

# First Ideas on the Online Collaboration – current state and future possibilities of Massive Open Online Project (MOOP) platform

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Idea<sup>S</sup>

- We are setting out to work on a big and global challenge, and based on what we have seen in our own project, collaboration has a huge potential.
- Personally, I think meeting face to face and discussing like we do now is usually the best way to create new things together, but the problem is that it doesn't always scale – especially when we are talking about hundreds or thousands of students working together over several years.
- We have taken the first steps to develop a set of tools and methods for online collaboration and used it in two rounds of our CBI student project. Next I'm going to share with you how this platform could look for the High Speed Initiative, go through some feedback and development ideas from our platform, and then ask for your feedback, experiences and needs we could use to develop this further.

# MOOP

- Repository for collecting student material
- Platform for sharing and collaborating on the learning material and student questions
- More emphasis on the project work and collaboration (compared more traditional “MOOC” style)
- **Live demo next**

[Live demo]

# Feedback from the current platform at CBI 2015

6 months

7 universities

18 teaching team members

46 students

16 nationalities

2 + 2 weeks at CERN  
5 months remotely

# Multidisciplinary teams

Solving power - different points of view

## NGOs

Problems worth solving – driving the solution if successful

## CERN

Technological feasibility support - inspiration



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CURRENT COURSES



CERN

*Course Started - Jan 09, 2014*

# 01 Challenge Based Innovation

[View Course](#)

[Unregister](#)



CERN

*Course has not yet started*

# 02 CBI teaching team

[View Course](#)

[Unregister](#)

▶ Container Challenge  
on 25.9.2014

▶ Needfinding & User Approach

▼ Benchmarking & research

**Welcome from Norway!**

**01 - Introduction & 1st Task**

**02 - Methods of  
Benchmarking**

**03 - Benchmarking Challenge**

**the practice challenge at  
NTNU, "broken neck"**

▶ Problem convergence &  
data syntethisation

▶ Testing and  
hypothesis setting

▶ Low resolution prototyping

▶ Convergence: design mission

▶ GIWE (14.11. - 16.11)

▶ Prototyping

▶ Black Hole

▶ Convergence

VIEW UNIT IN STUDIO

## VIDEO



The video shows a presenter standing in front of a large projection screen. The screen displays a slide titled "Analogies" with the following text:

transforming information or meaning from a particular subject (the analogue or source) to another subject, a word, or an idea.

Try to broaden by using for:

- exemplification
- comparisons
- metaphors
- similes
- allegories
- and parables (also metonymy)

Ask your local linguist for: **WIKI**

RESULT: A WORD L

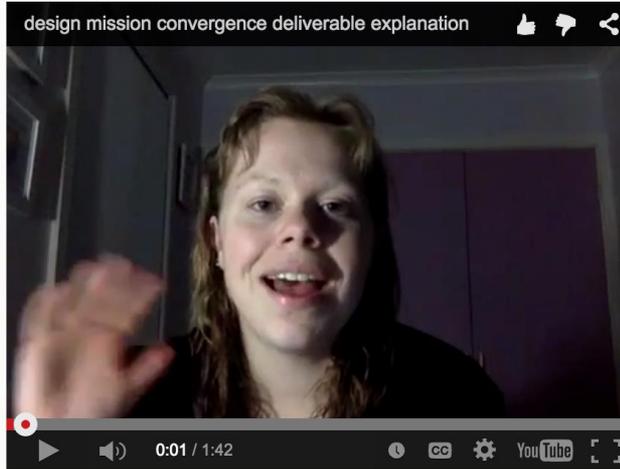
The slide also features a diagram of a tree with various branches and a small image of a person. The video player interface shows a play button, a progress bar at 2:04 / 10:39, a speed control set to 1.0x, and volume and HD icons.

STAFF DEBUG INFO

Here are the links from the Gecko-example:

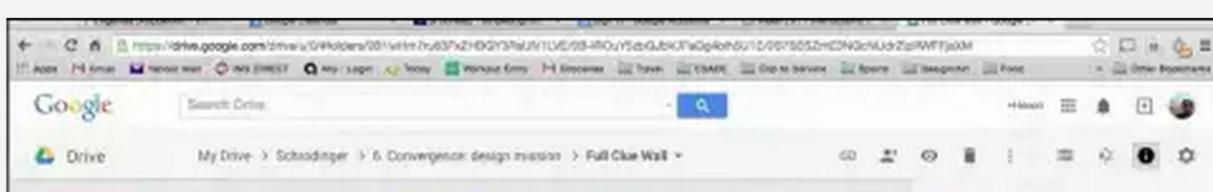
- [Link 1](#)
- [Link 2](#)

