

Active Learning in a Virtual Environment

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1. Rice Engineering Education
2. Fall 2020 Challenges
 - a. Student engagement
 - b. Active learning
 - c. Virtual laboratory classes
3. Tools & Tips (embedded)

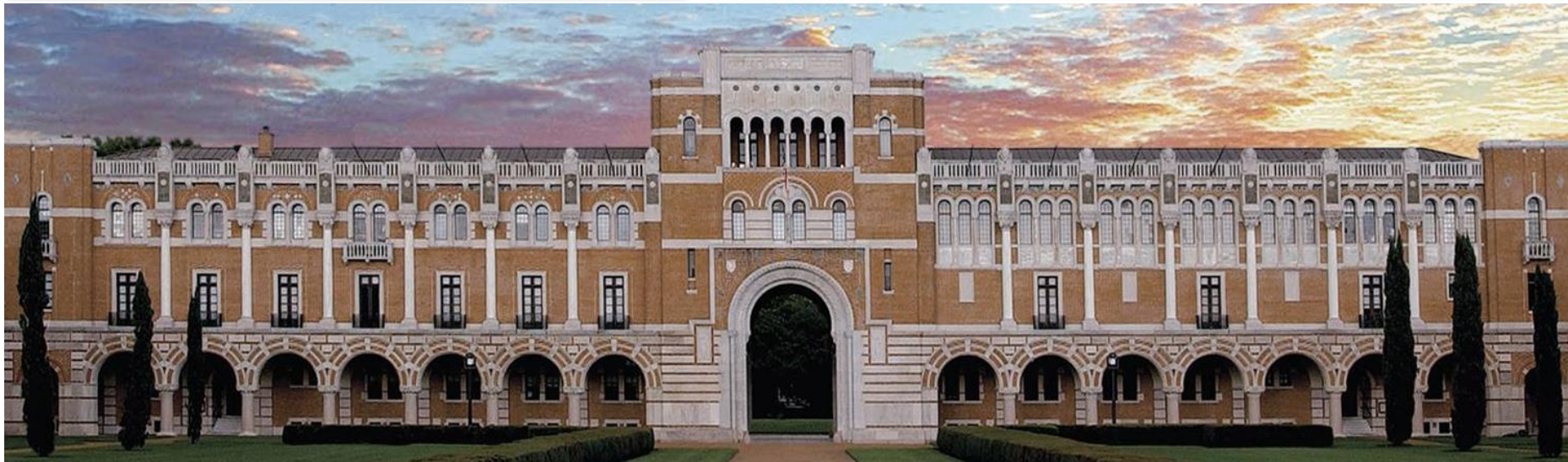


Leading research university with a *strong commitment to education*

~4,000
undergraduate students

~3,200
graduate students

Residential College System



- Approximately 400 students per class
- 37% of Rice UGs are in engineering

**1,456
total**

475 female
981 male



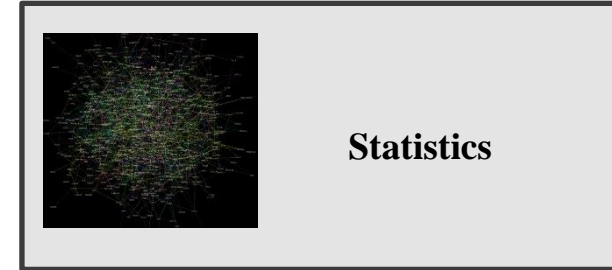
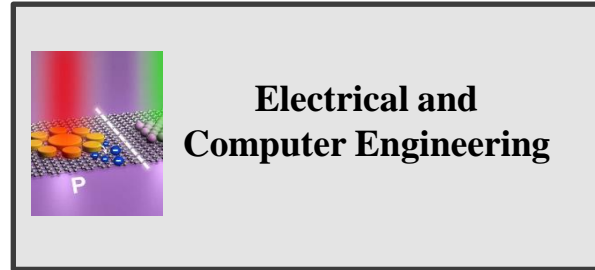
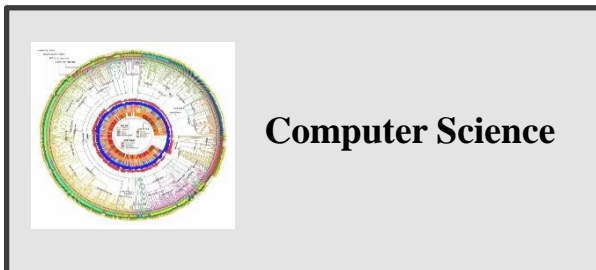
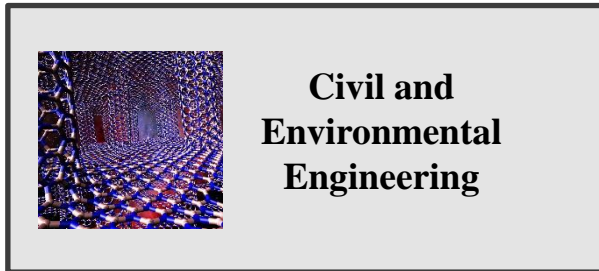
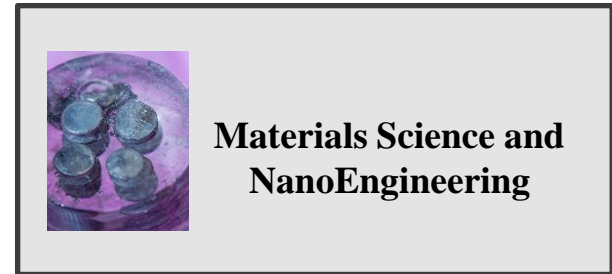
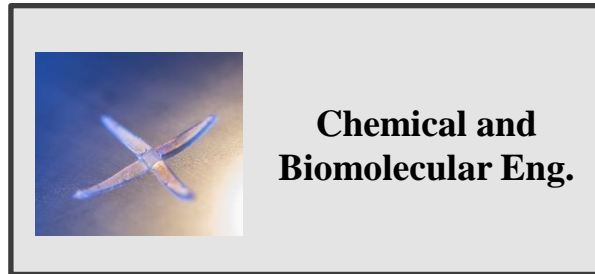
