CS-411: Digital Education & Learning Analytics

Chapter 1:

Introduction to digital education



Online education platforms

Learning Management System

Classroom participation systems

Simulations

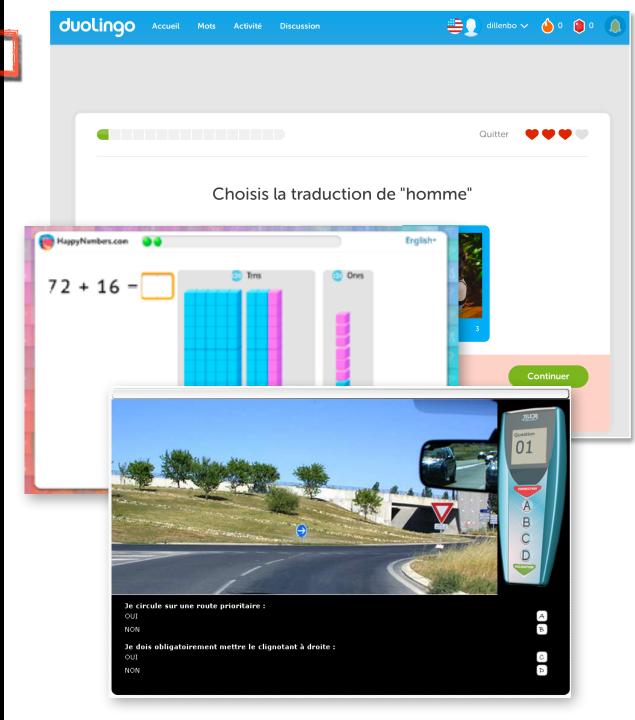
Microworlds

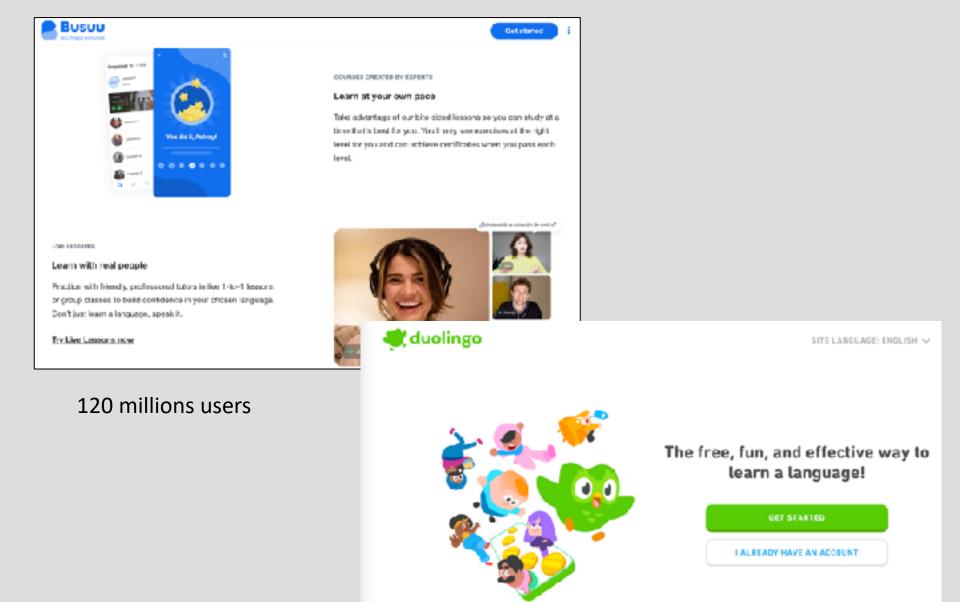
Teamwork support

Augmented reality

Virtual reality

Serious Games





70 millions users

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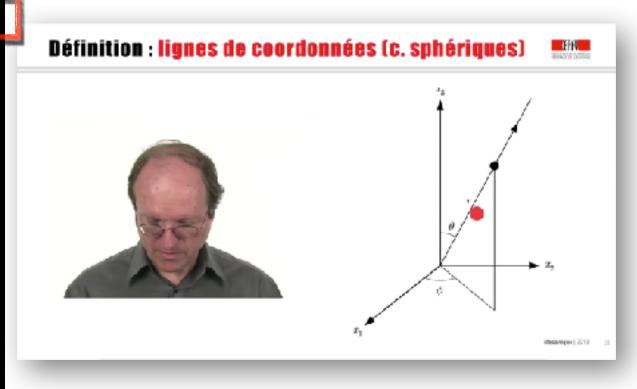
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Education Robotics



EdX Coursera

https://www.epfl.ch/education/continuing-education/moocscatalogue/

