

Understanding and Supporting Self-Regulated Learning in Massive Open Online Courses

Jacqueline Wong

Erasmus University Rotterdam

Supervisors: Dr. Martine Baars, Dr. Bjorn de Koning,

Prof. dr. ir. Geert-Jan Houben, and Prof. dr. Fred Paas

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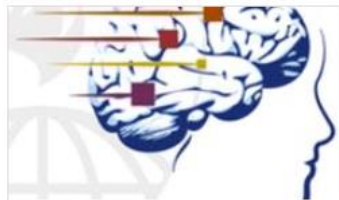
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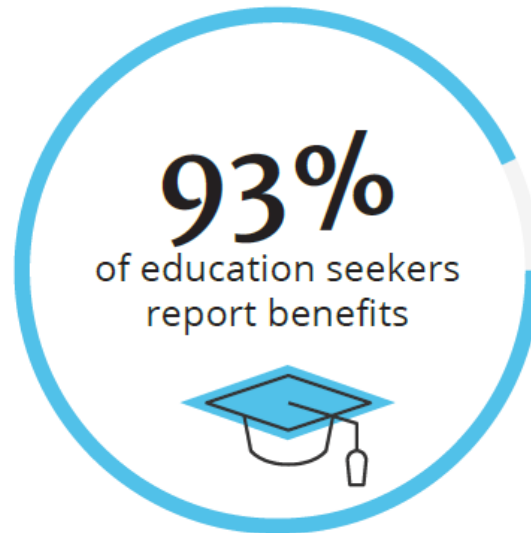
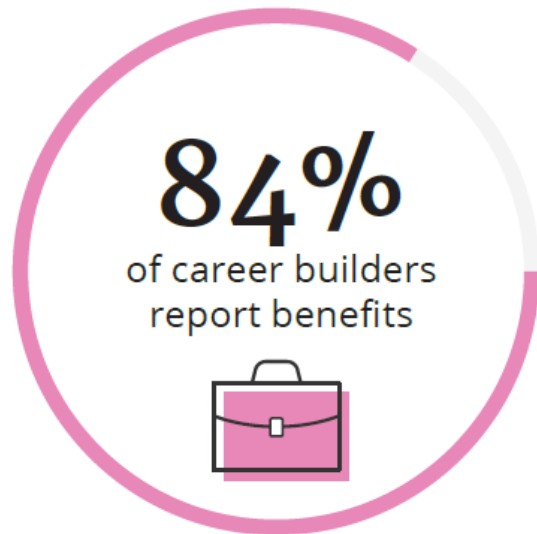


