Scalability: The Problem

How do we resolve growing class sizes and a greater need for experiential learning? Use computing’s greatest achievement: The Internet.

Leveraging the internet, we can modify our entire learning model. By removing the lecture, more time can be spent gaining hands-on experience in class.

More People = More Problems

Class Structure

When we leverage the internet, what changes?

Both Students and Staff shift from passive to active.

Responsibility and accountability increase across the whole group.

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Team/Role Redefinition

440 Students | 26 TAs | 5 Instructors

Everyone was doing this for the first time.

Instructors served alongside TAs during activities.

Activity Planning

High-Level & Fun

Our talented staff utilized their own skill sets to help make each activity.

Physical

Where do we learn?

Lecture is all online. Lecture halls are bad for group activities.

Let’s use a cafeteria.

Reflection

<table>
<thead>
<tr>
<th>PROS</th>
<th>CONS</th>
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</thead>
<tbody>
<tr>
<td>Have to Innovate</td>
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<tr>
<td>No Convention</td>
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● Accountability
● Differing expectations of class among staff and students
● Many “human” variables
● Too drastic a departure?

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Solution Tools

- Discourse Forum for Online Discussion
- Mailman for mailing list management
- Hotcrp Grading Site for Video Submissions
- Staff Google Drive for Planning & Organization

https://www.bluegroup.systems