



An instructional designer's POV:
a love letter to Open edX
and how to make it better

Presentation outline

A quick word about instructional design

Why we love Open edX

How to make it better:

- Upcoming features and improvements
- Community suggestions
- Discussion

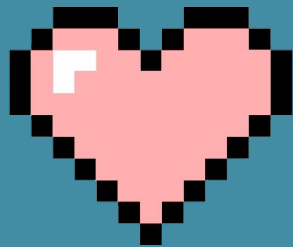
Instructional design

“ practice of creating learning experiences which make the acquisition of knowledge and skill more efficient, effective, and appealing. ”

- Wikipedia, taken from Merrill et al. (1996)

“ IDs help individuals and organizations, in increasingly diverse contexts, expedite learning processes through a deliberate use of learning strategies, resources and technologies. ”

- International Board of Standards for Training, Performance and Instruction



A love letter to Open edX

Designing a good learning experience

Designing a good learning experience

Great storytelling

Good UX

Designing a good learning experience

Lots of practice

Lots of feedback

Designing a good learning experience

Active learning

“ A student centered approach in which the responsibility for learning is placed upon the student, often working in collaboration with classmates. ” (Anonymous wizard)

“ Any instructional method that engages students in the learning process. ” (Prince, 2004)

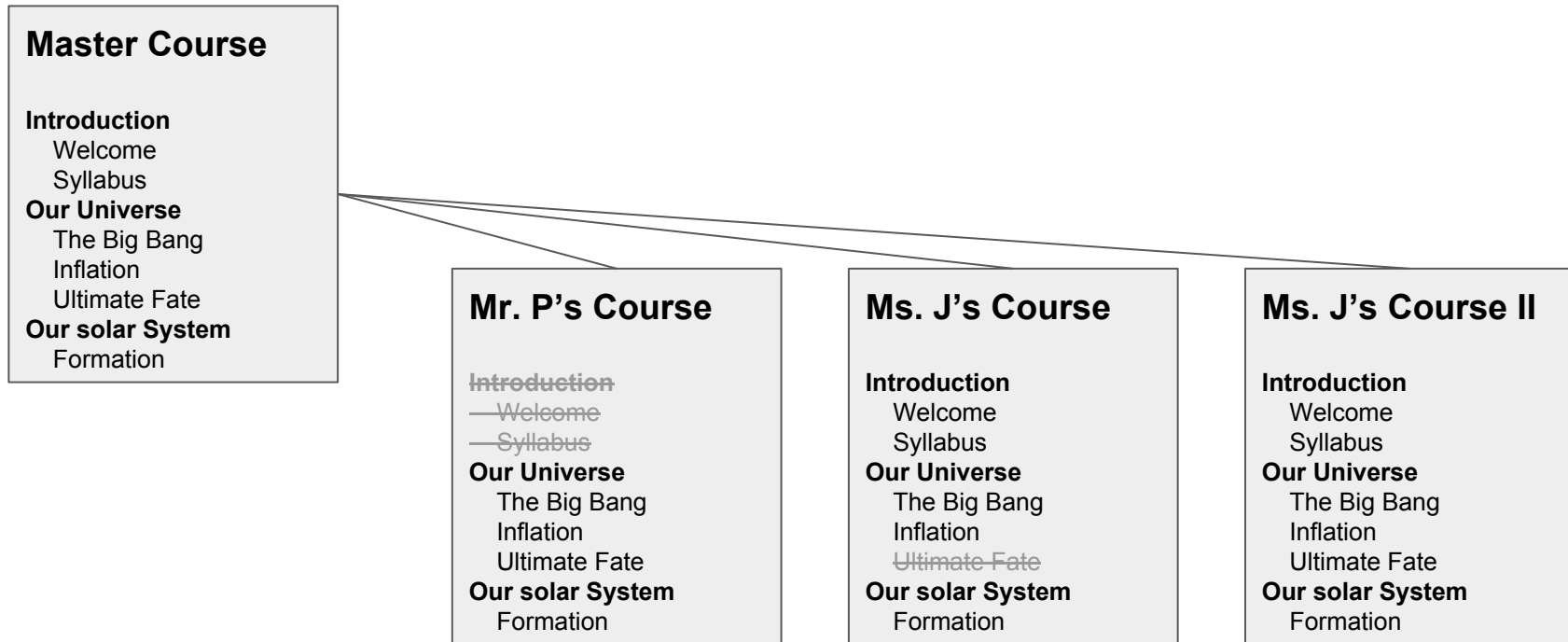
How can we make Open edX
better?

