An Introduction to MOOC

By Mengjie, Olivia and Lipeng
Massive Open Online Course
massive
open
online
courses
Dave Cormier

http://davecormier.com/
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<td>Open Education</td>
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<td>Connectivist MOOC (cMOOC)</td>
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<td>Open Source Software</td>
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<td>Stanford MOOC (xMOOC)</td>
<td>Udacity</td>
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- Dashed line: An influence
- Solid line: Directly related
Some MOOC Communities

- MOOC China [http://www.mooc.cn/](http://www.mooc.cn/)
- DKU MOOC Study Group
  - Meet every 2 weeks
  - Share thoughts
  - Share interesting courses or MOOC platforms
  - To keep each other on track
Why taking MOOC?

- To get a sense of what MOOC is like
- To learn a little more about everything
- Professional development
- The Trade Union Incentive Plan
mooc是什么？

亲爱的，如果你愿意
mooc就是你的一双翅膀
Advantages of MOOCs

• Well-designed courses by famous professors from prestigious universities
• Variety
• Flexibility
• Self-pacing
• Interaction with course mates from all over the world
• Instant assessment and feedback
What is the field of psychology called where experiments and theories are restricted to measures of directly observable responses?

- Clinical
- Cognitive
- Behavioural

Well done! Behavioural psychology is concerned with directly observable responses in relation to observable stimuli and is not concerned with the unobservable or “theoretical” internal states and mechanisms. In contrast, cognitive psychology is primarily concerned with the internal states and processing mechanisms that transform stimulation from the environment into observable behaviours. Developmental psychology studies behaviour across the lifespan of a person: from birth to death. Clinical psychology examines mental illness and cognitive dysfunction or deficits.
A Coursera Course includes:

• An **introduction/syllabus** and a basic outline of materials the course will discuss.

• A set of **lectures**, ranging anywhere from **3-6 videos**, that are each 20-30 minutes each which introduce concepts and basic problems. Students are encouraged to discuss difficulties in the Forum.

• A problem set/**assignment/quiz** that you are required to submit that reinforces the material introduced in the videos. Some courses allow discussion in the Forum regarding these topics, others do not.

• Your assignment grade will be given to you the following week, and a new set of lectures are released. The same process is repeated again.

• At the end of the course (usually 8-10 weeks), a **Final exam** is given. These exams are flexible (you can take the exam in a certain range of days), and count towards the final grade alongside quizzes, tests, and problem sets.
Video Lectures

Having trouble viewing lectures? Try changing players. Your current player format is html5. Change to Flash.

Week 1: Introduction and Overview

- 1-1 Game Theory Intro - TCP Backoff (1:23)
- 1-2 Self-Interested Agents and Utility Theory (3:53)
- 1-3 Defining Games (10:36)
- 1-4 Examples of Games (5:59)
- 1-5 Nash Equilibrium Intro (4:06)
- 1-6 Strategic Reasoning (10:00)
- 1-7 Best Response and Nash Equilibrium (2:43)
- 1-8 Nash Equilibrium of Example Games (6:14)
- 1-9 Dominant Strategies (7:32)
- 1-10 Pareto Optimality (6:56)

Week 2: Mixed-Strategy Nash Equilibrium
Mixed Strategies and Nash Equilibrium

Game Theory Course: Jackson, Leyton-Brown & Shoham
Week 1: Introduction and Overview

In-Video Quizzes Week 1

Attempt Quiz

Hard
Mon 16 Nov 2015 3:59 PM CST
Deadline
If you submit any time after the hard deadline, you will not receive credit.

Effective Score
7.00 / 7.00
Explanation: 7.00 = 7.00 (Score for attempt 3) * 100% (No penalties)
Each time that you attempt it, we'll record a score based on your performance and any penalties due to late submissions. Your effective score will be the highest score of all the allowed attempts made before the hard deadline.

# of Attempts
3 / 100

Last Attempted
Thu 17 Sep 2015 12:21 AM CST

Show Previous Attempts

Week 2: Mixed-Strategy Nash Equilibrium

In-Video Quizzes Week 2

Attempt Quiz
Homework

Week 1: Introduction and Overview

Problem Set 1

Due Date: Mon 28 Sep 2015 2:59 PM CST
If you submit after the due date (but before the hard deadline), your submission score will be penalized 50%.

Hard Deadline: Mon 16 Nov 2015 3:59 PM CST
If you submit any time after the hard deadline, you will not receive credit.

Effective Score: 9.00 / 9.00
Explanation: 9.00 = 9.00 (Score for attempt 2) * 100% (No penalties)
Each time that you attempt, we will record a score based on your performance and any penalties due to late submissions. Your effective score will be the highest score of all the allowed attempts made before the hard deadline.

# of Attempts: 2 / 2
Last Attempted: Sun 27 Sep 2015 4:16 PM CST
Last Attempted Score: 9.00 / 9.00
The 50 Most Popular Courses on Coursera

- 1 Computer Science 101 (Stanford University)
- 2 Machine Learning (Stanford University)
- 3 An Introduction to Interactive Programming in Python (Rice University)
- 4 Cryptography I (Stanford University)
- 5 Model Thinking (University of Michigan)
- 6 Gamification (University of Pennsylvania)
- 7 Startup Engineering (Stanford University)
- 8 A Beginner’s Guide to Irrational Behavior (Duke University)
- 9 Functional Programming Principles in Scala (École Polytechnique de Lausanne)
- 10 Statistics One (Princeton University)

http://www.diyn genius.com/the-50-most-popular-courses-on-coursera/
“Our whole life is an Education — we are ‘ever-learning,’ every moment of time, everywhere, under all circumstances something is being added to the stock of our previous attainments. Mind is always at work when once its operations commence. All men are learners, whatever their occupation, in the palace, in the cottage, in the park, and in the field. These are the laws stamped upon Humanity.” – Edward Paxton Hood, Self-Education: Twelve Chapters for Young Thinkers, 1852
Being a life-long learner…

• You’ll be more interesting and charismatic.
• You’ll be independent and handy.
• Lifelong learning keeps your brain healthy.
• You’ll feel more satisfied with life.
• You’ll become more human.
More Resources

- **Codecademy**: Free website to learn foreign languages. It’s a pretty cool set up. As you progress through the lessons, you’re simultaneously helping translate websites and other documents.

- **TED Talks**: TED compiles speeches and lectures not only by professors but interesting people from many different walks of life. TED talks are lighter than academic lectures, often quite funny, and concentrate on interesting ideas and concepts.

- **Codecademy**: It is an online interactive platform that offers free coding classes in 9 different programming languages including Python, Java, PHP, jQuery, JavaScript, AngularJS, and Ruby, as well as markup languages HTML and CSS.
Questions?
Study Group