Interactive Lecture Materials Using Open-Source Technologies

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The Modern Classroom... A Smart Classroom

Smart class is a place that encourages collaboration, engagement, and better learning aided by the technology.



Common features:

Student subgroups and many types of monitors



The Modern Classroom... Education Technology

Education Technology: Refers to

- Physical Equipments
- Algorithm (codes)
- 3 Facilitating system between item 1 and item 2

History of Mechanical & Electronic Technology in Teaching

Year	Development
1920	Sidney Pressey's teaching machine
1940s	Overhead Projectors
1945	Hypertext
1950	Slide projectors
1960	Linked computer at University of Illinois
1970-80	Computer based learning
1990's	World wide web



Lecture Contents & Open-Source Software Interactive Contents Development

A Requirement:

Interactive lecture contents for better learning



The Challenge:

The contents have to be dynamic (slides are mostly static) and be able to show "cause and effect"



Lecture Contents & Open-Source Software Interactive Contents Development

Engineering Lecture Contents Normally Contains:

- Principle (mostly text)
- ② Geometry
- Oerivation and Formulation
- 4 Analysis (cause and effect)

For a better interactiveness, it is required that points 2–4 can be changed in real-time.

Clearly the only **text** based contents (e.g. slides) are not sufficient.



Lecture Contents & Open-Source Software Interactive Contents Development

Contents Development is Software Issue, Do We:

- 1 have codes that can do symbolic manipulation.
- 2 have codes that present a notebook type interface.
- 3 have codes that can do instant numerical calculations
- 4 have codes that can present instant visualization.
- 6 have codes that are truly affordable and extensible

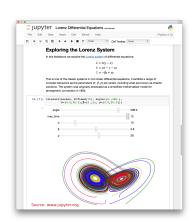
The answer is actually **POSITIVE** for all above points. These all exist as different packages. **OPEN-SOURCE** have intelligently put all of them together.



Lecture Contents & Open-Source Software From *.ppt to *.ipynb

Introducing the JUPYTER Notebook

The Jupyter Notebook is an open-source web application that allows you to create and share documents that contain live code, equations, visualizations and explanatory text. (source: www.jupyter.org)

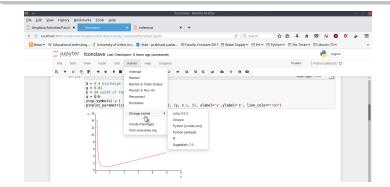


Can *.ppt be replaced with *.ipynb?



Demonstration of Interactive Contents The JUPYTER Interface

JUPYTER can execute several different codes in a same notebook. This is advantageous as it gives flexibility with the choice of code

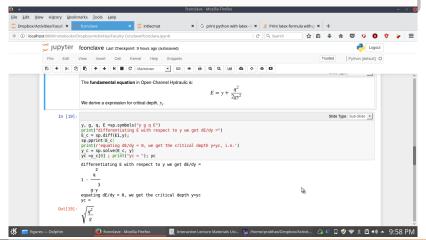


The code is executed instantly, thus high interactiveness.



Demonstration of Interactive Contents Using Jupyter

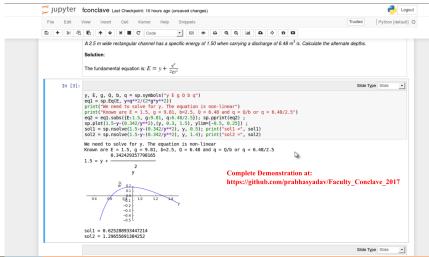
Next we use **SymPy**, a Symbolic Library for **Python** to derive an expression for critical depth y_c in Energy(E)-Depth(y) relationship.





Demonstration of Interactive Contents Using JUPYTER

Let us solve a **text-book** problem. We will use **SymPy**.





Implementing JUPYTER The Best Parts & Challenges

Why Jupyter?

- Suits the modern classroom requirements many monitors.
- ② Is highly extensible can be personalized as required.
- 3 Is system independent browser based
- 4 has extensive code basis e.g., Python libraries, R, Julia. Most of them readily available in Smartphones
- 5 It is free of cost lessens burden
- 6 Can be centrally implemented cloud and server based
- Is highly supported large community of independent developers



Implementing JUPYTER The Best Parts & Challenges

Challenges with Jupyter Implementation

- Requires basic programming knowledge for the content developers (e.g., lecturers).
- Requires <u>students</u> to have some programming and computational skills.
- Requires motivation
- Requires support from management, particularly for changing examination pattern

Positive feedback were received when Jupyter based teaching was used in the classroom at Sharda University (2016).

It will be partly introduced in the class this semester at MUJ.

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Thank You!