Diverse

12% Foreign National

88% US. Citizens
Permanent
Residents



- Approximately 400 student per class
- 9 departments (6 ABET accredited programs)



- Approximately 400 student per class
- 9 departments
- 18 credit max (~6 courses) per semester
- General Education + Science Foundation + Engineering Core + Technical Specialization

1st Year

Science Courses

2nd Year

*Foundational
Courses*

3rd and 4th Years

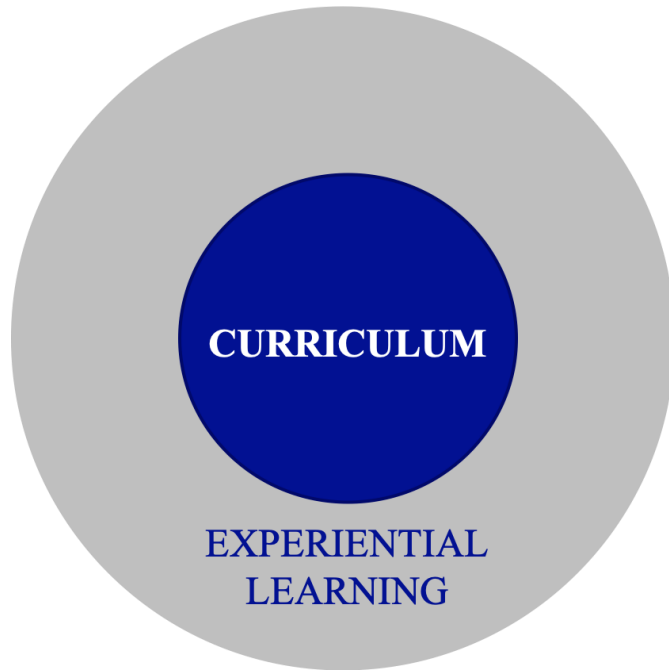
*Specialized Courses
Elective Courses*



18 credit max
(~6 courses)
per semester

Hands-on,
project-based
curriculum





- ~550 courses per semester
- Curricular offerings include:
 - UG teaching labs
 - Independent research opportunities
- Engineering design and data science projects
- Project-based student clubs

