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User-Centered Design Strategies for Massive Open Online Courses (MOOCs)





User-Centered Design Strategies for Massive Open Online Courses (MOOCs)

Ricardo Mendoza-Gonzalez Instituto Tecnologico de Aguascalientes, Mexico



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Section 1 Fostering Social Learning with MOOCs: Perspectives and MOOCs Applications Oriented to Promote Social Learning Among People
Chapter 1 Facilitating Student Interaction and Collaboration in a MOOC Environment
Collaborative learning facilitates the clarification of ideas, provides access to peer-feedback and promotes the sharing of diverse and alternate perspectives (Stacey, 2007). Guardia, Maina and Sangra (2013) identified collaborative learning as a key design principle for MOOCs and the interactions facilitated through this kind of learning are often considered to be as valuable as the direct instruction provided by the teacher (Stewart, 2013). This chapter explores a variety of technologies and pedagogical approaches that can be employed in a MOOC environment to promote collaboration and student interaction. Benefits and drawbacks of these strategies are considered in order to help guide decisions about the instructional design of MOOCs.
Chapter 2 Users' Digital Competences Study to Design MOOCs for Digital Literacy in Mexico

Several government programs oriented to contribute in reducing digital divide gaps have emerge in Mexico, particularly in States like Jalisco, Nayarit, Nuevo Leon, Veracruz, and Aguascalientes. However, current alternatives have certain weaknesses and issues that should be solved in order to provide appropriate literacy. To contribute in achievement of this goal, here is proposed an alternative to conform a strategy based on Massive Open Online Courses (MOOCs). First, a study was performed to establish the actual level of digital competences of current program users, and then obtained feedback was considered to structure the contents to offer through the MOOCs. This study was performed in the Aguascalientes state government program Vagones de Ciencia.