

Social interactions & Gamification in MOOCs



What is learning ?

1. Not purely behavioral
2. a process that takes place in a social context

The Social View of Learning



understanding is socially constructed

Social interactions today

1. Never been so easy
2. Lack of proper tools in MOOCs platform



EMPOWERING MOOCs PARTICIPANTS

Completion rate and MOOC platform

1. Good teachers => not the platform
2. Good UX => already awesome



=>COMMUNITY ENGAGEMENT

What tools for community engagement?



Stackoverflow, Facebook and Freinet

1. Social network and friend effects
=> trust
2. Peer recognition of a level
=> gamification



Social & Interaction

1. Network of friends helps build confidence
2. Better control of the interactions

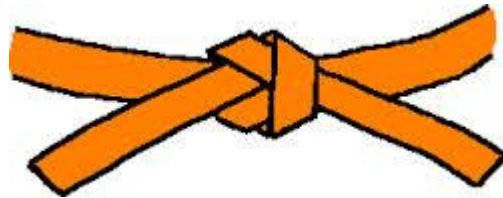
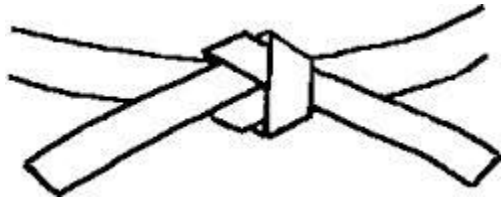


=> Creation of communities

Gamification

1. The Judo's way
2. The recognition of a level in a community

=> roles, rights and responsibilities



What we have done so far

1. Integration of Mozilla Open Badges
2. “Wall” page for participants



=> corners stones for more complex tools

Prospective

1. Self organisation of sub-cohort in MOOCs
2. Tutoring
3. Decentralized management of MOOCs
4. Make participants actor of their learning experience

Thank you



*Share an expertise,
Create a community*

Samuel Soubeyran,
CTO & cofounder of Neodemia,
samuel.soubeyran@neodemia.com