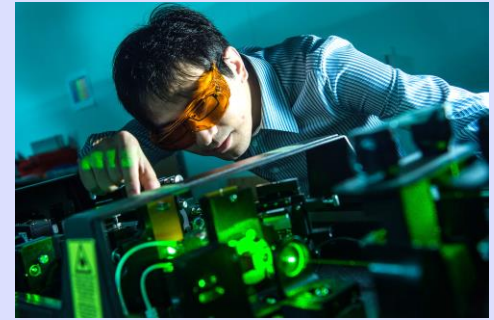
Student
engagement



Active
learning

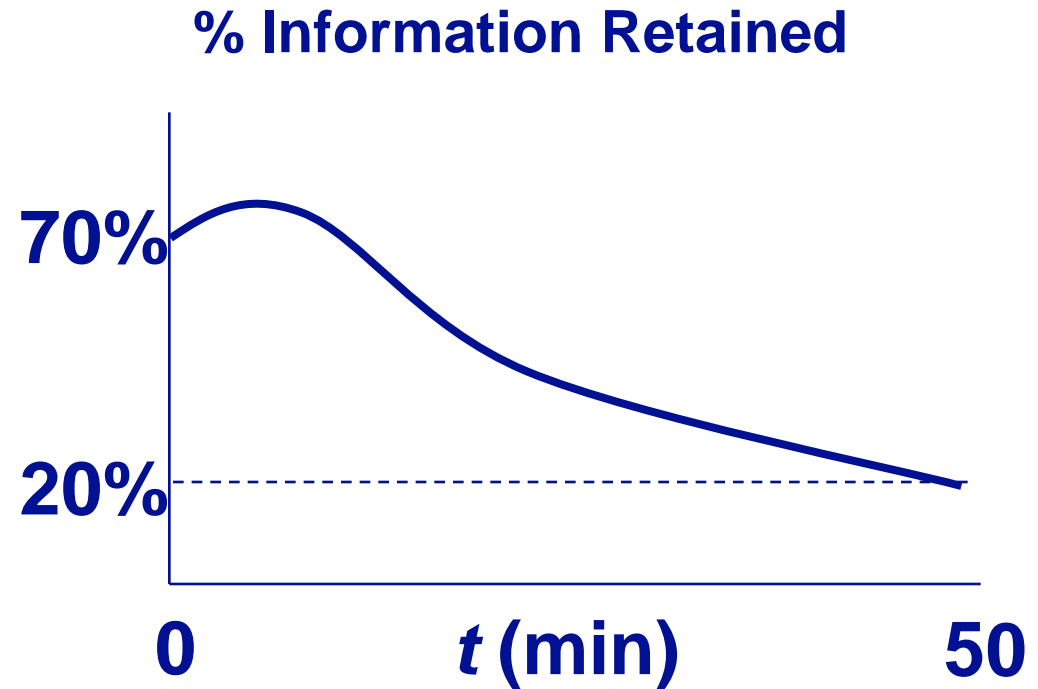
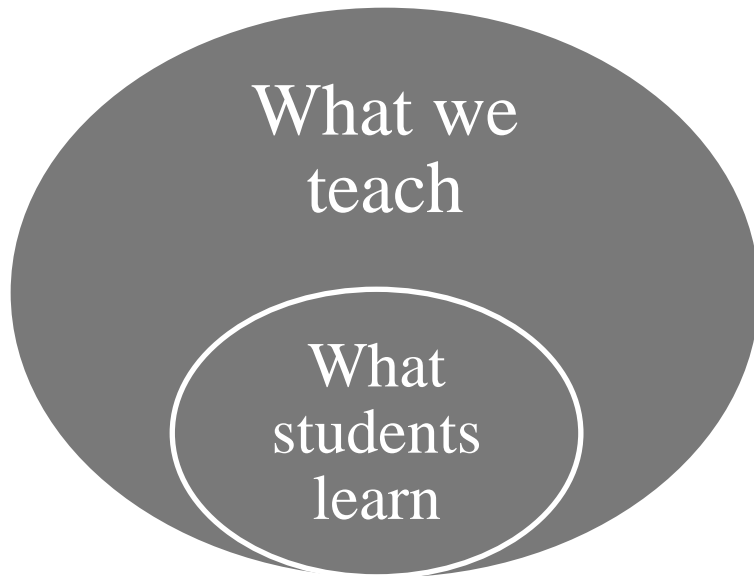


Laboratory
courses



... in a *virtual* environment

Teaching \neq Learning



t = time in lecture when information was presented

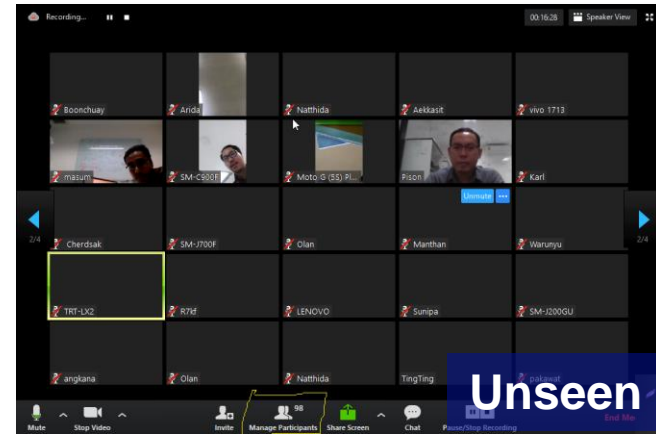
We know how to teach face to face...



