


Blackboard

# Kukka, Tero & Markus:

3 persons, 3 lives,  
3 styles and how  
to help them  
succeed in a  
course








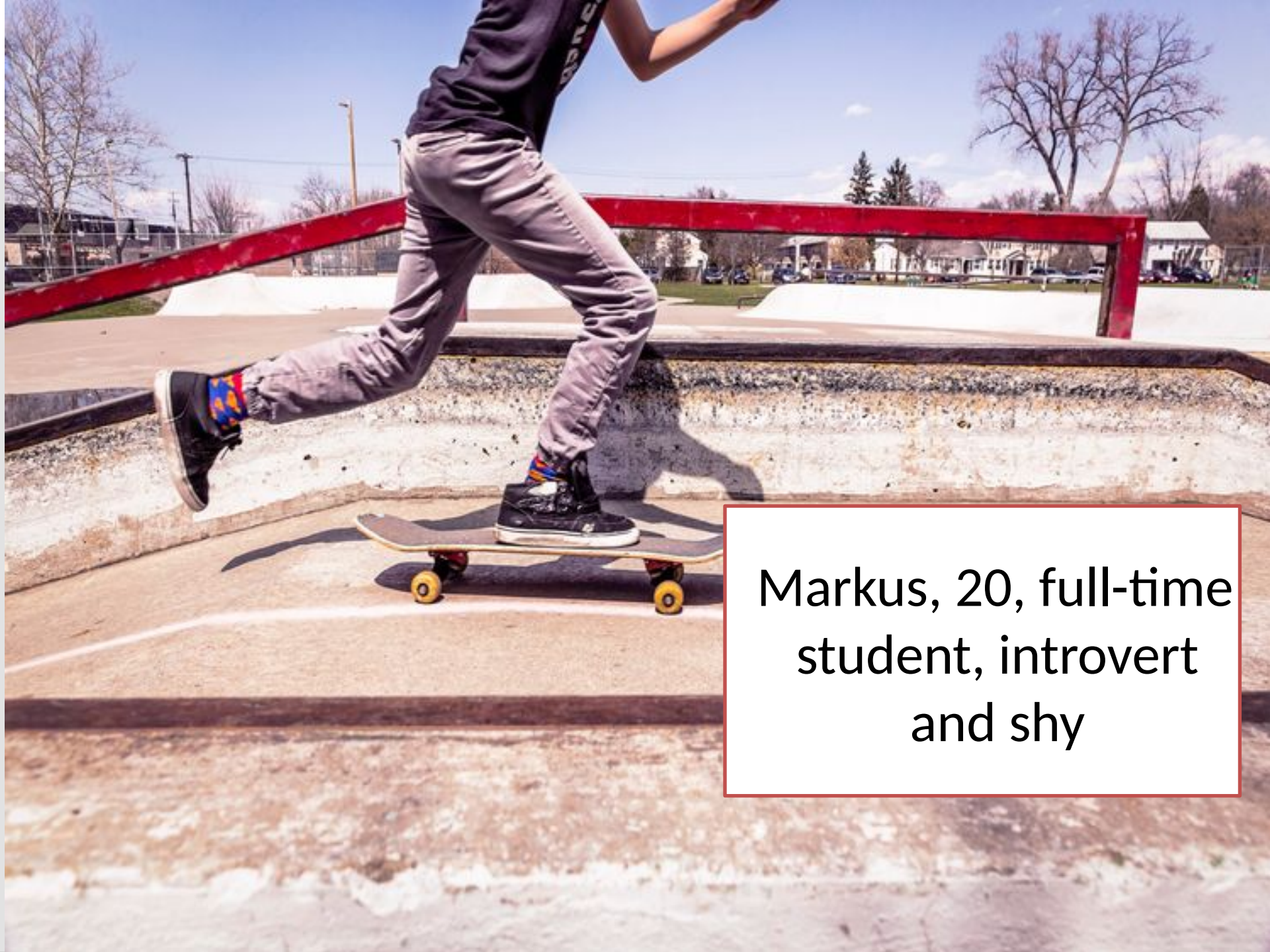
Kukka, 30, single  
mom, part-time  
worker



A close-up portrait of a man with a thick, dark brown beard and mustache. He is wearing a grey jacket with visible brass-colored buttons. The background is blurred, showing what appears to be a city street with buildings. A white text box with a thin black border is positioned in the lower-left corner of the image.

Tero, 55, long-term  
unemployed, 20  
years experience  
as warehouse  
manager





Markus, 20, full-time  
student, introvert  
and shy

A close-up portrait of a person with short, vibrant pink hair and striking green eyes. They are looking directly at the camera with a slight smile. A green leaf is partially visible in the foreground, slightly out of focus.

