



Traditional Classroom	Online
Takes place in the teaching	Takes place in the course design & development
Teacher is the "keeper of knowledge"	Knowledge is everywhere & easily accessible
Teacher is "giver of information"	Teacher explains information; Makes connections with information; Deciphers information; Shows how information matters in everyday life

Learning Environment

Tra	aditional Classroom	Online
Te	acher centered	Learner centered
	me is dictated g.,10:00-11:00 a.m.)	Time is determined by student
Lo	cation is dictated	Location can be anywhere
	ce is communal and determined teacher	Pace is individual. (Students can spend less time on what they already know and more on what they don't)

Smith, Robin M., Conquering the Content: Step-by-Step Guide to Online Course Design, 2008, John Wiley & Sons, I





Learning Environment (con't.)

Classroom	Online
Teacher feedback to all	Feedback to individual
Visual cues (smile, frown, stare, etc.)	No visual cues (for the most part)
Instruction on-the-fly	Instruction & navigation planned and put in place ahead
Discussions not recorded	Discussions are visible and can be archived
Content is delivered once	Content available to be reviewed repeatedly

imith, Robin M., Conquering the Content: Step-by-Step Guide to Online Course Design, 2008, John Wiley & Sons, In





Student's Role

- More responsible
- More self-disciplined



- Instructor's directions must be impeccably clear
- Students must be able to communicate with each other
- · Content should be "chunked"
- Content must be able to be repeated and reviewed, paused and resumed.





Instructor's Role

Course Developer ≠ Course Facilitator

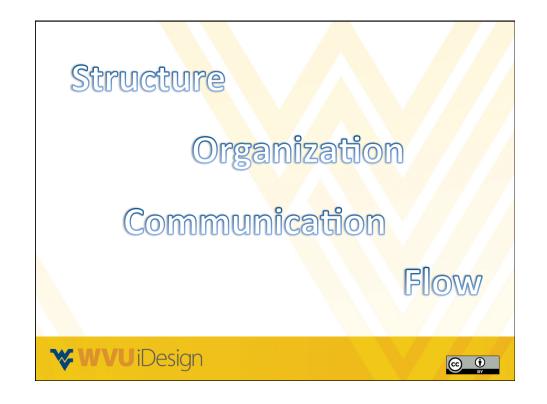
 Course is developed before delivery not on-the-fly

(allows for more time to interact with course participants)

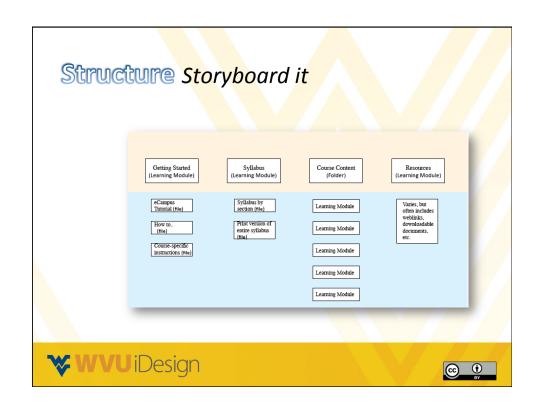


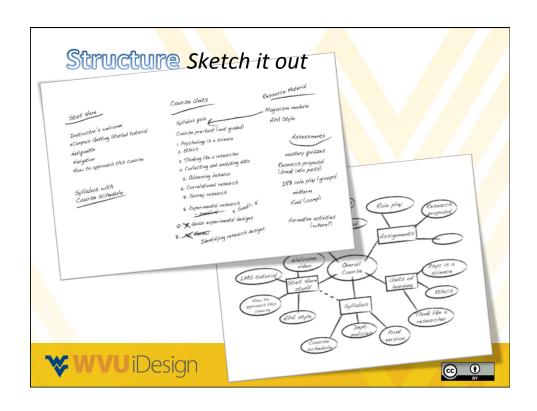


The Goal: To create a rich learning environment ...not a presentation **WVUiDesign