...but what does this look like online?

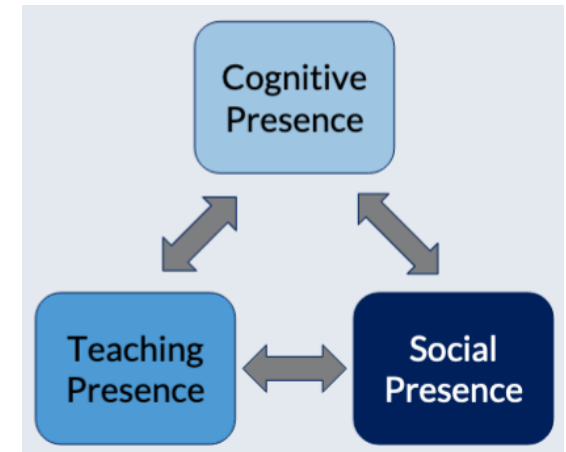


Student Engagement



Community of Inquiry Framework

- **Social:** communication and group cohesion
 - Interactions with peers
 - Interactions with faculty
- **Teaching:** design and facilitation of learning
 - Communication and expectations plan
 - Material presentation/organization → modular
 - Delivery format
 - Feedback
- **Cognitive:** engaging with material
 - Critical thinking
 - Apply knowledge



What can we do as instructors to engage our students?

Build a solid foundation of social and teaching presence to stimulate cognitive presence

- Create community
- Be clear, flexible and present
- Prepare: know available technology and tools
- Rethink your course in terms of design and delivery

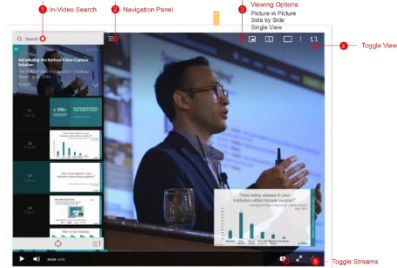
Technology Tools (Delivery)

Lecture Management

Lecture Capture

Annotations & Whiteboards

Kaltura

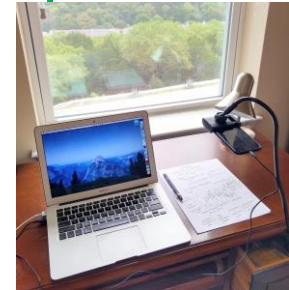


Narrated PPT

Blue jeans

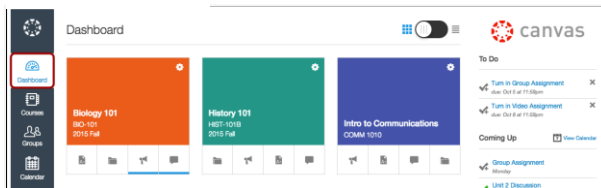


Document cameras



Slide annotations

Canvas



Zoom



Jamboards & Whiteboards



Student
engagement



Active
learning



Laboratory
courses



... in a *virtual* environment

Instructional activities that

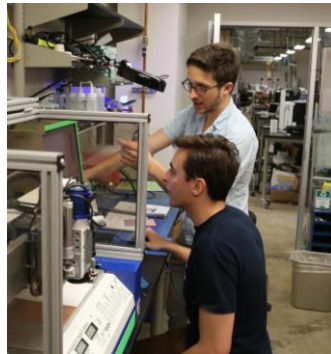
***engage students in
their own learning process***



