



# SPOCK

## Features

- Fine-grained lecture comments in addition to lecture-based comments
- Instructor configurable gamification achievements to encourage participation and early completion
- Anonymous comments
- Integration with YouTube for lectures and LDAP for authentication and course identification

## Small Private Online Course Keeper

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MOOCs (Massive Open Online Courses) are designed to serve large groups of students, but SPOCs (Small Private Online Courses) are intended for smaller class sizes. As a result, SPOCs are better suited for user interaction in the form of comments associated with fine-grained lecture content.

The screenshot shows a presentation slide titled "Core Data" with a diagram of a persistence stack. The diagram illustrates the flow of data from managedObjectContexts through a PersistentStoreCoordinator to Persistent Object Stores, which are connected to files for Employee, Department, Customer, and Company. A comment section at the bottom of the slide reads: "So this is basically an object-relational mapping tool then right? (7:42)".

## Achievements

- Commenting
- Replying
- Providing comment feedback (Helpful/Flag)
- Receiving "Helpful" feedback
- Starting a lecture "early"
- Finishing a lecture "early"
- Finishing a lecture
- Receiving "x" instances of these achievements

## What's Next?

- Finish implementation
- Alpha and beta testing
- Empirical evaluation to answer the following research questions:
  1. Does gamification increase the amount of student interaction in an online lecture tool?
  2. Does an anonymous comment system increase participation in an online lecture tool?
  3. Do students prefer the gamification-based interaction system?

## Comments

- Commenters are identified to other students using a random icon assigned to each commenter for a given lecture
- Replies appear below the initial comment in the scrollable comments section
- Comment presence is identified in the timeline at the timestamp with which they are associated
- Comments and replies appear in the comments section at their associated time and disappear after a pre-determined amount of time has passed
- Commenters and repliers can be notified via email when replies are added

Students value interaction with other students in SPOCs. Systems that provide a means for interaction suffer from a seeding issue where early lecture viewers lack interaction with others. SPOCK's gamification system aims to address this.

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