Learning at Scale: Using Research to Improve Learning Practices and Technology for Teaching

In the last 5 years, there has been a rise in what we might call “large-scale digital learning experiments.” These take the form of centralized courses, vendor-created courseware, online homework systems, MOOCs, and free-range learning platforms. If we mine the research, successes, and failures coming out of these experiments, what can we discover about designing better digital learning experiences and technology for learning?

About Dr. Andersen

Dr. Andersen has spent 14 years teaching at the college level, 16 years writing curriculum,
and 6 years developing digital products for learning. She built iPad games to teach algebra, launched the Canvas Network MOOC platform, built adaptive learning platforms used by McGraw Hill, and worked as the Director of Learning Design for WGU (a fully-online CBE institution). Maria is a professor, a software developer, a consultant, a writer, a speaker, and a learning futurist. She holds degrees in Math, Chemistry, Biology, Business Administration, and Higher Education Leadership.

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