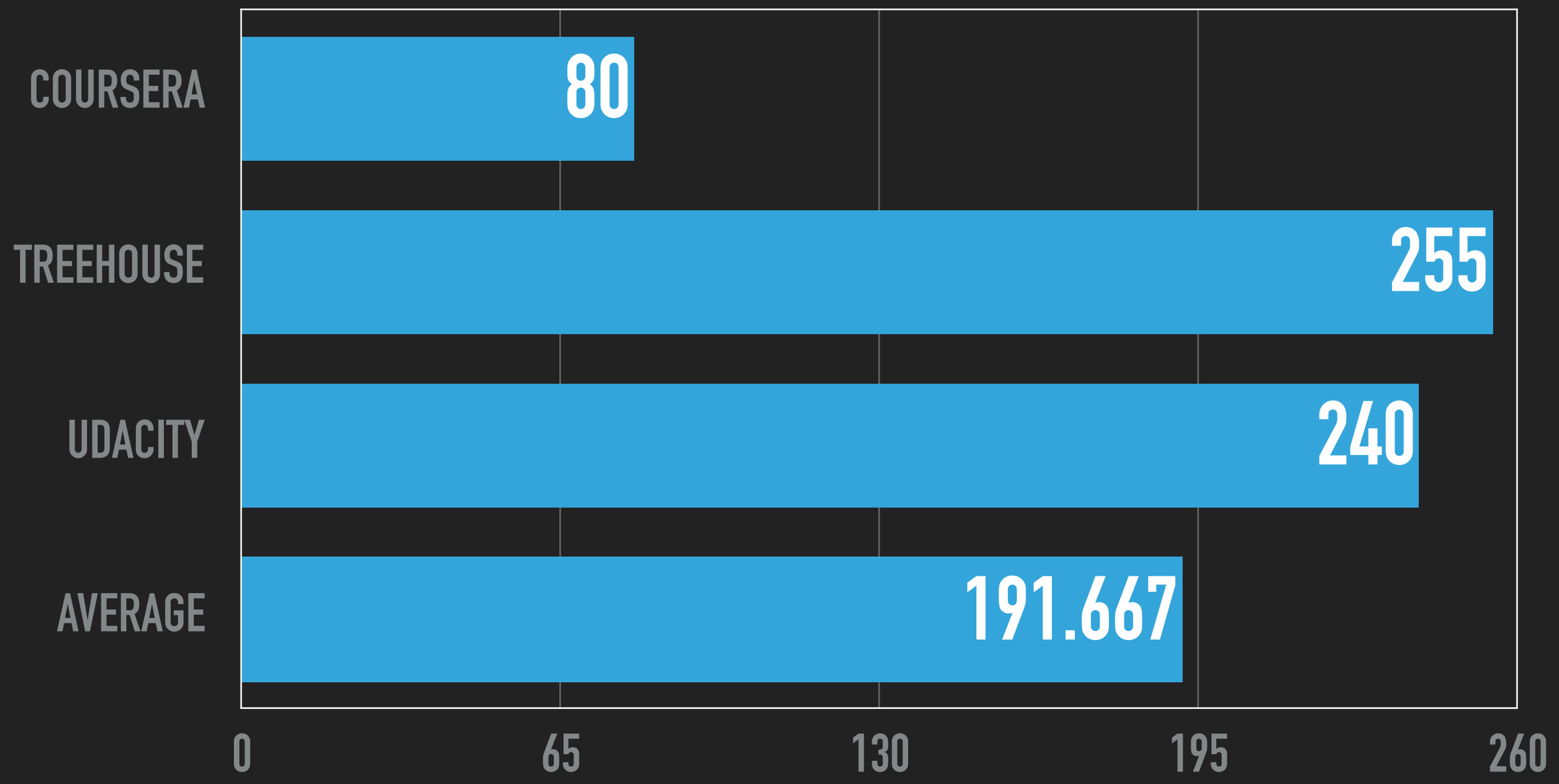
✓ The app connects each button on the Storyboard to the correct `IBAction` method.

✓ In the first scene, the `Recording` label and `Stop` button are disabled and enabled appropriately: when no recording is taking place, the `Stop` button is disabled; while recording is taking place, the `Stop` button is enabled and the `Record` button disabled.

