

Active teaching and learning: stimulating students' engagement at Paris Descartes University

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1. Summary

In this presentation we will examine six concrete examples that will demonstrate how student's engagement can be stimulated by different kinds of online activities at Paris Descartes University. We will demonstrate innovative ways to use Moodle forum before, during and after a lecture. You will hear feedbacks from teachers and students on several interactive, game-based or social learning activities.

2. Outcomes

- Learn how to perform easy to use interactive online activities before, during and after lectures
- Explore how online activities enhance learning experiences
- Exchange on feedbacks from students and teachers
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3. Extended Abstract

Six examples of innovative teaching and learning activities will be demonstrate. Most of the values comes from mixed experiences online and during lectures.

1- Interactive BYOD sessions with LMS Moodle during lectures .This activity has been described at EUNIS 2014 conference. Results and further developments will be described.

2- Students are co-writing an article on Law during Master courses. They use a pad application which permits synchronous writing under the supervision of the professor. The resulting article is copied on Wikipedia at the end of the group work.

3- After a series of Medecine lectures, final Q&A sessions are organized using an online forum. More than 1500 students could prepare questions three days before the session. Answers are given in the theater. Ranking of questions is possible via a « like » feature.

4- « Chemist jeopardy » and « Cell signalisation Grand Slam » are activities based on the same model of online quizzes with rewards.

5- « Campus life »: students may ask online a question after each lecture. The most liked get a reward badge and is answered during the next lecture.

6- « Game of Throbes » A trivial pursuit like game which is performed live with students groups. A lot of fun and emulation on a very serious subject: infectious diseases.

4. REFERENCES

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