

# ADVANCED ONLINE COURSE DESIGN

## Session 1: Creating Non-Linear Content Structure with Gaming Tools

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# EXAMPLES

- *A Spaceship Landed in Your Back Yard!*

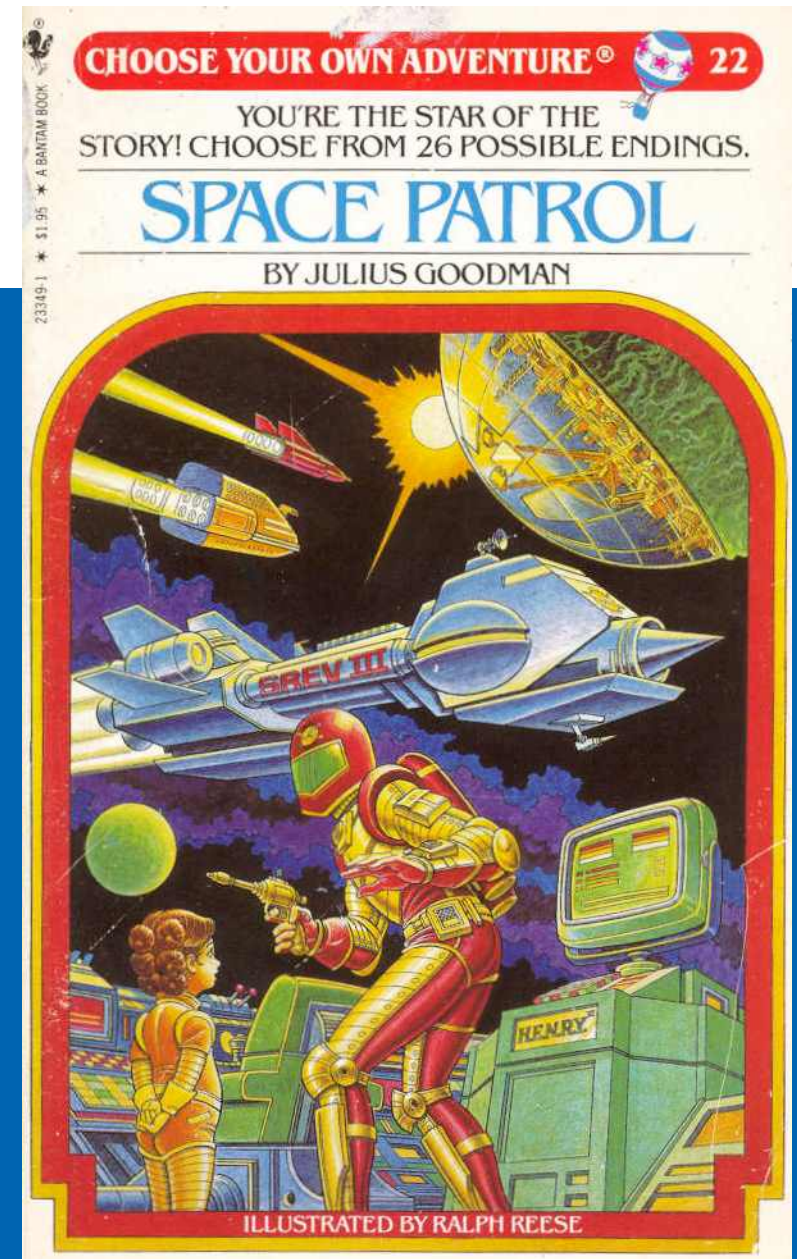
<https://mattcrosslin.com/archives/games/spaceship/>

- Non-linear conference presentation:

<https://mattcrosslin.com/archives/olc/>

- Automated Help Center

<https://mattcrosslin.com/supportfiles/>



# GAMES, GAMES, GAMES....

- Game-Based Learning
- Learning Games
- Gamification
- Game Theory

# GAMES, GAMES, GAMES....

- **Game-Based Learning:**  
The use of games in education to enhance learning
- **Learning Games:**  
Games specifically designed for educational purposes
- **Gamification:**  
Adding game elements to non-game contexts, such as education
- **Game Theory:**  
The science of logical decision making in humans, animals, and computers

