Introduction to Multiculturalism and Cultural Diversity

Case Study

Introduction to Multiculturalism and Cultural Diversity Course was designed to create a unique, active learning experience by using cutting edge technology together with collaborative learning to make students from different cultures and ethnic groups not just learn about multiculturalism but actually experience.

LMS:
Open edX (Campus IL) Using Annoto xBlock

Course Type:
MOOC

Use case:
Collaborative Learning, Assessments

Award:
Reimagine Education

Course Pace:
Self

Multi Language:
Arabic, Hebrew, English

About the Course:

The course uses virtual worlds (VW) and collaborative online learning to not just understand cultural diversity, but to experience complex issues related to our lives such as identity, culture, prejudices and stereotypes, thus reducing racism and building empathy.

Students first build knowledge through sharing experiences, next they experience the issues through simulations and role plays in VW. The learner is introduced to the academic material through interactive animated videos within their small group and then reflect on the process.

The course operates on Campus IL (the national digital learning venture) powered by Open edX. The target audiences are students at academic institutions, employees in social sectors and the public at large.

Annoto in the Course:

Annoto was an integral part of the course to enable learners to build knowledge through sharing experiences, based on a variety of situations presented to them in the video content, which created an active learning experience, helping them to develop empathy towards their fellow students from other cultures.
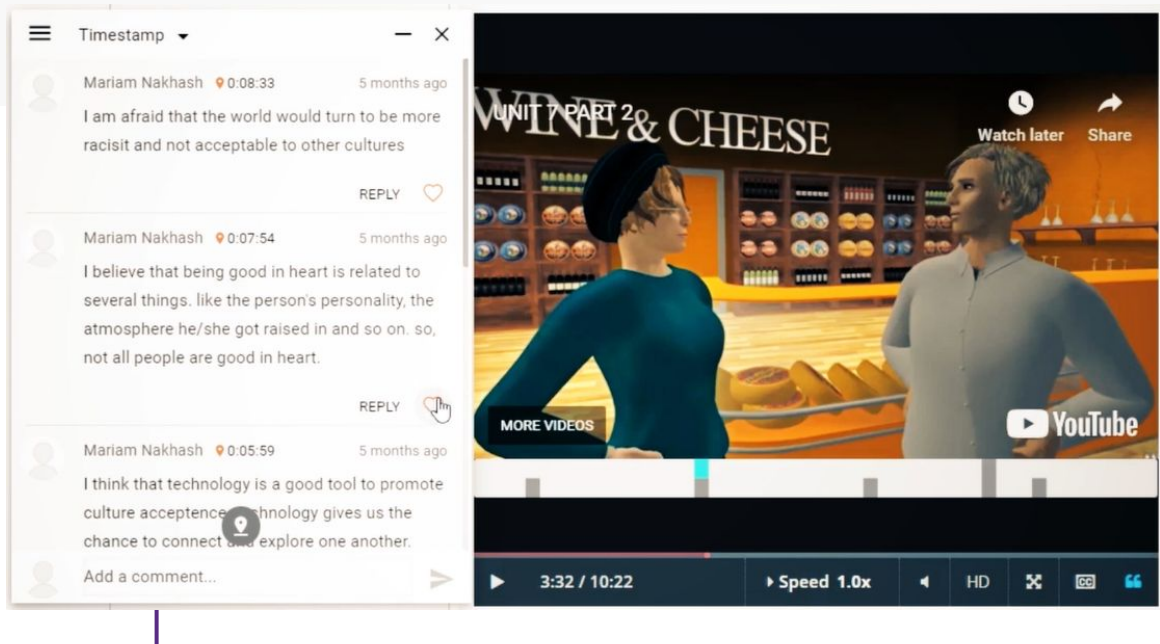

Analytics and Insights

The Annoto Dashboard provided cohort-based insights into students' participation in sharing their experiences, as well as how it engages their fellow students.
It also allowed to track the students progress and the completion of the assignments.

88% of the students collaborated: asked questions, replied to others, and shared thoughts and insights.

This activity drove 91% of users to get engaged in the video – to read the discussion, learn from it and reflect on the video content. This shows that once a discussion occurs, it does not only contribute to the ones who are active in it, but additional learners gain from it too.

Total Users
44
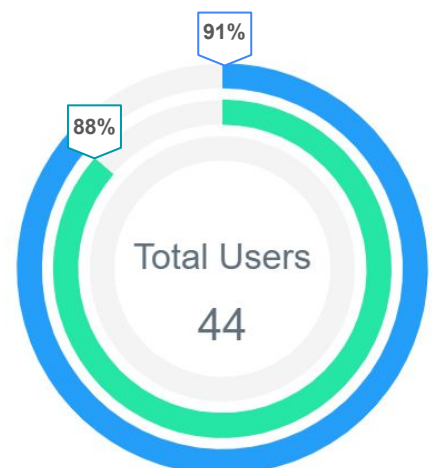
Engaged Users   Collaborated Users

❝ Students Share About the Course:

> ❞
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> The use of technology helped communicate an educational message. It made the material more interesting ,more experiential, and I believe that when the material is more interesting ,it succeeds in "touching" the student more and thus the material is acquired and remembered.

> ❞
>
> I did not think I would be so excited about learning

☰ Course Architects Share:
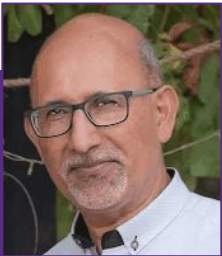
Dr. Ilan Nagar

Techno-pedagogue

> ❞
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> **Annoto** allowed students to engage in substantive questions in groups.
>
> The sharing of responses and the attitude of group members towards each other contributed to an understanding of the material and a deepening of important issues, thus leading to directions of thinking that encourage cultural competence.

Dr. Elaine Hoter

Project leader

> ❞
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> Watching videos can be a lonely experience.
>
> Using **Annoto** made the students become active and reflect on the material and ideas being presented.
>
> We were able to develop the students' empathy to the other through this.