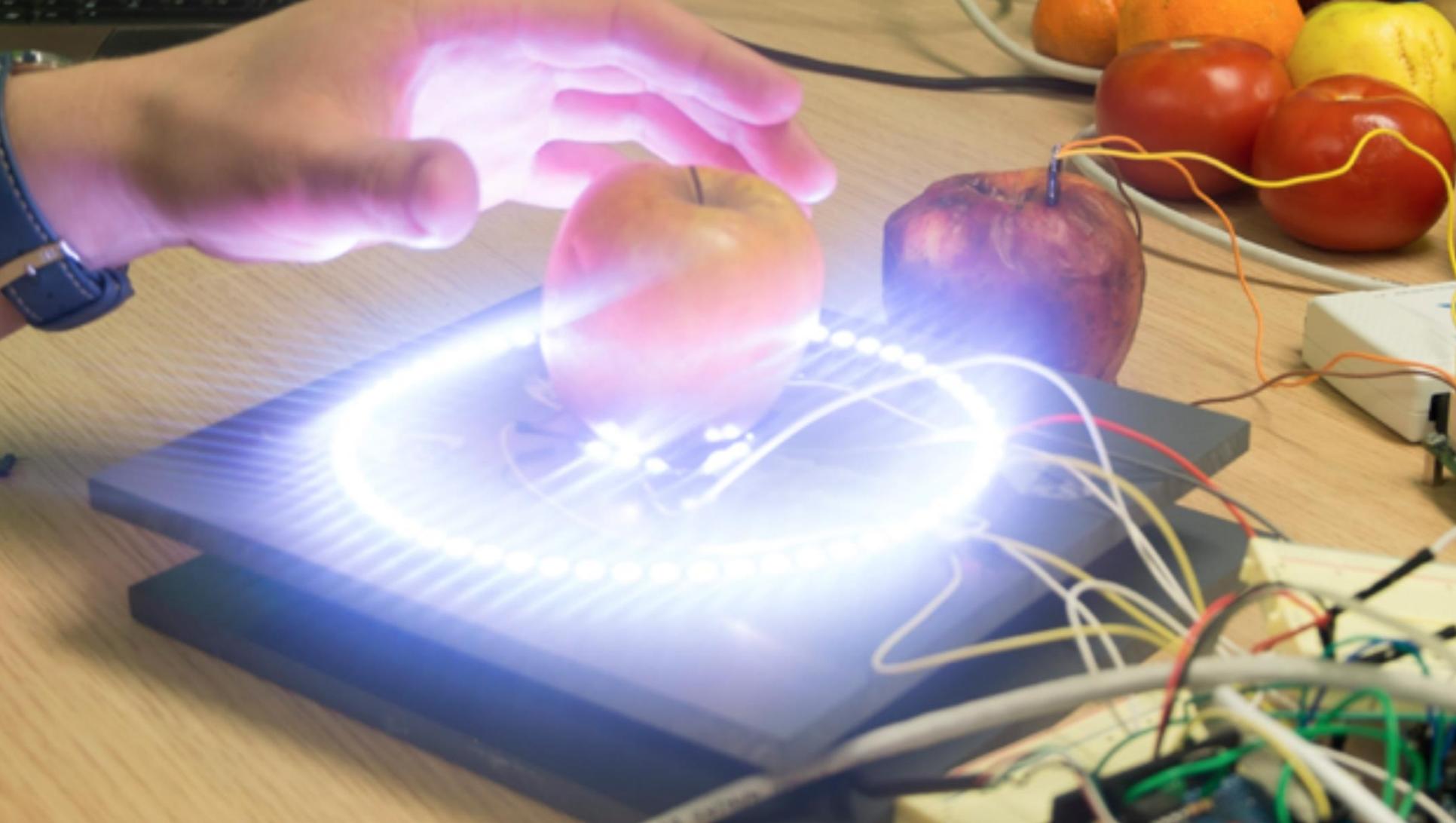
[Download the PDF](#)