# SHARE WITH US:

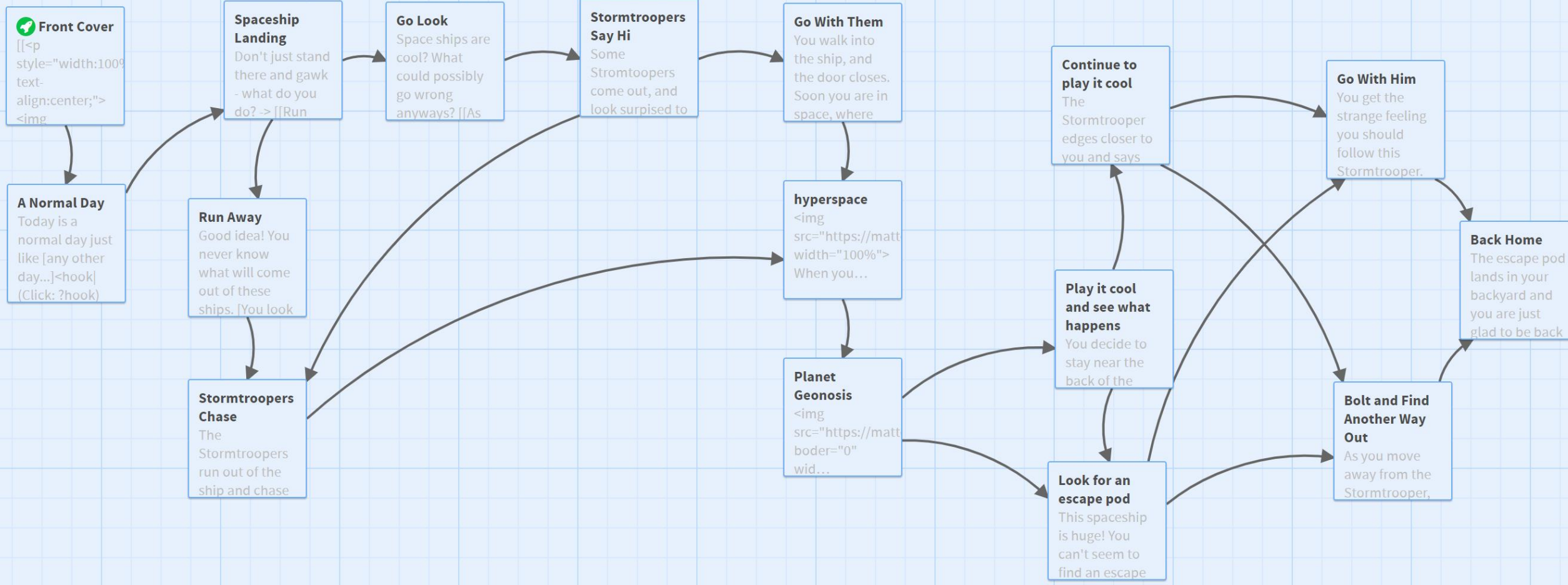
What ideas do you have for non-linear course designs?