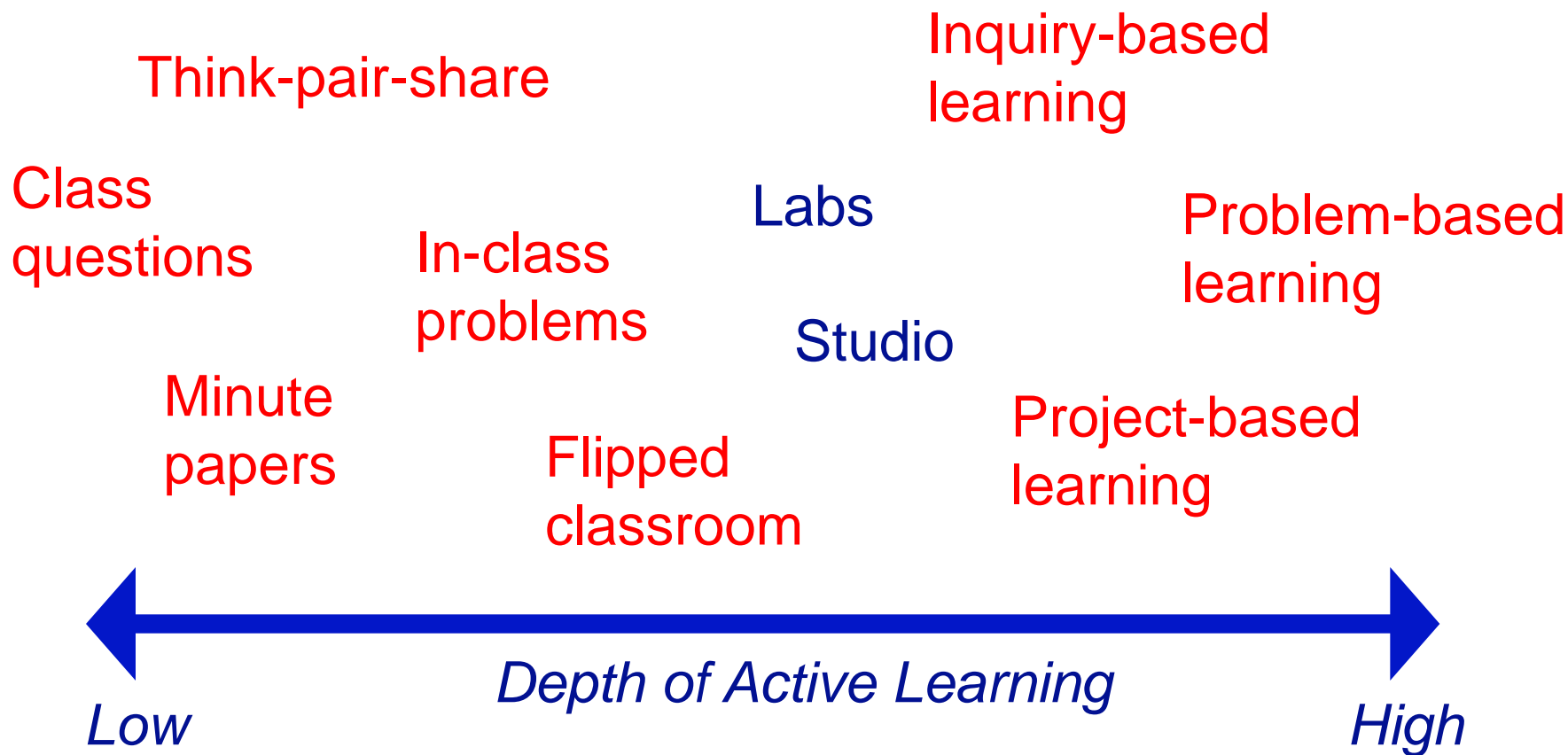
*provide students with “opportunities to
meaningfully talk, listen, write, read and
reflect on the content, ideas, issue, and
concerns of an academic subject”*