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Mathrix



Professor Anna Fontcuberta i Morral (EPFL)

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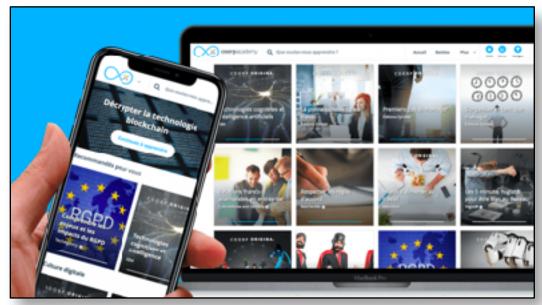
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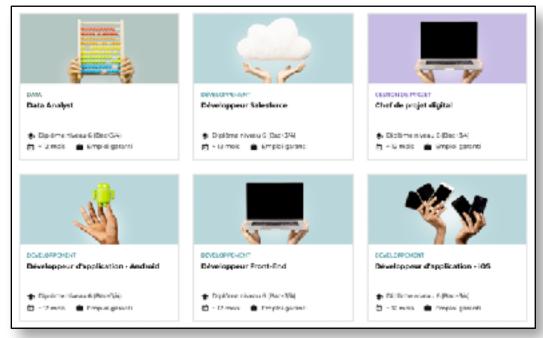
Serious Games

Education Robotics



CoorpAcademy

OpenClassroom



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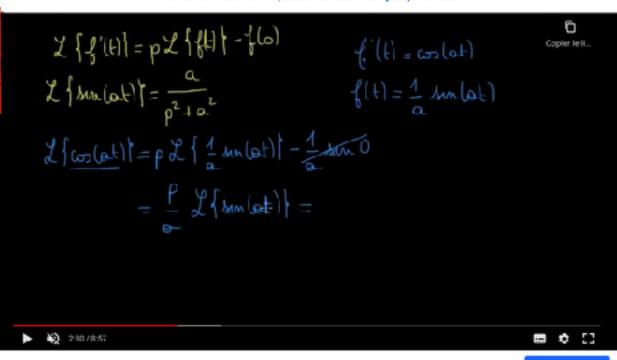
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Vidéo suivante





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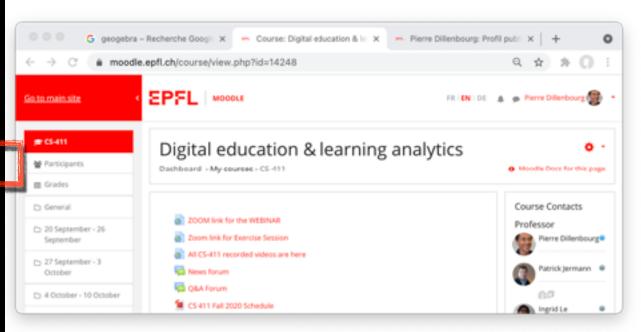
Microworlds