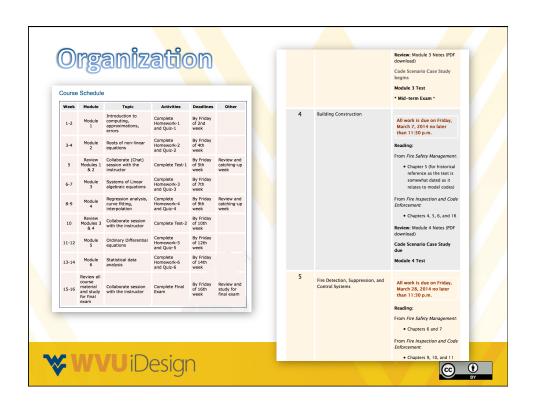


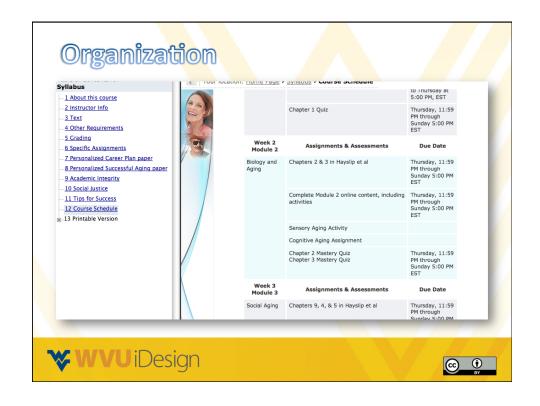




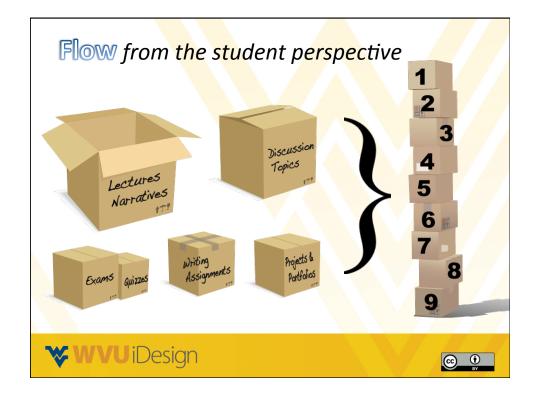




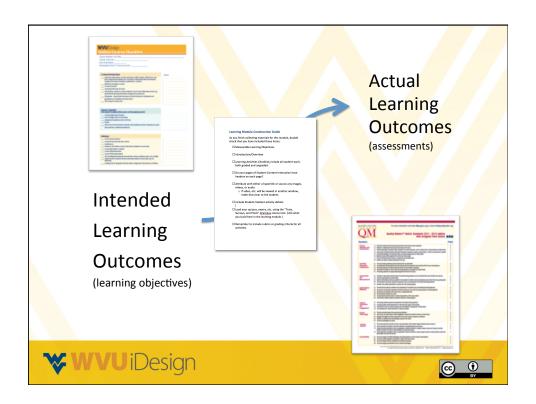


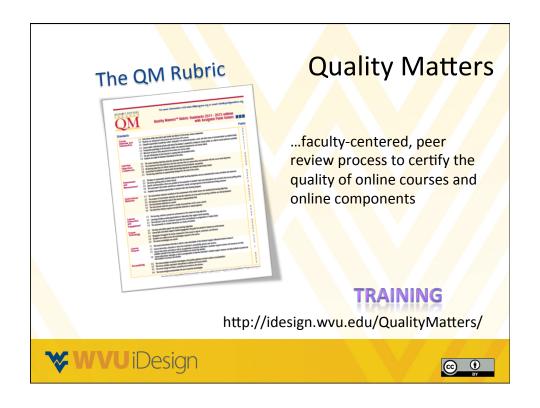


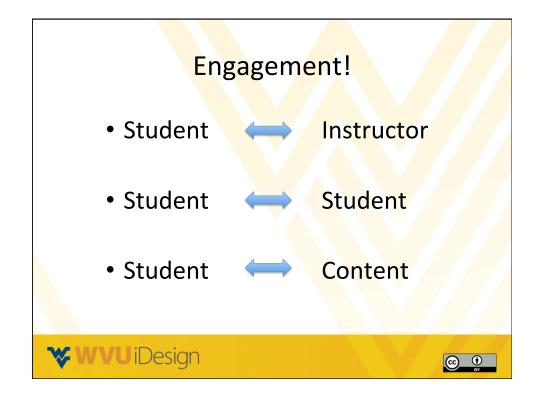


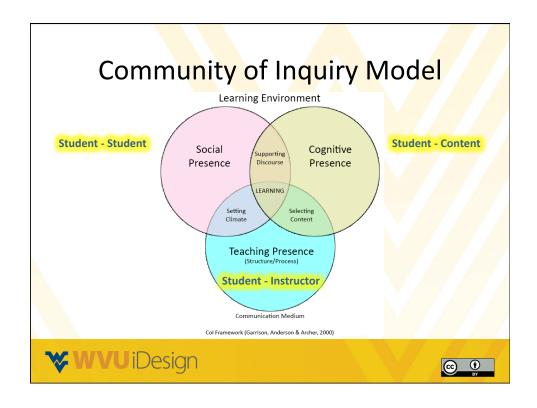












Credit Hours for Online

one credit hour of online learning is equivalent to 15 hours of direct instruction via computer-assisted (modules), multimedia interaction, discussions, and/or engagement for exams/quizzes/assessments as documented in the course syllabus and approved to meet best practices in online learning, and 30 hours of student work (e.g. readings, suppliers and bears a work)

supplemental home work) to complete the course requirements as set forth by the course instructor. Online courses developed from existing face-to-face instruction adhere to the defined learning outcomes and assessments of the original face-to-face format for the course. All WVU online programs are reviewed for nationally accepted standards for online learning.

From memo to WVU Faculty from the Federally-Defined Credit Hour SubCommittee dated April 23, 2012





Credit Hours for Online

Counts toward "direct instruction" (contact hours)

- Instructor's narrative in a learning module
 - Text
 - Podcast
 - Video
 - · In-text exercises
- Multimedia interaction (learning objects)
- · Discussions, blogs, wikis
- Exams, quizzes, & assessments

Counts toward "student work"

- Readings
- Homework
 - Papers
 - Projects
 - Prep of presentations
 - Research





Recommended

Quality Matters Rubric
 http://www.qmprogram.org/rubric
 QM pdf

Conquering the Content:
A Step-by-Step Guide to
Online Course Design
by Robin M. Smith