# PERSONALIZED/CUSTOMIZED LEARNING

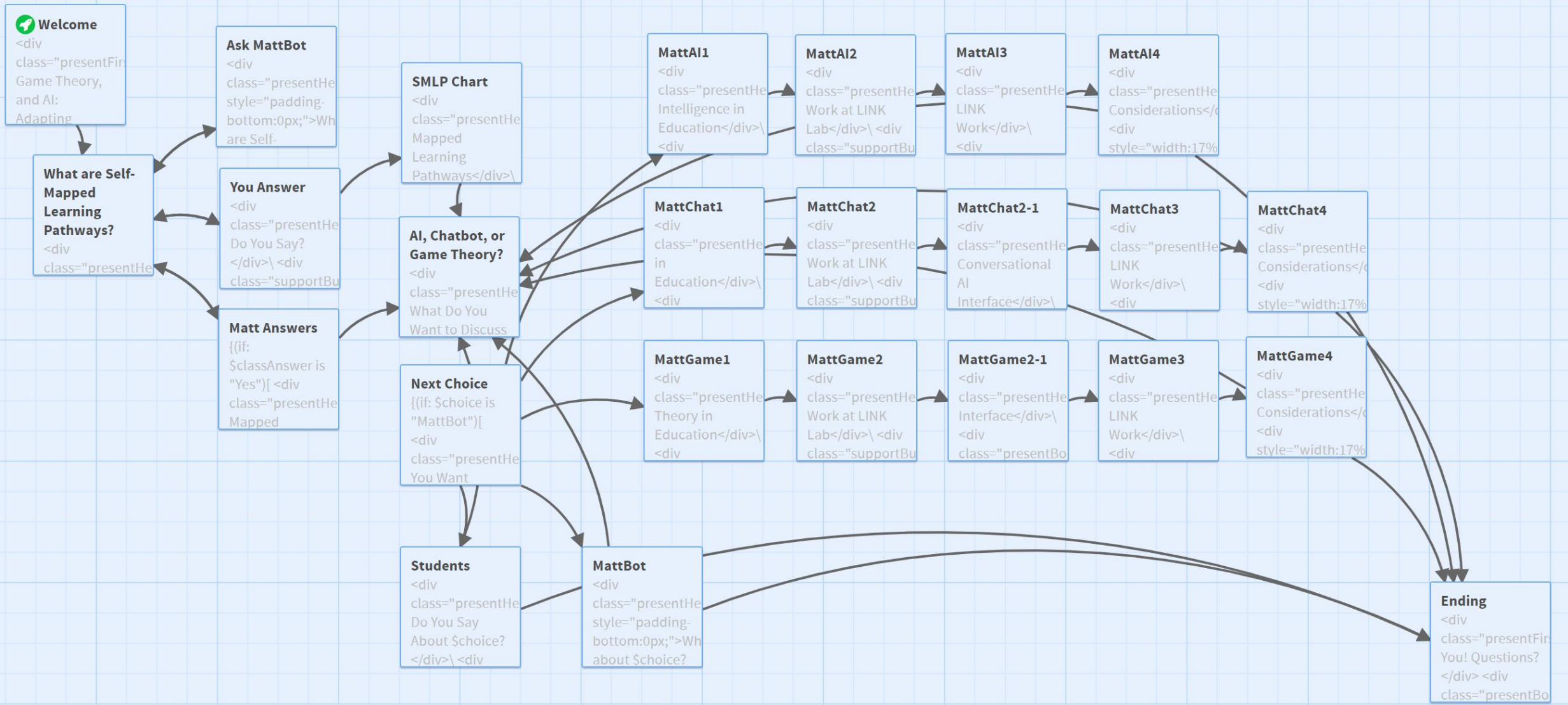
- Gamification/Gamed-Based Learning/etc. frequently uses terms like “personalized” and “customized.”
- “Personalized Learning” has now become an over-used buzzword.
- Be careful not to use these terms, as “personalized” is often not as “personal” as some think it would be.
- “Personalized learning” is more like a “personalized gift shop” that will put your name on a thousand different gift items.
- However, that is a much more limited kind of “personalization” than what the average person needs.
- Most of us need learning that is “individualized” for our specific, unique selves.
- Non-linear pathways are a compromise between “one-size fits all” and “individualized.”