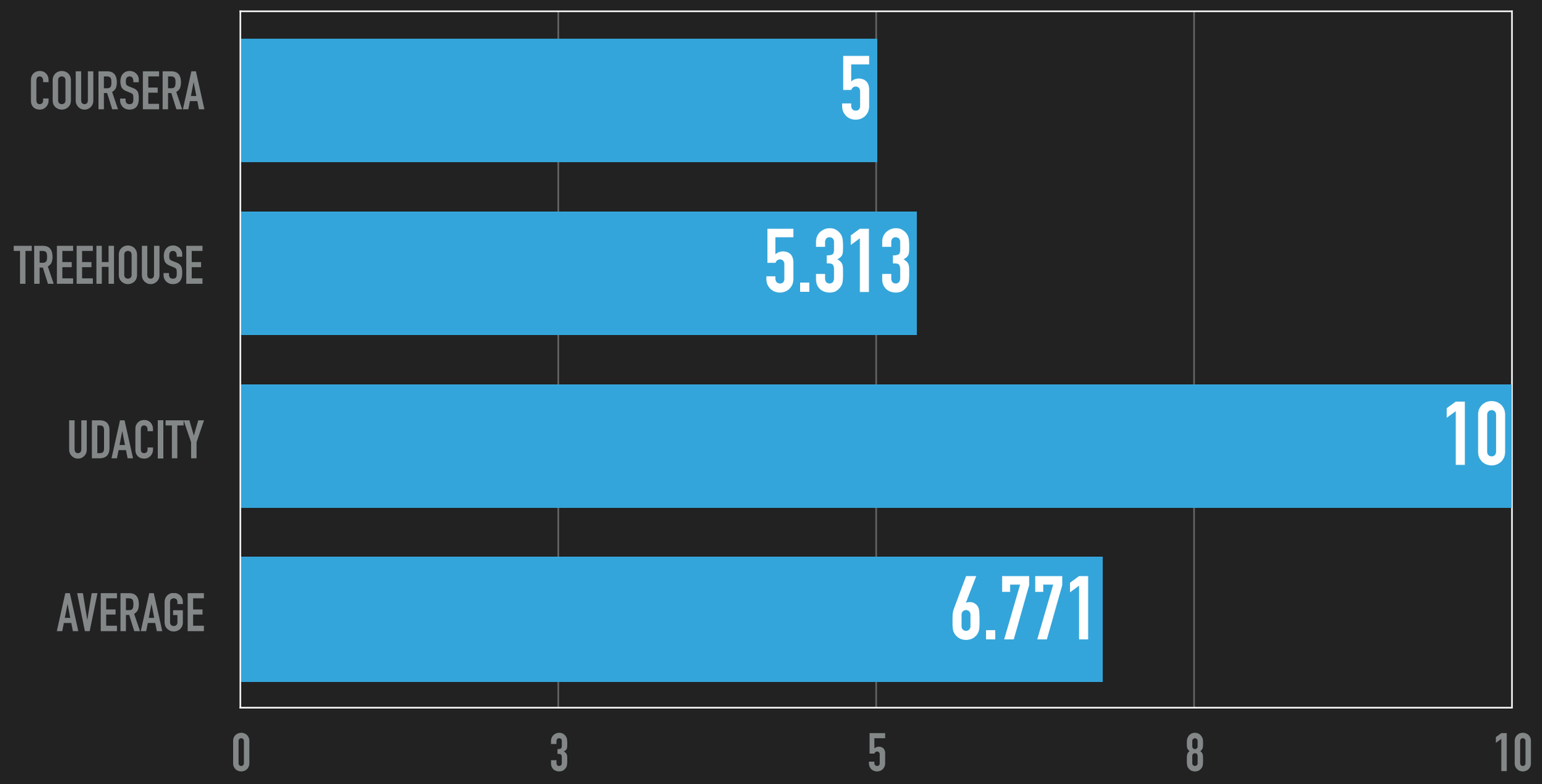
BY THE NUMBERS

- What we'll compare
  - Coursera Specialization (Deep Learning)
  - Udacity Nanodegree (iOS Developer)
  - Treehouse Techdegree (iOS Developer)
- Metrics
  - Time to complete, hourly commitment, cost