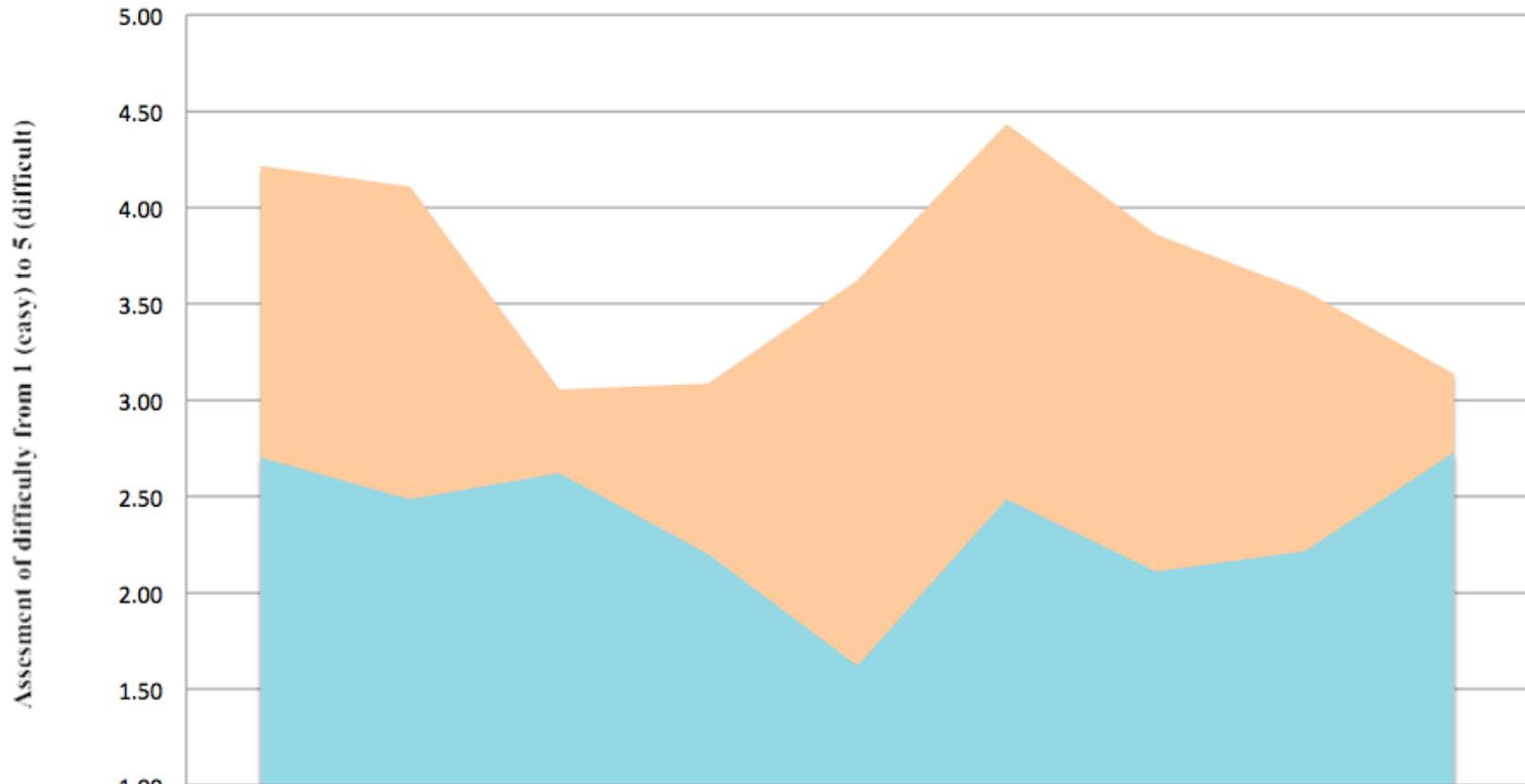
STAFF DEBUG INFO

## CONVERGENCE









	(Re)defining the problem	Concept specifying	Grasping external knowledge	Ideation	Knowledge pooling	Making decisions	Making it tangible	Synthesis	Testing and user feedback
Virtual activity	4.22	4.11	3.05	3.09	3.62	4.43	3.86	3.57	3.14
Co-located activity	2.70	2.49	2.62	2.20	1.62	2.49	2.11	2.22	2.73

## Results from CBI 2

Design activity	Co-located rank
Testing and user feedback	1
(Re)defining the problem	2
Grasping external knowledge	3
Making decisions	4
Concept specifying	5
Synthesis	6
Ideation	7
Making it tangible	8
Knowledge pooling	9

Design activity	Remote rank
Making decisions	1
(Re)defining the problem	2
Concept specifying	3
Making it tangible	4
Knowledge pooling	5
Synthesis	6
Testing and user feedback	7
Ideation	8
Grasping external knowledge	9