3 persons

A close-up portrait of a man's face, focusing on his mouth and a very full, dark beard. He has a slight smile, showing his teeth. The background is blurred.

3 styles

A person is captured in motion, skateboarding on a concrete ramp. They are wearing a dark t-shirt, light-colored pants, and black sneakers with colorful socks. The background shows a clear blue sky and some distant trees.

3 lives



# They are clearly different

They all have:

- different skills,
- different situations,
- different lives and
- different needs in their education

# They all register to attend the same course

Kukka wants to get a better chance at getting a promotion on her workplace

Tero hopes to improve/acquire some knowledge that would help him find a job to support his family

Markus is really interested in the course's subject and wants to get a good grade



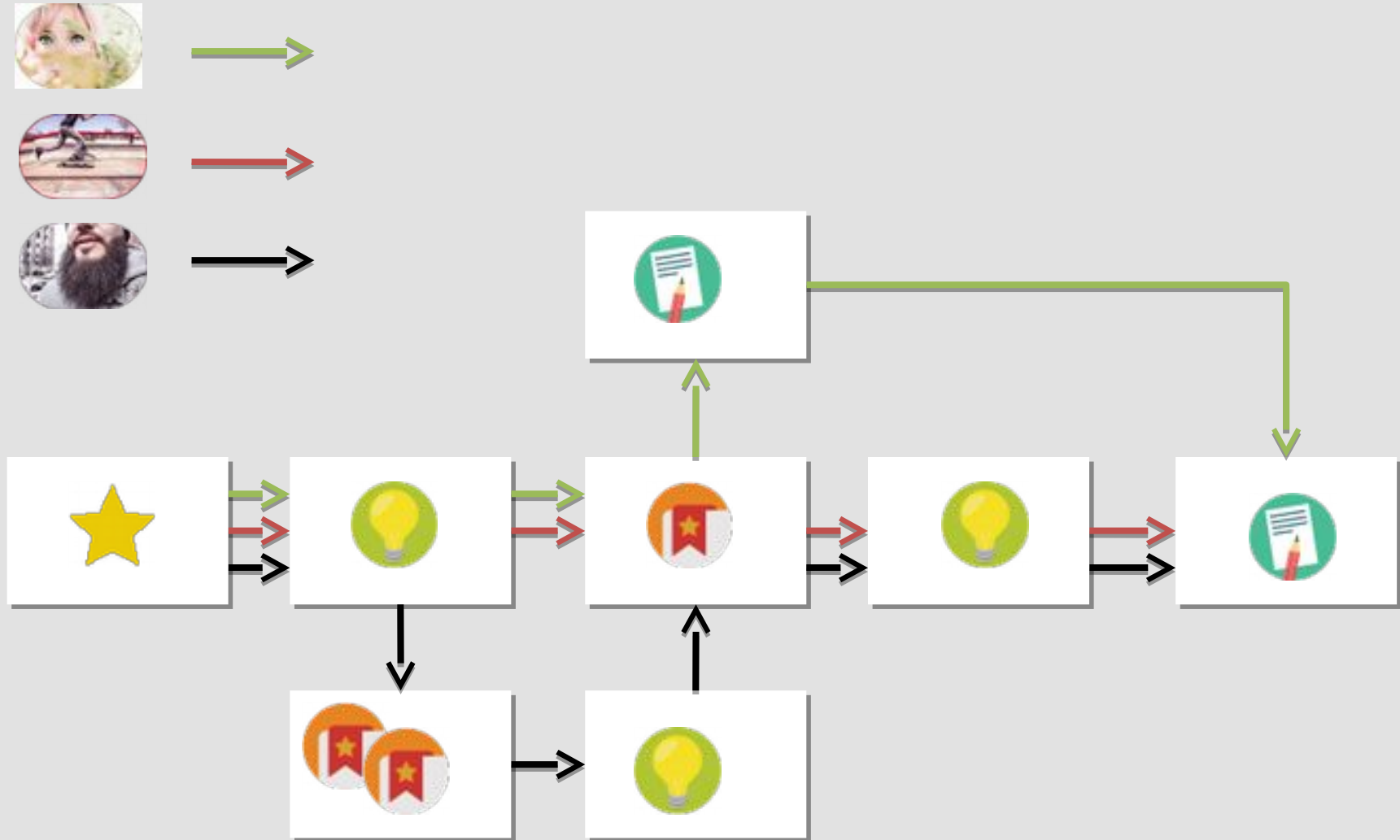
Why would we expect them  
all to follow our course in  
the same way?



Should we better focus on the way they learn and provide them with options to achieve the same learning objectives?