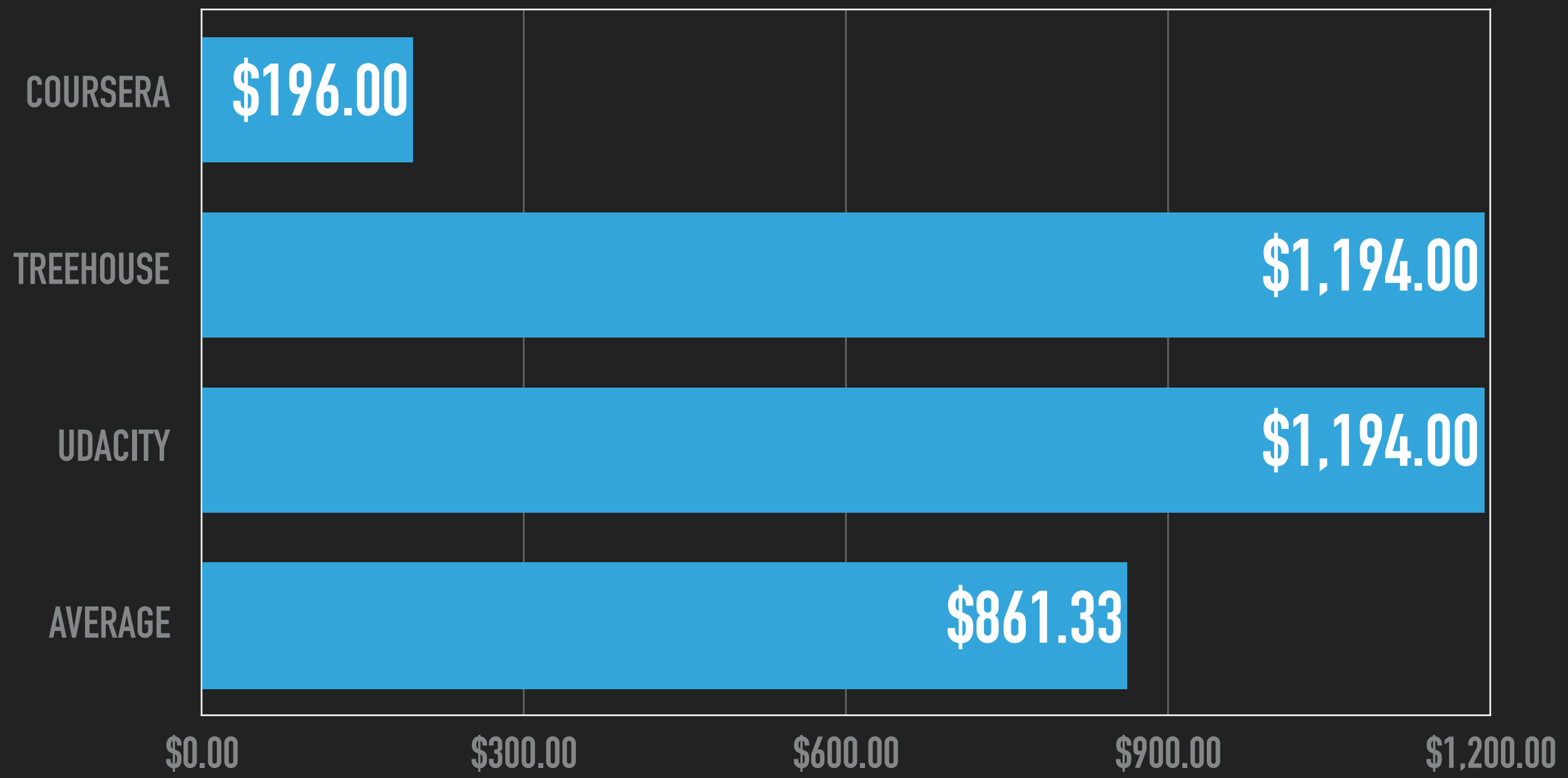
BY THE NUMBERS: TIME TO COMPLETE (HOURS)