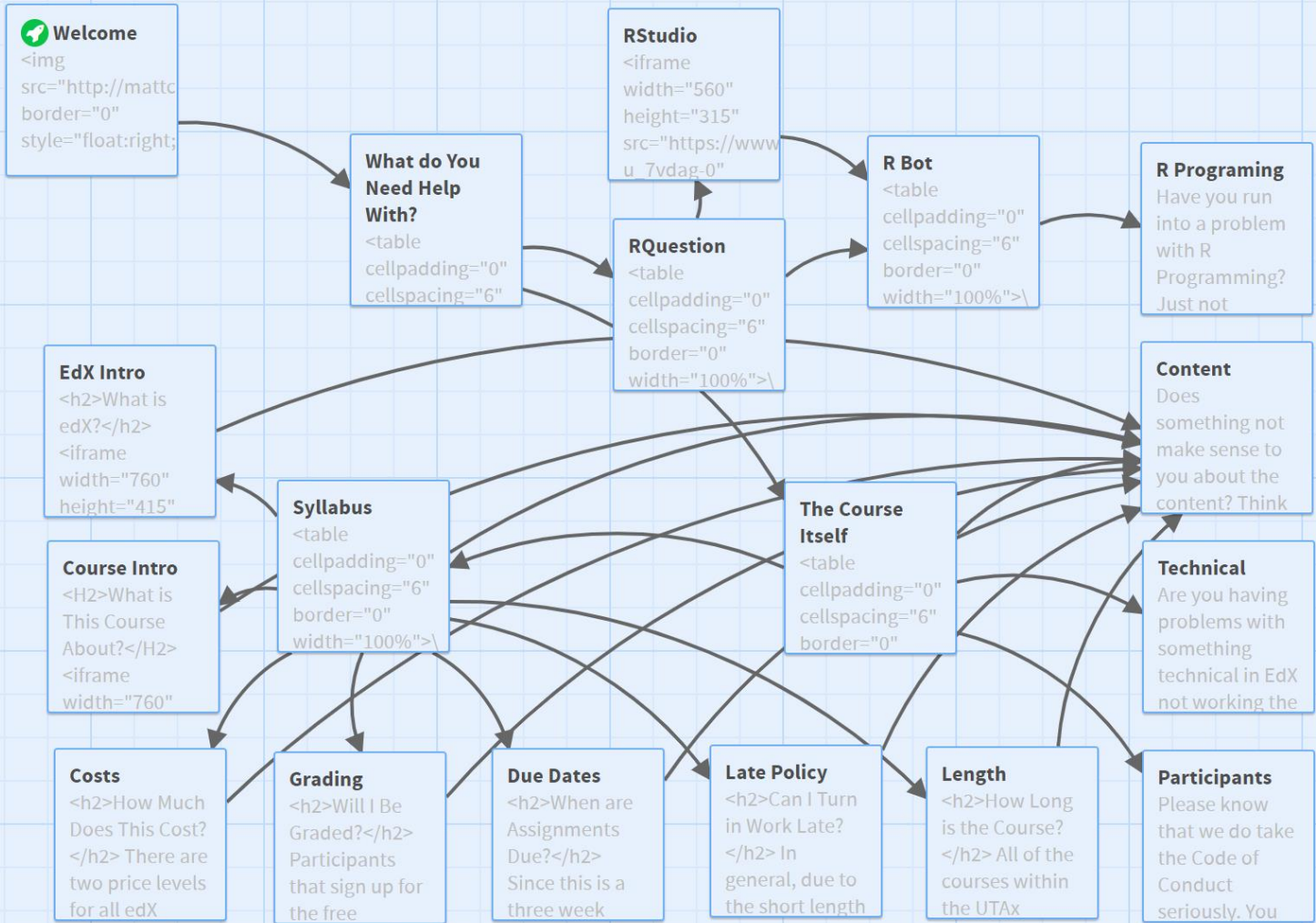
# ONE NON-LINEAR TOOL: TWINE

- “Twine is an open-source tool for telling interactive, nonlinear stories.”
- About Twine: <http://twinery.org/>
- Use Twine Online: <http://twinery.org/2/>
- Great Resource for Learning Twine: <https://experienceplay.education/>
- Twine-based Twine tutorial: <https://experienceplay.education/tutorial/>
- Free online Twine hosting (requires Twitter): <http://philome.la/>
- Student-created examples: <https://twinegames2018utm.wordpress.com/>









**LET'S TRY IT OUT!**

<http://twinery.org/>

# STUDENTS AND TWINE?

- Consider letting your students create things in Twine.
- For example: Twine in place of a report, Twine as a portfolio, or even have students create course content in Twine to help them understand complex relationships.
- Other ideas?

Twine Online x Keegan

Secure | https://canvas.instructure.com/courses/1165576/external\_tools/173405

Domains17 > Domains17

- Home
- Presentation
- Blog In Canvas
- Canvas Blog
- Flipgrid
- Wiki Study Guide
- Student Research
- Course Website
- Discussion Game
- Twine Online**
- Student Blogs 1
- Student Blogs 2
- Student Blogs 3
- Challenge Bank
- Daily Headline
- Storytelling Collector
- Javascript!
- Tru Writer

```
graph TD; Start["Start  
Do you want to discuss with folks? [[Yes]] [[No]]"]; Yes["Yes  
<iframe src='https://flipgrid.com' embed='true' width='100%' height='800'>"]; No["No  
Ok?"]; Start --> Yes; Start --> No;
```

test

Quick Find

Test Play + Passage

# NON-LINEAR CONTENT IN CANVAS

- Canvas has a tool called MasteryPaths that allows some non-linear content.
- This will customize the learning experienced based on performance.
- In other words, all differentiation in content is based on grades.
- <https://community.canvaslms.com/docs/DOC-10442-4152668299>

# NON-LINEAR CONTENT WITH CHATBOTS

- More advanced topic that requires coding.
- SAP Conversational AI Chatbot is a good place to start:  
<https://cai.tools.sap/>
- SAP tutorials:  
<https://cai.tools.sap/docs/concepts/create-builder-bot>
- One example (bottom right corner):  
<https://mattcrosslin.com/archives/olc/bot.html>

# OTHER HELPFUL TOOLS / DESIGNS

- Assignment Banks
- UTA Cloud (<https://uta.cloud/>)
- Micro-Content / Assessment / Learning
- Others?
- Many of these can be found in *Creating Online Learning Experiences*, to be covered more in future sessions:  
<https://uta.pressbooks.pub/onlinelearning/>



# SELF-MAPPED LEARNING PATHWAYS

- Giving learners to option to choose an instructor-centered pathway or a student-centered pathway, and then giving the ability to switch or mix the two together as needed.
- <https://mattcrosslin.com/pathways/about/>