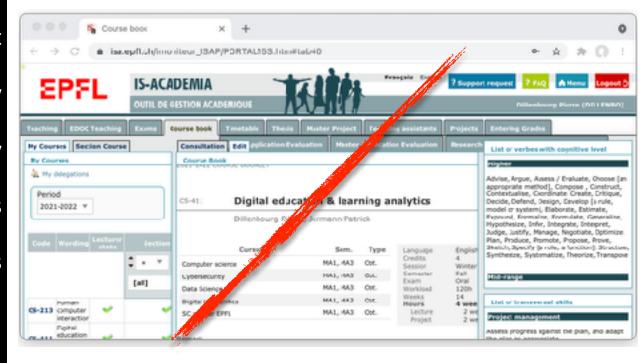
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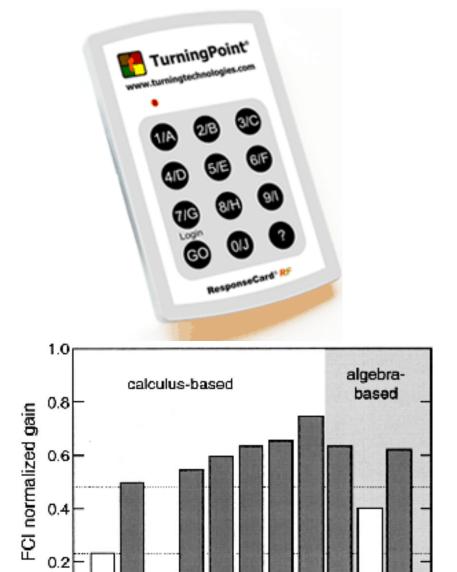
Force Concept Inventory Score

1990

1992

Serious Games

Education Robotics



Crouch, C.H., & Mazur, E. (2001). Peer Instruction: Ten years of experience and results. *American Journal of Physics*, 69, 970-977.

year

1996

1998

2000

1994

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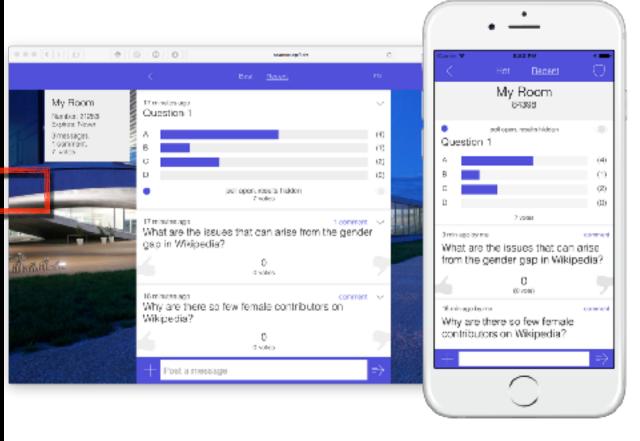
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Speak Up

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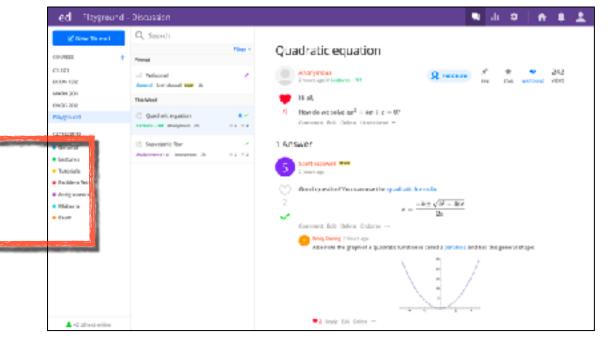
Microworlds

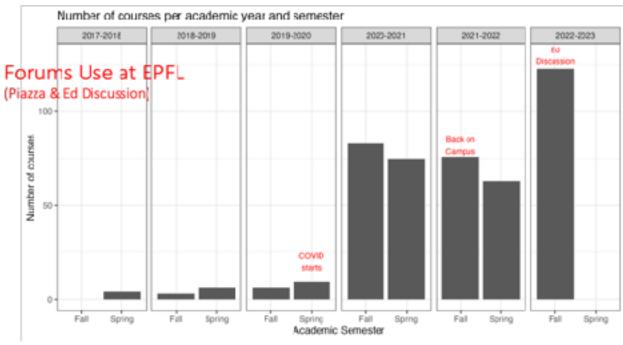
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ed CS-411 - Ed Discussion

