## Relationships Between Interactions and Learning In Online Environments



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**Research Finding** 



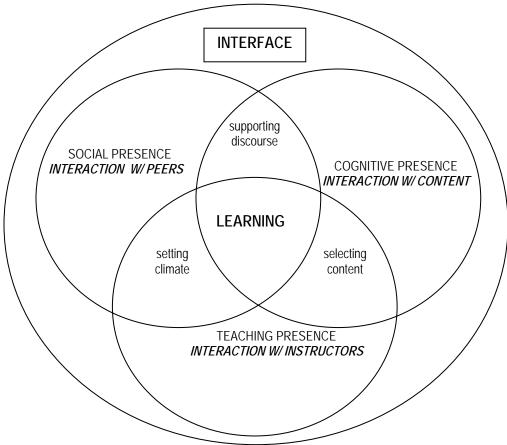


Figure adapted from Rourke, et al.'s (2001) Community of Inquiry Model

**Implications for Practice** 

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Learning Effectiveness: Interaction with Content	
Online discussion/learning may be more supportive of experimentation, divergent thinking, exploration of multiple perspectives, complex understanding, and reflection than F2F discussion.	Encourage experimentation, divergent thinking, multiple perspectives, complex understanding & reflection in online discussion through provocative, open-ended questions, modeling, support and encouragement for diverse points of view.
	Develop grading rubrics for discussion participation that reward desired cognitive behaviors.
(Parker and Gemino, 2001; Picciano, 2002)	Develop initial course activities to encourage the development of swift trust.
Online discussion/learning may be less supportive of convergent thinking, instructor directed inquiry, and scientific thinking than F2F discussion.  (Parker and Gemino, 2001; Picciano, 2002)	Use other course activities to support these such as written assignments, one-on-one tutorials, small group collaboration and self-testing.  Develop grading rubrics for discussion participation that reward desired cognitive behaviors.
Learning Effectiven	ess: Interaction with Instructors
Teaching presence—design & organization, facilitating discourse & direct instruction—is linked to student learning.	Highlight three elements of teaching presence in faculty development and provide examples of how to improve in each area.
(Shea et al., 2003)	Provide ongoing support for instructors in each of these areas.
The quantity & quality of instructor interactions with students is linked to student learning.	Provide frequent opportunities for both public and private interactions with students.
	Establish clear expectations for instructor-student interactions.
	Provide timely and supportive feedback.
(Jiang & Ting, 2000)	Include topic of instructor interaction in faculty development.

Automate testing and feedback when possible. Ongoing assessment of student performance linked to Provide frequent opportunities for testing and feedback. immediate feedback and individualized instruction supports Develop general learning modules w/ opportunities for active learning, learning. assessment and feedback that can be shared among courses and/or (Riccomini, 2002; Kashy, et al, 2003) accessed by students for remediation or enrichment. **Learning Effectiveness: Interaction with Classmates** Design community-building activities. Learning occurs socially within communities of practice; there is greater variability in sense of community ratings in Model the use of cohesive immediacy behaviors in all interactions with online courses than in F2F courses. students. (Gunawardena & Zittle, 1997; Brown, 2001; Develop initial course activities to encourage the development of swift trust. Haythornthwaite, 2002; Rovai, 2002) Address issues of community in faculty development. Develop initial course activities to encourage the development of swift trust. Verbal immediacy behaviors can lesson the psychological Model and encourage the use of verbal immediacy behaviors in interactions distance between communicators online; overall sense of with students. social presence is linked to learning. (Gunawardena & Zittle, 1997; Richardson & Swan, 2003; Encourage students to share experiences and beliefs in online discussion. Swan, 2003) Introduce social presence and verbal immediacy in faculty development. Student learning is related to the quantity and quality of Make participation in discussion a significant part of course grades. postings in online discussions and to the value instructors Develop grading rubrics for discussion participation. place on them. Require discussion participants to respond to their classmates postings and/or to respond to all responses to their own postings. Stress the unique nature and potential of online discussion in faculty (Jiang & Ting, 2000) development. Encourage and support vicarious interaction. Vicarious interaction in online course discussion may be an Require discussion summaries that identify steps in the knowledge creation important source of learning. process. Use tracking mechanisms to reward reading as well as responding to messages. **Learning Effectiveness: Interaction with Course Interfaces** Work with major platforms to improve interfaces to support learning. Interactions with course interfaces are a real factor in learning; difficult or negative interactions with interfaces can Develop consistent interfaces for all courses in a program. depress learning. Provide orientations to program interfaces that help students develop useful mental models of them. Provide 24/7 support for students and faculty. (Hillman, et al., 1994; Hewitt, 2003) Make human tutors available. Explore new interfaces. Patterns of interaction in online discussion are dictated as much by the flagging of unread notes and display of Make students responsible for sustaining discussion threads. individual messages as by anything else. Make students summarize discussion threads. Require students to incorporate materials from the discussions in their (Hewitt, 2003) assignments. Present words in spoken form. Better transfer of learning from narration and animation presented simultaneously, in conversational style, with Use both words and pictures simultaneously. irrelevant elements and on-screen text eliminated. Avoid extraneous video & audio. (Mayer, 2001) Do not add redundant on-screen text. Better transfer of learning when components of concepts Begin presentations with descriptions of components and organization. are addressed first, when organization is signaled, and Return or signal both often. when the pace of presentation is learner-controlled. Allow learners to control the pace of presentations. (Mayer, 2001)