

Constructivist Computing - a New Paradigm for Open and Distance Learning?

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The screenshot displays the JS-EDEN online environment. The main window shows a Nim game interface with three piles of red dots. Below the piles are buttons for 'Take from pile 1', 'Take from pile 2', and 'Take from pile 3'. A text box indicates 'It is the turn of The WIN player'. There are also buttons for 'End Turn' and 'Start New Game'. The interface includes a table showing the state of the piles and the player's turn.

Documentation window content:

Exploring and understanding models
Examining EDEN models using the EM presentation environment
This session is based on an EM construal of the game of Nim (called nimLeeLee2008) that was initially developed by Matthew Leelee from a lecturer in Computer Science at Warwick). To display the consensual, you can press the Expand button at the bottom left of the screen.
This model was submitted together with an associated paper to the Warwick Electronic Bulletin on Empirical Modelling (WEB-EM-4) as coursework for the annual Introduction to EM...

JS-EDEN online at <http://jseden.dcs.warwick.ac.uk/emile>

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Manifesto for Teaching Online

- Online can be the privileged mode.
- The best online courses are born digital.
- Every course design is philosophy and belief in action.
- Text is being toppled as the only mode that matters in academic writing.
- New forms of writing make assessors work harder:
... assessment is an act of interpretation.
- Feedback can be digested, worked with, created from.
- Assessment strategies can be designed to allow for the possibility of resistance.
- Assessment is a creative crisis

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Concluding remarks

- IEM online
- Web-enabling via JS-EDEN
- Tool and pedagogy to promote
 - support for community and contact
 - automated analysis to assist assessment
 - integration with existing learning resources
 - blending online and offline activities

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