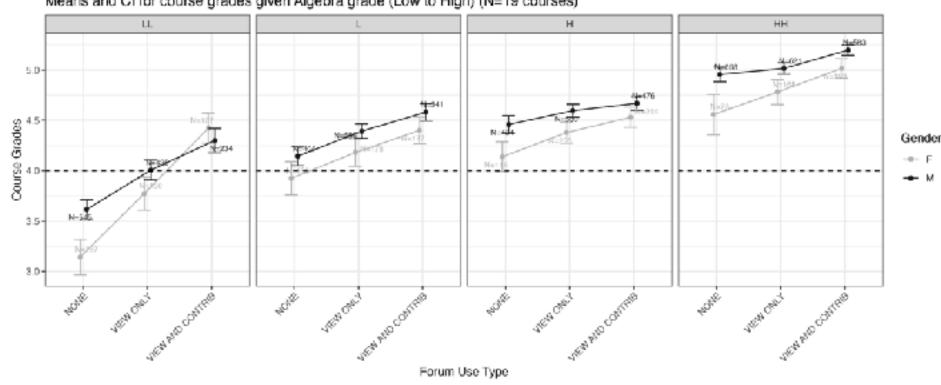












Education is a data science

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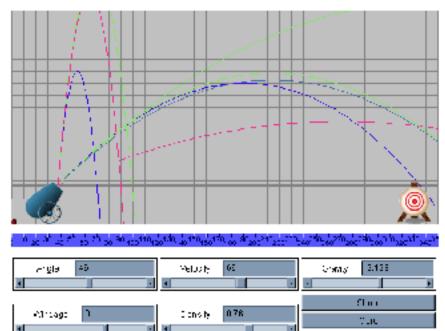
Augmented reality

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🔲 E.rag

Jupyter Notebook



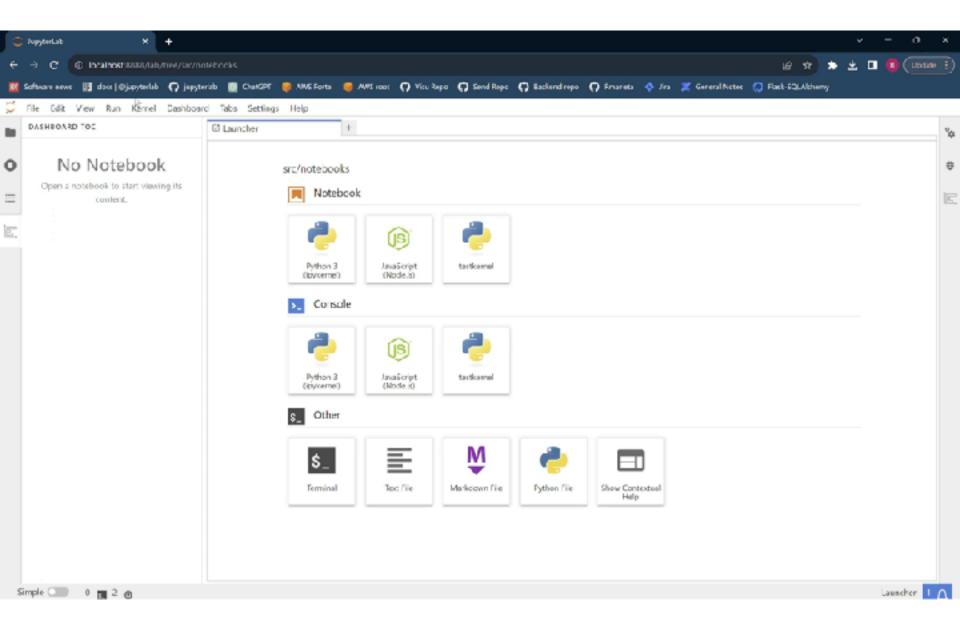
https://www.epfl.ch/education/educational-initiatives/jupyter-notebooks-for-education/teachersexperience-with-jupyter-notebooks/interactive-multimedia-narratives-to-foster-students-curiosity/

