

On-line e-learning a zkoušení s pomocí crowd-sourcingu ze sociálních sítí

On-line eLearning and examination powered with crowd-sourcing from social networks

Thurzo A., Makovník M., Hanúsková V.

Opus sapientiæ is a unique web 2.0 application for education, creation and examination. Running on autonomous server, CMS engine, PHP and SQL database. Currently in 3 language mutations(English, Czech and Slovak). Simple rules, clear idea: 1. Each educational topic could be pulverized into finite number of simple facts. The facts that could be questioned by simple yes/no multiple-choice questions. 2. To cover wider medical subjects with thousands of facts it is necessary to create thousands of questions. (including also basic and easy facts of particular subject - that are usually skipped with multiple-choice tests and student is expected do know them) 3. Opus sapientiæ allows to create, prioritize,fully control these questions,form them into electronic or paper tests and all of this with use of student crowd-sourcing allowing the students to formulate pre-questions. Fighting against: Memorizing - random order of questions and answers, targeting inversion of true answer that is not worth to memorize(memorizing 8 answers about what X is not versus 1 fact of what X really is) Corruption - implementation of transparent and automatized system will face opposition from... Cheating of students* Lack of repetition* Lack of interdisciplinary links* Lack of newest knowledge* Forced learning path* Stress* Goal orientation: the goal is to objectively verify student's knowledge so he or she is left with no better or easier possibility than to learn and know the fact. The vast numbers of questions make the way of learning the facts in context(book/lecture) easier than mechanic memorizing of isolated facts directly from question lists. Knowing the fact is objective and oral exam after the text could easily estimate the ability of student to combine and use of facts.Less important disadvantages of electronic learning are simply fought by making the goal the easiest way to pass the test-that is usually the most frequent joint intersection of all learning paths.

* - see fulltext