

Gamelearn project – 4ht article

Massive Open Online Courses

The acronym **MOOC**, coined in 2008 by Dave Cormier (University of Prince Edward Island) and Bryan Alexander (National Institute for Technology in Liberal Education), stands for “massive open online course” which is a web-based distance learning program that is conceived for wide groups of students who may live in different areas of the world.



A MOOC may be shaped on an academic path or be less structured. Some of these learning programs could provide academic credits or a certification, promote employment occasions or further studies. Generally, MOOCs are used for

more advanced education and job progression. However, because of coronavirus pandemic, a lot of school districts have put into action MOOCs as the new standard.

MOOCs are online learning paths which are usually made up of digital available traditional class resources, such as:

- video lectures;
- readings;
- problem sets;
- online quizzes;
- online tests;
- interactive learning modules;
- interaction with other students via forums.



Furthermore, MOOCs usually comprise a course provider and a course platform. A course provider is usually a university, which provides the course resources and lecturers. The platform, such as Coursera, EdX, Udemy, Canvas, or Udacity supplies the technological infrastructure for course modules, user access and other learning tools.

Most Providers of MOOCs are universities; however, they could also be corporate organizations. Upper educational institutions, like Stanford, the Massachusetts Institute of Technology (MIT), Harvard, etc. are foremost suppliers of online learning paths. Corporations such as Microsoft and Accenture also provide widely accessible online courses.

Moreover, MOOC prices can vary considerably. Many MOOCs are completely free, while online degree programs, which include a pack of different courses, can cost several thousands of euros.



This generally depends on the type of course or program. For instance, courses that are not for academic credit are normally accessible to the general public, while admission for online degree programs, often require a traditional registration process. These last ones tend to follow a traditional semester schedule, while certification MOOCs may be self-paced or follow a condensed timetable, sometimes only taking four to eight weeks to complete.

In addition, massive online courses can be synchronous, if they require live attendance, or asynchronous, if they are flexible and self-paced.

Finally, special attention should be paid to the choice of a valid open online course. In fact, in order for the MOOC to be an efficient tool for students' learning progress, when searching for a MOOC to attend, it is fundamental to ensure that the course is appropriate to the learner's education and career objectives.

Dissemination

Project news and results will be published on the project website available at this link.

<https://www.gamelearnproject.eu/partners>