Jupyter Notebook



Prof. Cecile Hebert, EPFL

https://www.epfl.ch/education/educational-initiatives/jupyter-notebooks-for-education/



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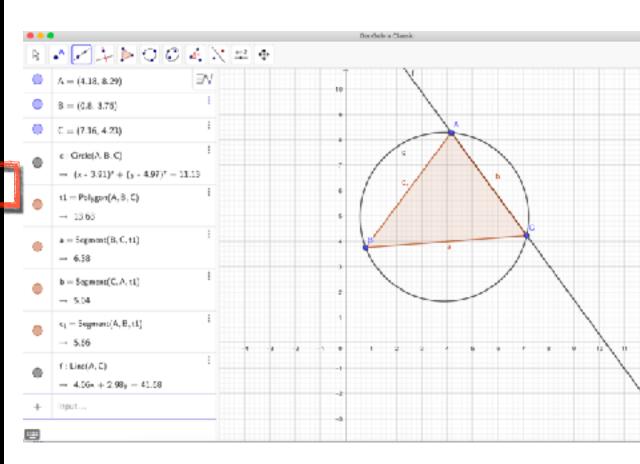
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Geogebra

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Minecraft

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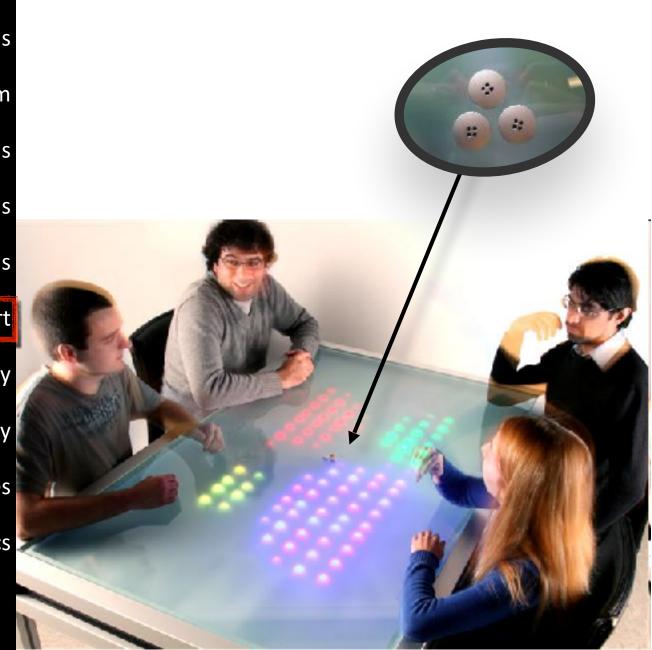
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Reflect



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Drill & Practice Online education platforms **Learning Management System** Simulations Microworlds Classroom participation systems Teamwork support Augmented reality Virtual reality **Serious Games Education Robotics**