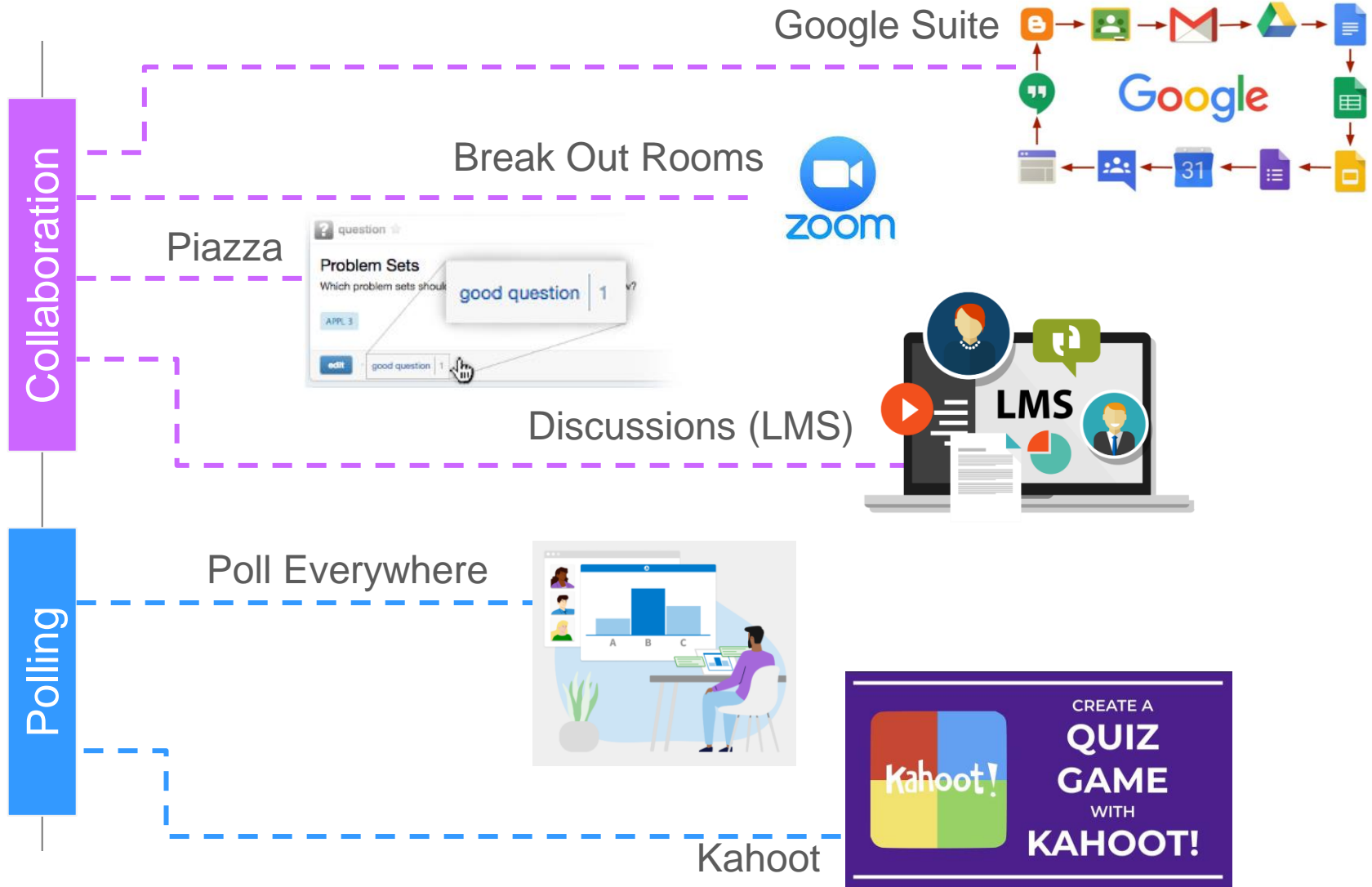
Why How to do active learning?



Types of Active Learning



Technology Tools (Active)



Student
engagement



Active
learning



Laboratory
courses



... in a *virtual* environment

Objectives of Labs

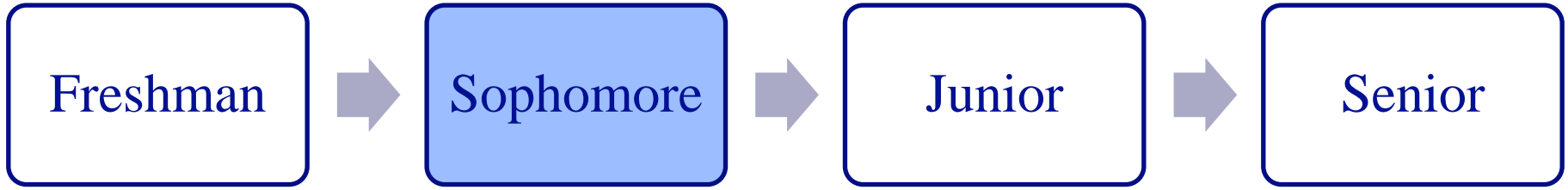
1. Selection of instrumentation
2. Comparison of theory and practice
3. Experimental design and implementation
4. Data analysis
5. Design and assemble a part or system
6. Learn from failure
7. Creativity
8. Psychomotor skills
9. Practice hazard identification and mitigation
10. Communication
11. Teamwork
12. Practice scientific ethics
13. Develop sensory awareness



Virtual Labs Can Still Accomplish...