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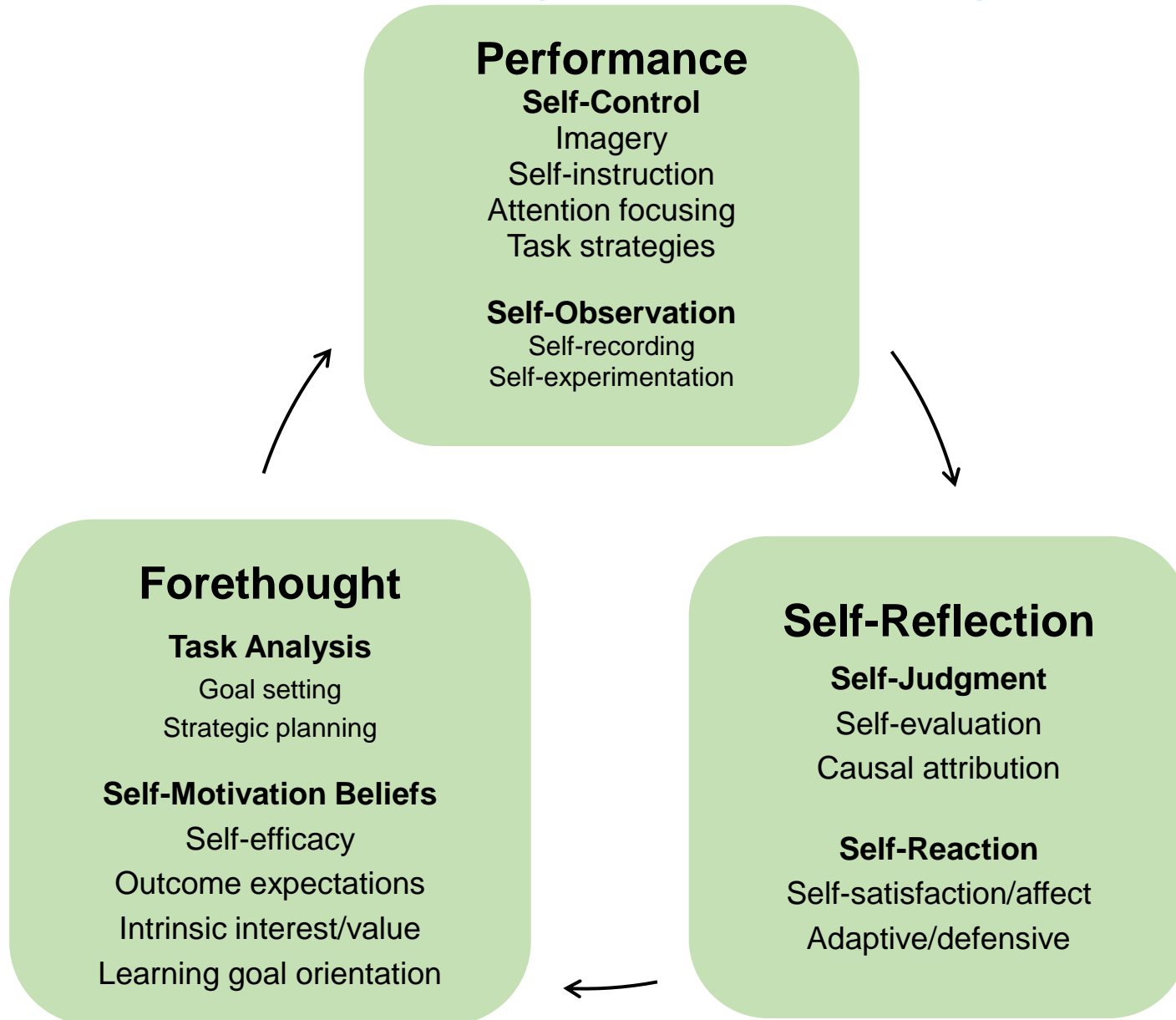
What are the benefits for the learners?

Results from Coursera's 2017 Learner Outcomes Survey:



Data is based on 13,917 survey responses collected from March 2016 through December 2016 from people around the world who completed courses on Coursera.

Self-regulated learning and learning in MOOCs



- Learners differ in their abilities to self-regulate their own learning.

(Hood, Littlejohn, & Milligan, 2015)

- SRL skills predict goal attainment.

(Kizilcec, Pérez-Sanagustín, & Maldonado, 2017)

- Supporting SRL enhances SRL and learning outcomes.

(Wong, Baars, Davis, Van der Zee, Houben, & Paas, 2017)

Current Study: Effects of Prompting and Recommending Self-Regulated Learning in MOOCs

Main Research Question:

Do prompting and recommending self-regulated learning strategies or prompting self-regulated learning strategies alone have an effect on student success in MOOCs?



Serious Gaming

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Econometrics: Methods and Applications