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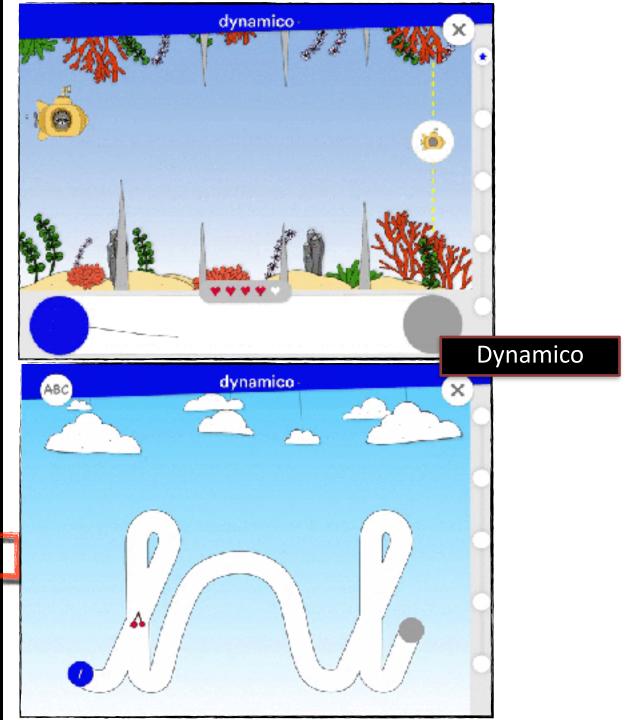
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Cellulo

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many technologies!

how do they support learning?

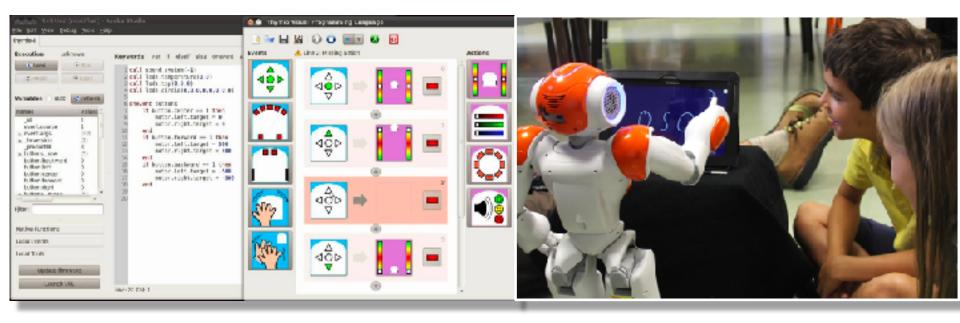
how do we learn?

Learning what? Digital Skills



Learning how?