New & upcoming features and improvements

Blended learning/classroom experience:

CCX
Blockstore

CCX (Custom Courses for edX)



Blockstore

New way to store learning content

Content reuse

Content outside of courses

Adaptive learning

Course templates + customization

Access to learning analytics:

Improved Problem Response Report
edX Figures

Improved Problem Response Report

Easier access

Multiple components at once

Human-readable

View/preview in-browser

	A	B	C	D	E	F	G	H	I	J	K
1	username	state									
2	bmanning	{"correct_map": {"c554538a57664fac80783b99d9d6da7c_2_1": {"hint": "", "hintmode": null, "correctness": "correct", "msg": "", "answer": ""}}									
3	apark	{"score": {"raw_earned": 0, "raw_possible": 1}, "seed": 1, "input_state": {"c554538a57664fac80783b99d9d6da7c_2_1": {}}}									

	A	B	C	D	E	F	G
1	username	title	location	Question	Answer	state	block_key
2	bmanning	Founding of Athens	Example Week 1: Getting Started > Homework	Athens has been continu	3000 years	{"correct_ma	block-v1:edX+
3	apark	Founding of Athens	Example Week 1: Getting Started > Homework	Athens has been continu	7000 years	{"score": {"ra	block-v1:edX+

Figures: lightweight analytics (WIP)

Cross-course, site-wide reports

Real-time updates (or close)

Lightweight deployment

Flexible reporting

Simpler contributions

What does the community want?

Learning outcomes

Taxonomy

Progress mechanics

Grading scheme

Course navigation

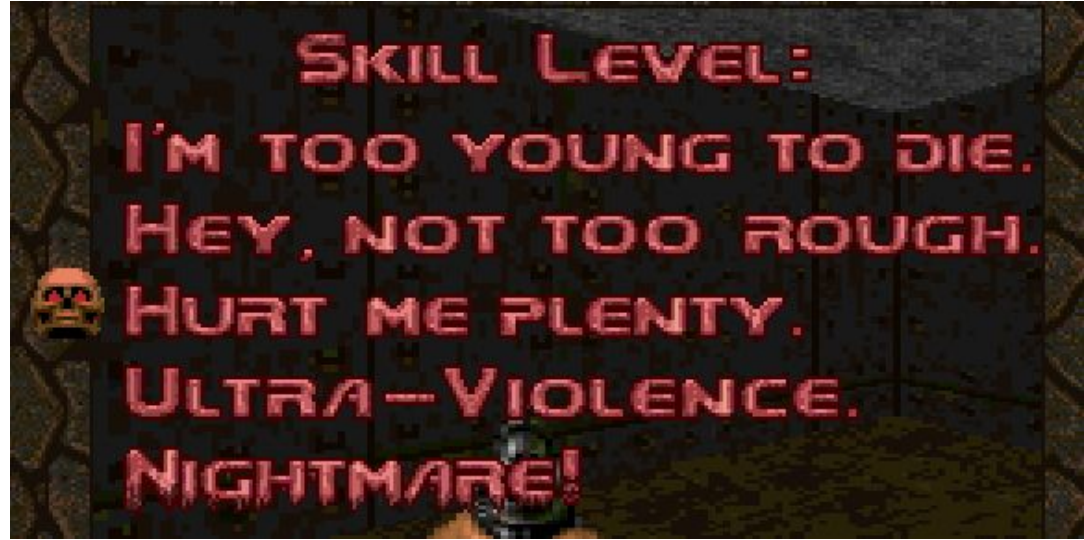
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Collaborative learning

Adaptive learning

Discussion forums

Improved feedback

What improvements and features would YOU
like to see in the future?

Let's discuss it!



edXchange.opencraft.com



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Thank you!



OpenCraft_

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CTO

References

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Performance and Instruction's [competency
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Merrill, M. D.; Drake, L.; Lacy, M. J.; Pratt, J.
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