

The Future (Revisited) of Online Education

How to design a state-of-the-art asynchronous online

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Given the demands on students' time and the pressure to increase credit accumulation, onlineeducation will certainly play a growing role in undergraduate as well as graduate and professionaleducation. Many of those classes will offer a pale imitation of a genuine education, consisting of littlemore than video clips, digitized PowerPoint slides and discussion boards. These are correspondencecourses for the digital age.

But it is possible to offer a robust, engaging, highly interactive online instruction, as long as costsavings don't represent our highest priority.

1. Course Design: Conceive of the class as a journey

Our standard approach to online course design -- backward design -- isn't enough. Sure, it's important to identify one's learning objectives and align one's activities and assessments with those goals. But acutting-edge course needs something more: a narrative arc, a starting point, a sense of direction and adestination.

Conceiving of a course as a journey requires an instructor to think of the course as a series of stops,tasks, challenges, experiences, engagements, encounters and contests. The journey metaphorencourages the instructor to adopt a student-centered design focus, asking, for example, why studentstake the class, what the students want out of the course, the students' needs and interests, the pinchpoints they are likely to experience, how they are likely to move through the course, how to keep thestudents motivated and engaged, and what constitutes success.

2. Instructional Design: Give the course a problem and inquiry focus

Rather than thinking of the course as a body of content that needs to be transmitted or as a series ofskills that need to be taught, instead organize the course around questions, challenges and debates. Such an approach makes clear that college is not about memorization and ingesting and regurgitating facts, but about formulating and testing hypotheses, making and refi ning arguments, building on priorknowledge, and correcting misconceptions.

This approach is relatively easy to adopt in a humanities class. For example, in a history course, aproblem or inquiry approach encourages students to recognize that history isn't simply a body of facts, but rather a series of arguments. The questions an instructor might ask involve perspective (How didactors perceive events or their options?) and interpretation (How should a piece of evidence beunderstood?). The questions can also be causal (What caused something to happen), corrective (Howaccurate is a particular historical myth or generalization?), explanatory (Why did something happen?) or evaluative (What were the consequences?).

Such an approach can also work in STEM and quantitative social science courses. The key is tointegrate opportunities for students to investigate particular problems, make observations, test varioushypotheses and methods, and identify and evaluate possible solutions.

3. Combining the Synchronous and the Asynchronous: An effective asynchronous online classcontains synchronous elements

A wholly online asynchronous class eliminates many of the elements that are essential to a robustlearning experience: opportunities for collaboration, interchange, improvisation and serendipity. Hangouts, virtual offi ce hours and live interactions offer possibilities for bringing live, first-personinteraction into the course.

4. Instructor Presence: Instructor presence in online courses is essential

Instructor presence in online courses can make a big difference in student motivation, engagementand satisfaction. In a face-to-face class, eye contact, humor and simply conveying expectations have abig impact. In online classes, it is also vital that the instructor be visible. A welcome letter, brief video clips, periodic commentaries, prompts and asides, regularannouncements and feedback, connections to current events or items in the news, and outreach tostruggling students – these are but a few of the ways to ensure that you are visible to your students.

5. Opportunities for Collaboration, Argument and Conversation: Move beyond discussion boards and chat rooms

Discussion boards rarely promote the kind of engaged interaction that is what we expect in ananimated classroom discussion. To replicate that kind of intensity, incorporate debates, brainstormingsessions and role-playing into your online class.

6. Active Learning: Active learning Is as important online as in face-to-face classrooms

Processing information is a key to learning. Simulations, interactives and problem-solving tasks are important to ensure that students meaningfully engage with the course material.

7. Embedded Assessments: Distribute assessments throughout the course

Embedded assessments ensure that students regularly engage with the material. In some cases, these assessments are diagnostic: to help an instructor understand pain points and confusions. In other cases, these are formative learning experiences, helping to hone students' skills and help them accurately monitor their command of course content and concepts

8. Gamifi cation: Consider gamifying your course

What works in video games also can work in the classroom. Points and levels and competitions offereffective ways to help motivate students and prevent them from thinking that a single bad score on atest or essay dooms them to low grade.

9. Multimedia: Appeal to students' senses

Take advantage of the ability of digital environments to support the visual, the audio and theinteractive. Rich multimedia can reinforce learning and augment written or spoken explanations. Multimedia sources – ads, fi lm and music clips, fashion, gravestones, hairstyles, and propagandaposters – can themselves be subject to analysis.

10. Communication: Invite communication

Integrate multiple communication channels into the class. Make it easy for students to communicate with class mates and the instructor.

11. Student Leadership Opportunities: Give students opportunities to lead the class

Transform students into co-instructors. Create opportunities for students to introduce class sessions, lead discussions, make presentations or devise essay questions.

12. Peer Commentary: Share the burden of providing student feedback

Classmates need to learn how to offer constructive feedback. Work with them to create rubrics which they might use to comment constructively on their classmates' written work.

13. Polls and Surveys: Students can provide valuable data for collaborative analysis

Consider surveying your students at the start of a class. What are their anticipated majors? Their career goals? Their motivation for taking the class? Or consider collecting information on their background and attitudes, if this is relevant to the course. Analysis of surveys and polls of students can bring abstract debates to life through the use of authentic, real-world data.

14. Collective Feedback: Share your comments with all students

Providing feedback is time-consuming under all circumstances, but especially in online classes, wheremany comments are shared one on one. Consider ways to make comments widely available. Discussproblems that occurred in multiple essays or problem-solving exercises. Offer general advice that allstudents might find helpful.

As long as pioneers in fl ight tried to mimic birds, their efforts proved futile. Only when the pioneersbroke free from slavishly imitating birds did powered, heavier-than-air fl ight become possible. So, too, designers of next-generation online learning need to rethink every facet of the educational experience.

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