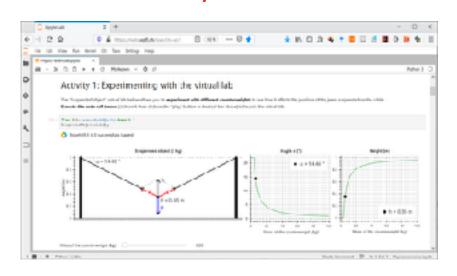
Digital Tools

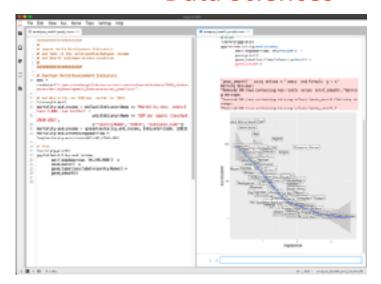


Learning how ? Physics



Learning what? Data Sciences





Digital Tools

Drill & Practice

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Digital Skills

Computational thinking

Coding

Data analyses

Makers spaces

Additive manufacturing

Sensors

IOT



Digital Kills

Computational thinking

Coding

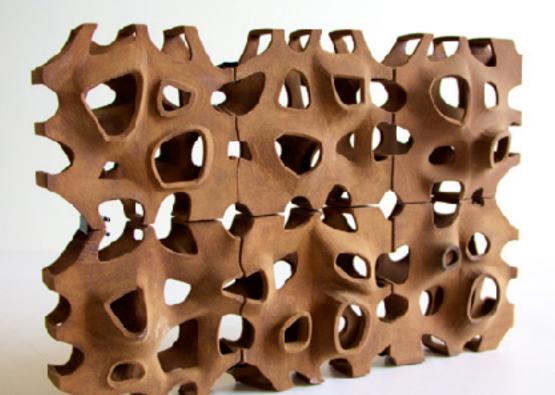
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	Course (08 :15 – 10 :00)	Assignement (10 :00-12 :00)
W1 19/09	Chapter 1: Learning technologies	Experience a PS-I approach (form groups, share all resources)
W2 26/09	Chapter 2: Memory & Learning	Tutorial on Jupyter Notebooks (decide on project idea)
W3 03/10	Chapter 3: Discovery learning	Analyze the learning tasks (identify learning goals, tasks, interventions, blah)
W4 10/10	Chapter 4: Mastery Learning	Design scenarios (Moodle)
W5 17/10	Chapter 5: Designing Experiments	Implement the scenario
W6 24/10	Chapter 6: Social Cognition	Implement the scenario
W7 31/10	Chapter 7: Maker Spaces	Implement the scenario
W8 7/11	Chapter 8: Statistical analysis	Implement the scenario
W9 14/11	Chapter 8: Statistical analysis	Implement the scenario
W10 21/11	Chapter 9: Augmented reality	Run experiments
W11 28/11	Chapter 10: Learning computational thinking skills Frédérique Chessel-Lazzarotto	Run experiments
W12 05/12	Chapter 11: Generative AI in Education	Analyze data
W13 12/12	Chapter 12: EdTech Startups	Analyze data
W14 19/12	Project presentation	Project presentation overflow

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Learning Analytics

Käser Tanja		
Cursus	Sem.	Туре
Cybersecurity	MA2, MA4	Opt.
Data Science	MA2, MA4	Opt.
Informatique	MA2, MA4	Opt.
SC master EPFL	MA2, MA4	Opt.

Machine learning for behavioral data

CS-421

English Language Credits Session Summer Semester Spring Exam Written Workload 120h Weeks 14 Hours 4 weekly Lecture 2 weekly Project 2 weekly Number of

positions

Professor Tanja Käser EPFL

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Drill & Practice

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Inferential

Statistics

==> Causality

Digital Skills

Computational thinking

Coding

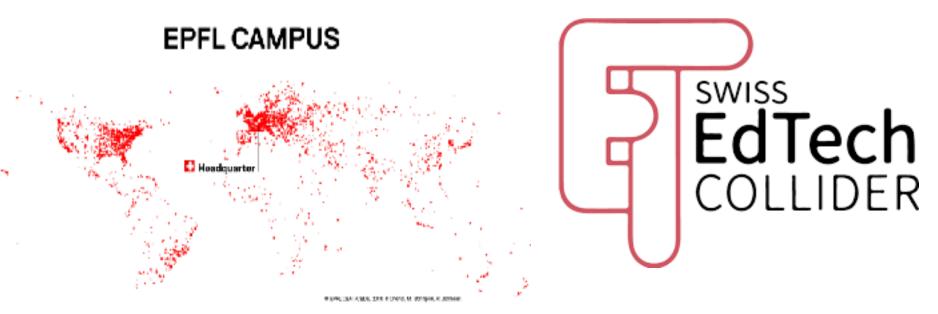
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EPFL Center for Learning Sciences

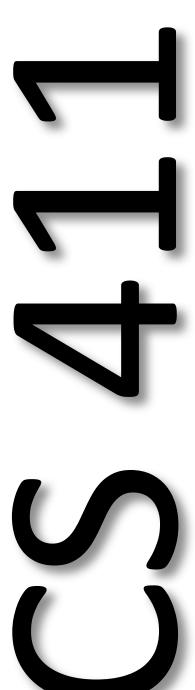






EPFL-ETHZ joint doctoral program in learning sciences

Learning Sciences is an emerging, interdisciplinary research area that focuses on developing a multi-faceted understanding of learning as it happens in the real world, as well as designing, implementing and improving learning environments.



Project (50%)

Teams of 3-4
Design a PS-I and a I-PS scenario
Implement it in Jupyter
Run experiment
Statistical Analysis

Exam (50%)

Written: 2 hours
Applied questions
Last year exam on moodle