**= Converging activities**

# Collection and integration of project material

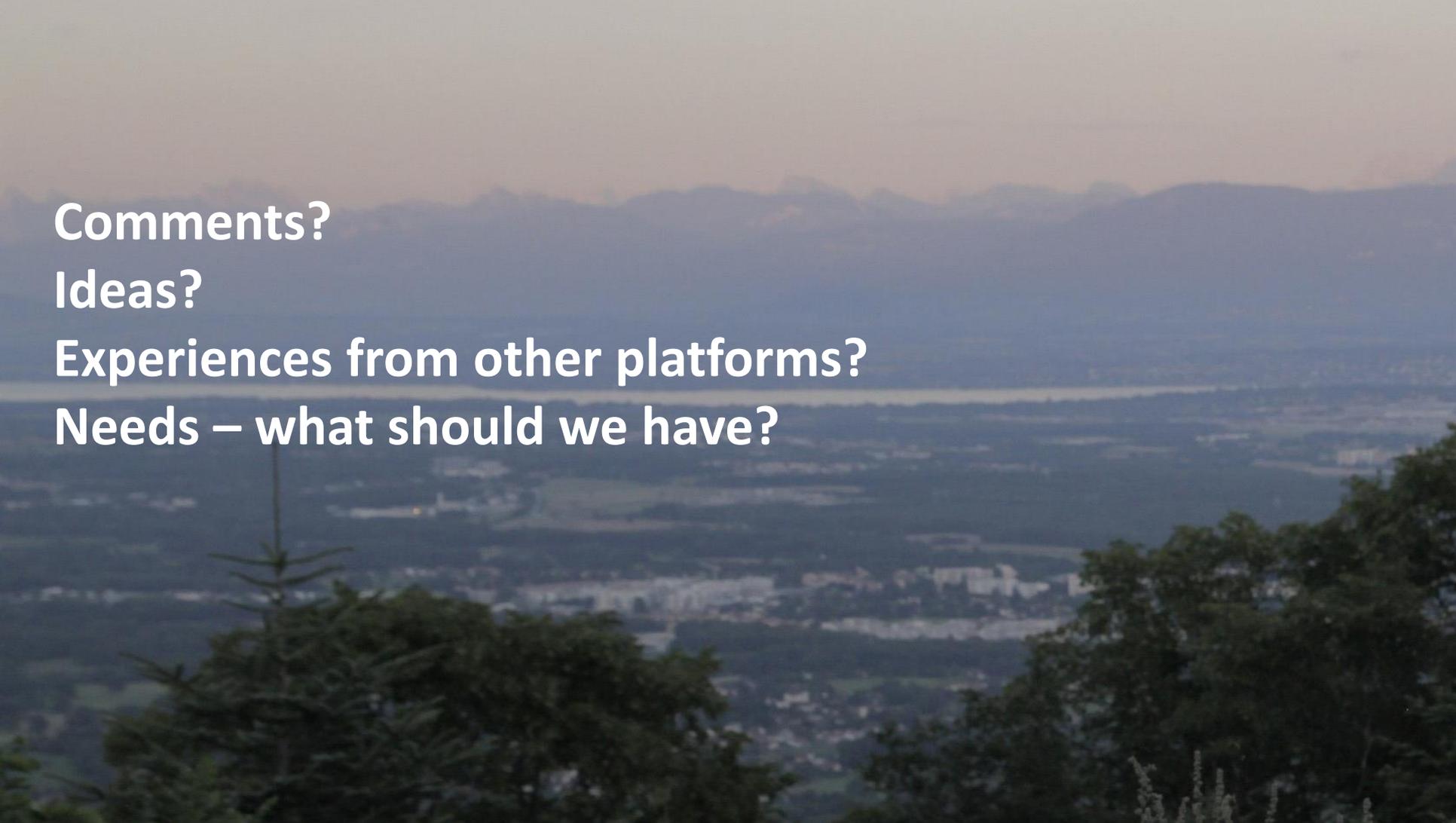


- Minimum level: Collecting all the submissions to open, publicly accessible archive (e.g. under Open Hardware Licenses)
- Content review and evaluation under each Working Group
- Supporting intercommunication and idea exchange between Working Groups
- The current open source software components can already scale up to millions of users.
  
- Next level: Templates and APIs to help people to document various project parts (like physical parts of a high speed airplane & code running them) and develop them further.



# IdeaSquare contributions

- Hosting and developing the main platform
- Access to capacity (data storage, video connections)
- Working on next steps and extending functionality with open source tools like Invenio, Indico, Vidyo, Mattermost, EDMS, Sonru, Openstack, Owncloud...

A scenic view of a valley with a city and mountains in the background, overlaid with white text. The image shows a wide valley with a city in the distance, surrounded by greenery and mountains under a hazy sky. The text is positioned on the left side of the image.

**Comments?**

**Ideas?**

**Experiences from other platforms?**

**Needs – what should we have?**