

Instructional Design (ID) represents the processes of instructional material development ,...and a framework for the final instructional product so as to improve the effectiveness and appeal of the learning resources. (Suzuki et al., 2004)
CSCL stands for Computer-Supported Cooperative/Collaborative Learning.

Analysis on their proposals and BBS

- The comparison between the draft and the revised proposals showed that some parts of their proposals were improved fairly through their group work but other parts were not improved at all: Designing reasonable pretests and posttests seemed to be one of the most difficult tasks for them.
- The first author read the discussion on the online message board and tried to detect whose and which part of the messages triggered their revisions and contributed to their improvements.

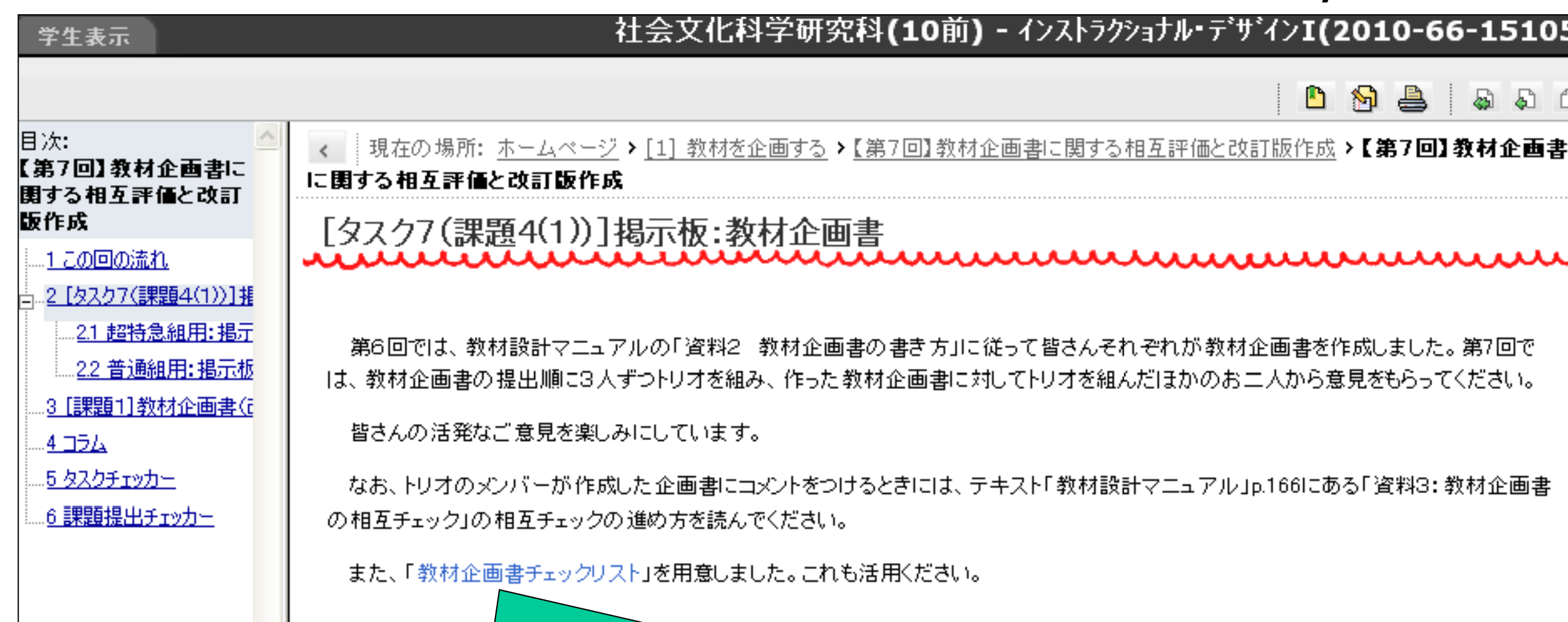
Retrospective Interviews

- The first author interviewed five of the students to know whether her detection was right, and to collect information on what happened and what they thought in their group work and the whole course.
- The interview result also showed that they had difficulty in realizing their own misunderstandings or in pointing out the other group members' mistakes.