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Innovation Management

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| Week | Conditions | | |
|------|--|--|--|
| | Control | SRL prompts | SRL prompts + recommendations |
| 1 | 1) Consent for participation 2) Demographic questionnaire | 1) Consent for participation 2) Demographic questionnaire 3) SRL prompts set 1 | 1) Consent for participation 2) Demographic questionnaire 3) SRL prompts + recommendations set 1 |
| 2 | 1) Motivation questionnaire | 1) Motivation questionnaire 2) SRL questionnaire 3) SRL prompts set 2 | 1) Motivation questionnaire 2) SRL questionnaire 3) SRL prompts + recommendations set 2 |
| 3 | | 1) SRL prompts set 3 | 1) SRL prompts + recommendations set 3 |
| 4 | | 1) SRL prompts set 4 | 1) SRL prompts + recommendations set 4 |
| 5 | | 1) SRL prompts set 5 | 1) SRL prompts + recommendations set 5 |
| 6 | Serious Gaming and Econometrics* 1) Motivation questionnaire 2) SRL questionnaire | 1) SRL prompts set 6 Serious Gaming and Econometrics* 2) Motivation questionnaire 3) SRL questionnaire | 1) SRL prompts + recommendations set 6 Serious Gaming and Econometrics* 2) Motivation questionnaire 3) SRL questionnaire |
| 7 | | 1) SRL prompts set 7 | 1) SRL prompts + recommendations set 7 |
| 8 | Innovation Management* 1) Motivation questionnaire 2) SRL questionnaire | 1) SRL prompts set 8 Innovation Management* 2) Motivation questionnaire 3) SRL questionnaire | 1) SRL prompts + recommendations set 8 Innovation Management* 2) Motivation questionnaire 3) SRL questionnaire |

Preliminary findings for



Serious Gaming

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Taught by: [Jeroen Jansz](#), Full Professor
Media & Communication



Taught by: [Mijke Slot, Dr.](#)
Media & Communication

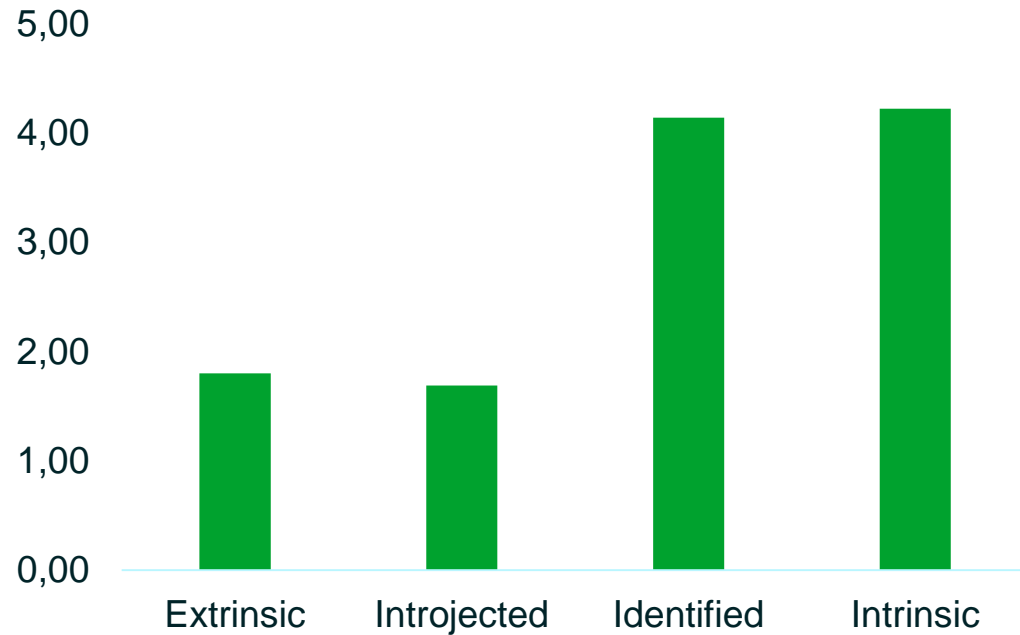
| | |
|---------------------|--|
| Commitment | 6 weeks of study, 3-5 hours/week |
| Language | English, Subtitles: French |
| How To Pass | Pass all graded assignments to complete the course. |
| User Ratings | ★★★★☆ Average User Rating 4.5 See what learners said |