1. Selection of instrumentation
2. Comparison of theory and practice
3. Experimental design and implementation
4. Data analysis
5. Design and assemble a part or system
6. Learn from failure
7. Creativity
8. ~~Psychomotor skills~~
9. Practice hazard identification and mitigation
10. Communication
11. Teamwork
12. Practice scientific ethics
13. ~~Develop sensory awareness~~





Systems Physiology
Electronic Circuits



Freshman



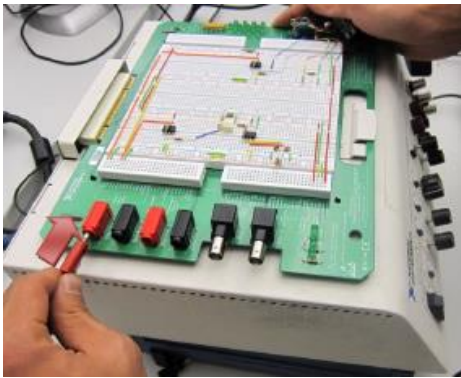
Sophomore



Junior

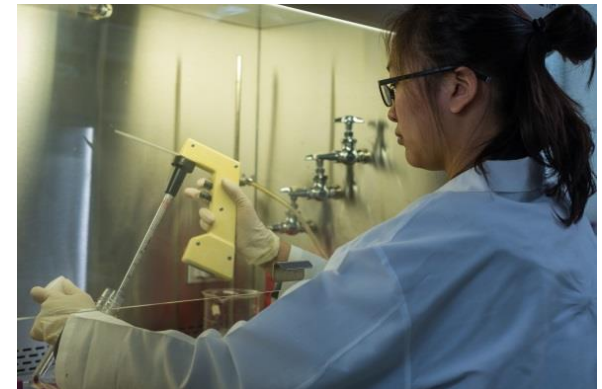
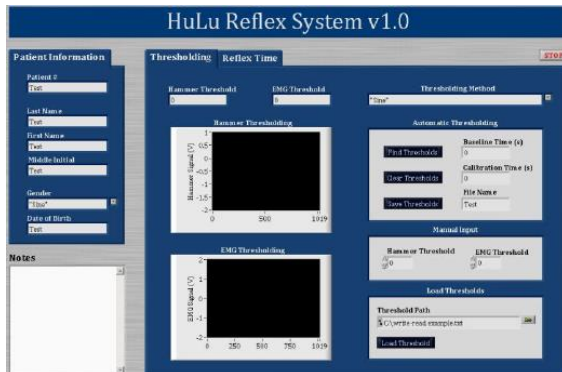