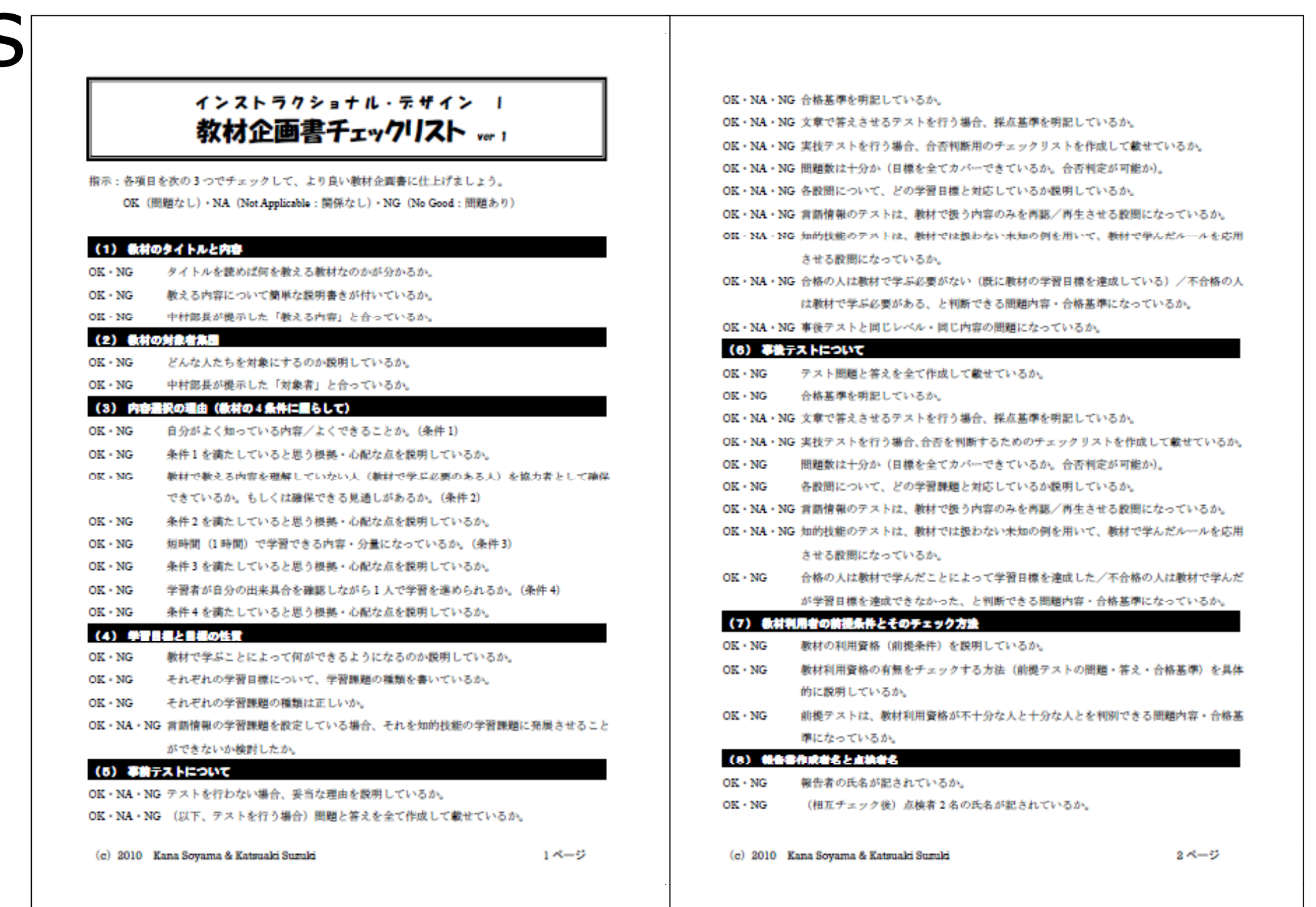
Developing a checklist for successful proposals

- Based on these results the authors made a checklist of 42 items to help the students notice their mistakes and to facilitate their group work.
- This checklist was incorporated in the 2010 course and the evaluation will follow.

The instruction of 7th session of ID 1 /2010



“You can download and use the checklist here.”



References

Soyama, K., Nemoto, J., & Suzuki, K. (2009). An analysis of CSCL at an online graduate school, paper presented at the *Annual Meeting of Japan Society for Educational Technology, Tokyo, Japan*.

Suzuki, K. (2002). Design Manual for Self-learning Material. Kyoto: Kitaoji-Shobo.

Suzuki, K., Nishibuchi, A., Yamamoto, M., & Keller, J.M. (2004). Development and evaluation of Website to check instructional design based on the ARCS Motivation Model. *Information and Systems in Education*, 2 (1), 63-69.