Number of participants across the three conditions

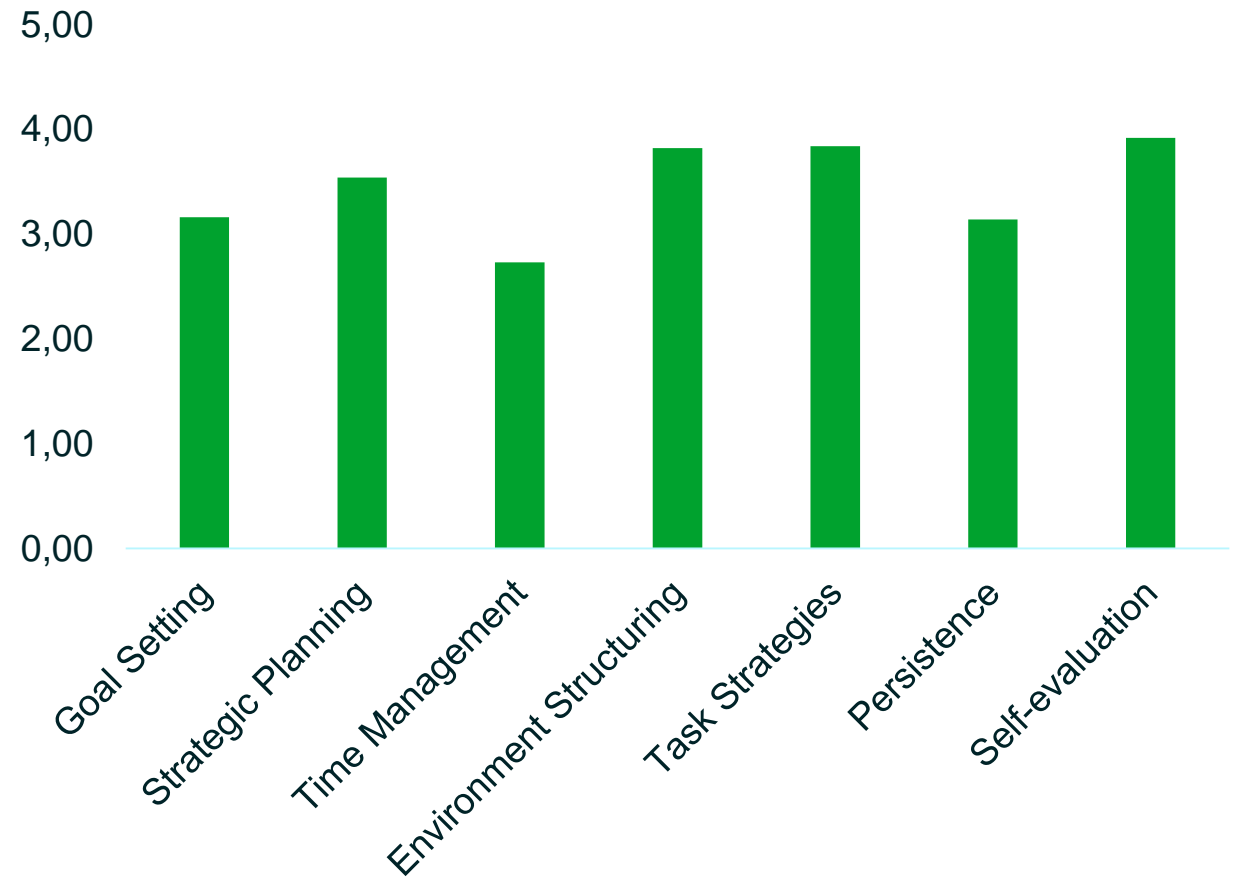
| Conditions | Number of online participants | Number of participants who completed Week 2 survey |
|---------------------------|-------------------------------|--|
| Control | 100 | 18 |
| Prompt Only | 125 | 22 |
| Prompt and Recommendation | 132 | 18 |
| Total | 357 | 58 |