BY THE NUMBERS: HOURS PER WEEK

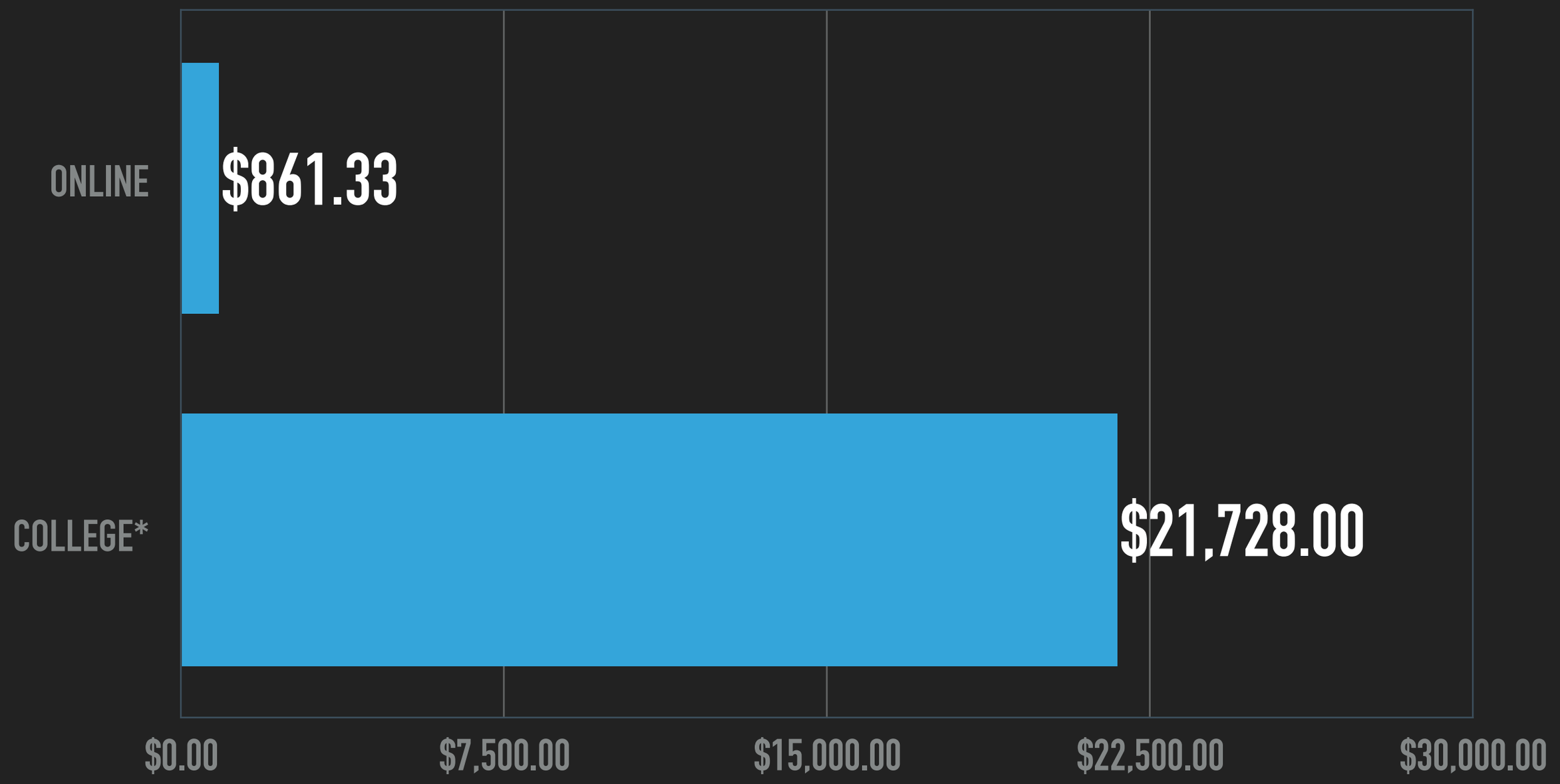


BY THE NUMBERS: PRICE (ALL OFFER SCHOLARSHIPS)



STATE OF ONLINE LEARNING

BY THE NUMBERS: PRICE



* https://nces.ed.gov/fastfacts/display.asp?id=76 *(2014-2015)*

OTHER OBSERVATIONS

- In college...
  - Exclusivity, entrance requirements
  - Project evaluation takes time; TA's do it
  - Many professors prioritize research
  - General education requirements

THE BIGGEST OBSERVATION

- They can't keep up!
  - Technology is fast
  - "Trickle down" takes time

SHOULD EMPLOYERS CARE?

STATE OF ONLINE LEARNING

STATE OF ONLINE LEARNING

WHAT DO COMPANIES WANT?

- Great Employees with Great Skills
  - "Show me what you can do"

WHAT DO COMPANIES WANT?

- "Show me what you can do"
  - Build a website/app
  - Perform a data/costs analysis
  - Create a self-driving robot
  - Automate business processes

Where can you learn these things?

JAMAICA
London 202
BOLT
7

REASON #1: GREAT EMPLOYEES CAN ACQUIRE SKILLS ANYWHERE

REASON #2: KEEPING TALENT

- Average employee tenure (2016)
  - Public sector: 4.2 years
  - Private sector: 7.7 years
- Up-skilling offers growth possibilities

* https://www.bls.gov/news.release/tenure.t05.htm *(2016)*

REASON #3

"IT'S NOT THE SILVER BULLET"

STATE OF ONLINE LEARNING

TRIVIA QUESTION

WHEN DID MIT OPEN COURSEWARE LAUNCH?

2001

PROBLEMS WITH ONLINE LEARNING

- "Sweet spot" students and everyone else
- Personalization at scale
- Digital distractions
- Teaching soft-skills

THAT'S IT.

THANKS :)