# PLD = Personalised Learning Designer





# How can PLD help us?

With PLD we can define rules

The rules are triggered by events

If the conditions we specified are met

Actions take place

Event – Condition(s) - Action

# Keeping students engaged

Kukka is busy with her toddler and her job, and sometimes has difficulties to follow the speed of the others. What about encouraging Kukka – and the others – by congratulating her after a good grade with an email?

Markus could be a very valuable source of knowledge in a forum... also for others. Maybe he needs a push to stop being so shy, so... why not remind him?



# Keeping students active

Tero is not very versed in computers. We could help him stay active directing him with messages explaining what to do next.

Kukka would get a push staying active and moving forward if we knew early enough that she hasn't accessed the course in certain amount of days. We could find out then if she's having problems with the content or her toddler is sick

# Keep students moving forward

We could help Markus letting him go his own rhythm, after all he has all the time he needs to study.

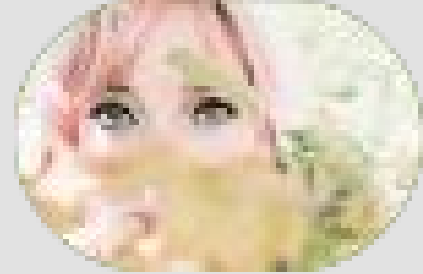
And if we offer Markus bigger or more interesting challenges to keep him interested?

What about giving Tero more opportunities to practice by showing extra exercises?



# Keep the course relevant

We could help all of them by offering content that fills the gaps on their knowledge.



After all, they all come from **different places** and **all know different things**, so why would we force them to go through a content they already know instead of focus to the content they don't?

Don't we all have  
our own ways?



# Real examples of PLD rules

⚙ 2. Muistutus (kurssi) (Disabled)	<b>Recurring event:</b> Every Wed at 2:15PM	User is in role: Student <b>and</b> User has NOT logged into course within the last 7 days.	<b>Send email:</b> Kurssi ((course_name)) <b>Send email:</b> ((course_name)) varoitus
⚙ 3. Foorumin muistutus (Disabled)	<b>Course entered</b>	Tema 1: Foro has <b>not</b> been completed <b>and</b> Current date is after or on ((course_startdate)) (+14 days)	<b>Send email:</b> Foorum 1
⚙ 4. Onnittelut	<b>Activity Grade:</b> Any Quiz <b>Activity Grade:</b> Any Assignment	Current activity's grade is greater than or equal to 80%	<b>Send email:</b> onnittelut
⚙ 5. Osio 2	<b>Activity Grade:</b> Evaluación Tema 1	Evaluación Tema 1 has been completed <b>and</b> Tema 1: Actividad de desarrollo has been completed	<b>Unlock release code:</b> 123456



# Student's view

## Arquitectura sostenible

### CONTENTS

#### Guía docente

Progress: 0 / 9

#### Tema 1: Bases del diseño

Progress: 0 / 7

Tervetuloa Ester Student 3  
Olkaa hyvä ja lue Presentación

Close

## Guía docente

### Presentación

En el primer módulo de la asignatura, denominado "Sostenibilidad en la Edificación", se

# How do we know...

Rule Name	User	Date ▼	Actions Fired
2. Muistutus (kurssi)	David Puente - Personal	Tuesday, 18 October 2016, 1:31 PM	<b>Send email:</b> Kurssi ((course_name)) <b>Send email:</b> ((course_name)) varoitus
2. Muistutus (kurssi)	Ester Student 1	Tuesday, 18 October 2016, 1:31 PM	<b>Send email:</b> Kurssi ((course_name)) <b>Send email:</b> ((course_name)) varoitus
2. Muistutus (kurssi)	Ester Student 2	Tuesday, 18 October 2016, 1:31 PM	<b>Send email:</b> Kurssi ((course_name)) <b>Send email:</b> ((course_name)) varoitus
2. Muistutus (kurssi)	David Puente - Personal	Tuesday, 11 October 2016, 1:31 PM	<b>Send email:</b> Kurssi ((course_name)) <b>Send email:</b> ((course_name)) varoitus
4. Onnittelut	Ester Student 1	Monday, 10 October 2016, 3:06 PM	<b>Send email:</b> onnittelut
8. Osio 3	Ester Student 2	Monday, 10 October 2016, 2:48 PM	<b>Unlock release code:</b> 34567
6. Ryhmä A	Ester Student 2	Monday, 10 October 2016, 2:35 PM	<b>Add user to group:</b> grupo 1 <b>Send email:</b> Ryhmälle
5. Osio 2	Ester Student 2	Monday, 10 October 2016, 2:23	<b>Unlock release code:</b> 123456

# Your turn!

## How would **you** use PLD to improve your courses?