Self-Reported Motivation and Self-Regulated Learning

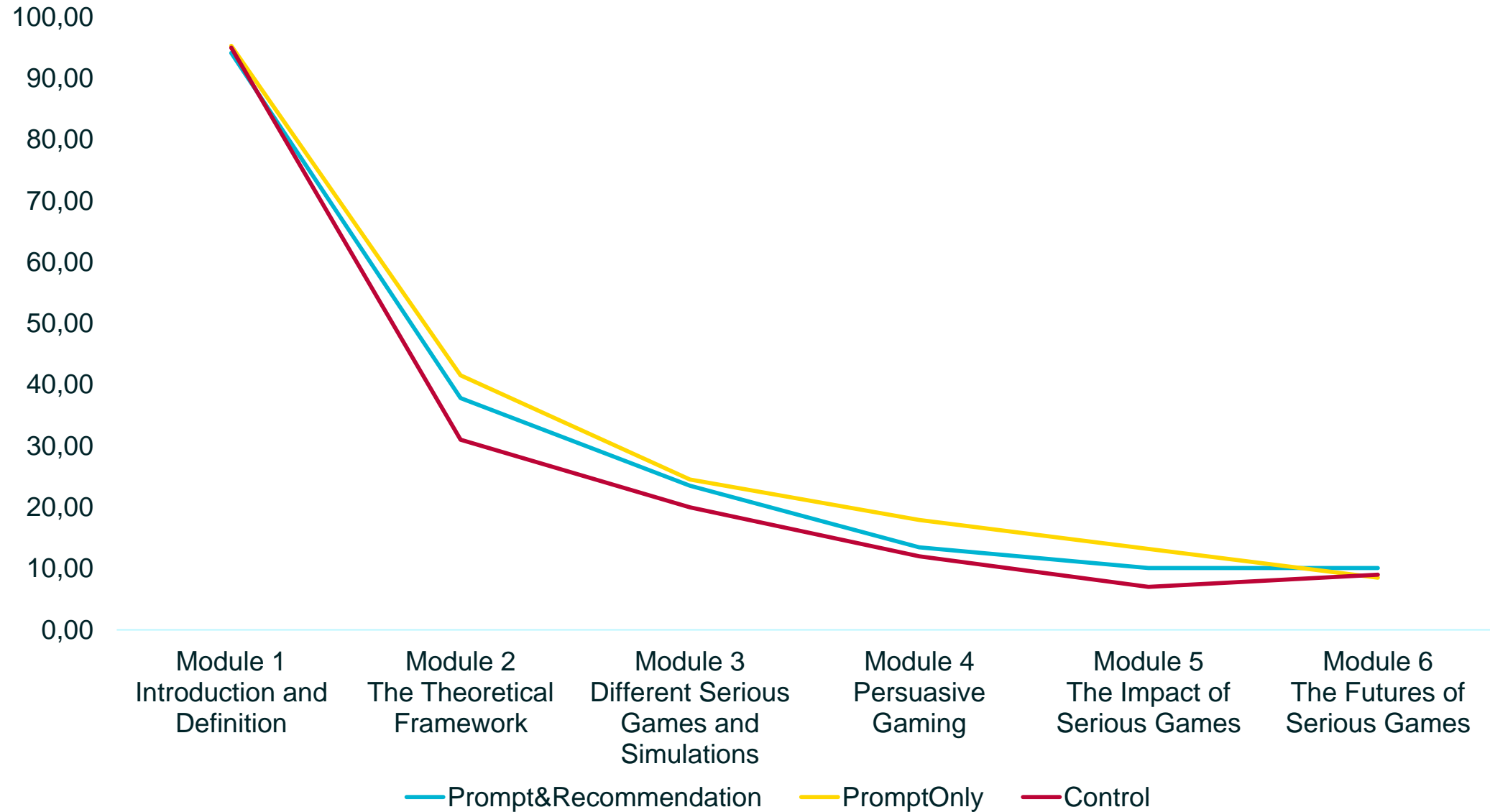
Means of Four Motivation Types



Means of Self-Regulated Learning Skills



Percentage of Active Participants across the Serious Gaming Course Modules



Next steps...

- Complete data collection
- Examine relationships between motivation, self-regulated learning, online learning behaviors, student success in MOOCs

Practical Implications

- Understand the impact of students' motivation and self-regulated learning skills
- Provide support for students to self-regulate their own learning in MOOCs

Erasmus

Questions?

For more information, read

Wong, J., Baars, M., Davis, D., Van der Zee, T., Houben, GJ., & Paas, F. (2017). Supporting self-regulated learning in online learning environments and MOOCs: A systematic review.

International Journal of Human-Computer Interaction.

Manuscript provisionally accepted.

Thank You

Jacqueline Wong email: wong@fsw.eur.nl

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