Senior



Bioinstrumentation

Tissue Culture



Freshman



Sophomore



Junior



Senior



Mechanical Testing

Bioprocessing

Digital Design

Medical Device

troubleshooting

Freshman



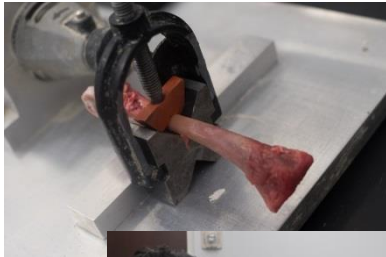
Sophomore



Junior



Senior



Mechanical Testing

Bioprocessing

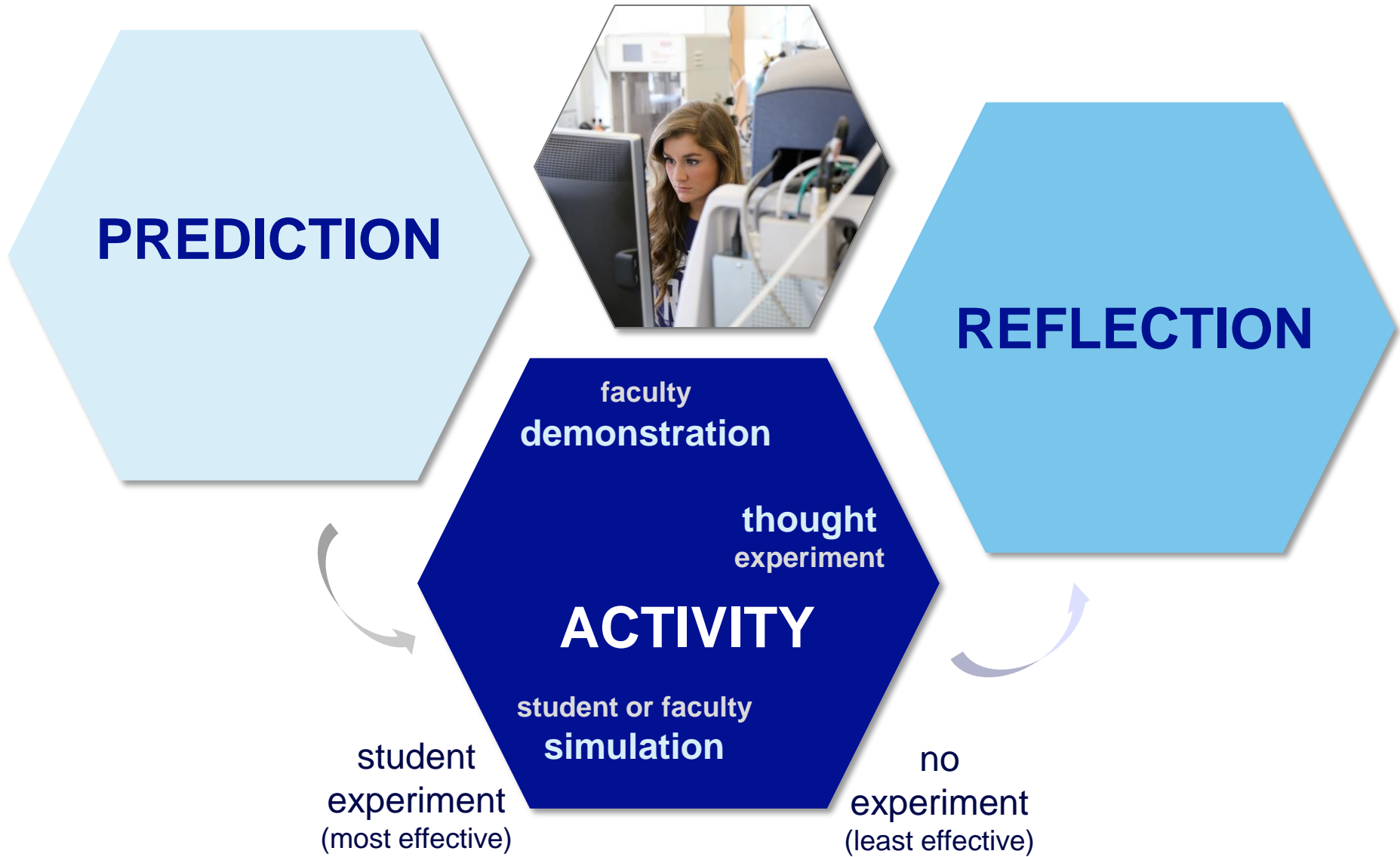
Digital Design

Medical Device

troubleshooting

How do we teach virtual labs?

- Rethink your course by identifying and preserving critical learning objectives – what do my students need to learn?
- Reconfigure your lab to match objectives:
 - Provide data for analysis
 - Equipment selection/experimental design
 - Teamwork via zoom (current industry)
 - Communication – video, reports
 - Emphasize concepts (teachable moments or misconceptions) /critical thinking/theoretical design



- Create/facilitate demonstrations & simulations
 - Heat transfer misconceptions (melting ice)
 - Mechanical testing pre-recorded experiment
- Use available media or supplies
 - Medical troubleshooting lab → break apart lab with common household items
 - Existing online videos (common for physics and chemistry principles)
[Pressure in fluids](#)
- Learning by teaching (peer-teaching)
- Consider virtual labs and simulations

- Brainstorming/Collaboration
 - Padlet
 - Mural, Miro, IdeaBoardz
- Virtual Labs/Demos
 - [LabXchange](#) – biological science simulations
 - [Journal of Visualized Experiments](#) experiments demonstration, mapped to key concepts and student protocols.
 - [MERLOT](#) repository housing virtual labs.
 - [ChemCollective](#) chemistry lab simulations
 - [Phet](#) – interactive simulations that allow students to vary parameters
 - [ThinkerCAD](#) - virtual circuit design program
 - [PhysioNet](#) - physiological data from different experimental setups (ECG, gait and balance, EEG, images, etc.) which can be provided for data analysis
 - [Labview](#) - tutorials and online labs, demos of data acquisition protocols
 - Protolabs – Design for manufacturing resources

Thanks for your time!

- Social Presence:
 - Be clear, flexible and present
 - Provide collaboration opportunities
- Teaching Presence
 - Course design – rethink your course
- Cognitive Presence
 - Real-world applications

