## challenges with online courses and how we overcome them

Cheating and plagiarism happen online and offline. We remind students that they must comply with Concordia's regulations. We also design online tests to be made up of bigger banks of questions with randomized selections of questions and answers, and we are working on implementing the latest online cheating detection mechanisms.

Gamification in learning is not a marketing ploy. We use it to personalize learning and increase intrinsic and extrinsic motivators in a course. When designing game elements and strategies for your course, we use multi-strategy teaching approaches with a backward development so that we increase student engagement, performance, and learning.

You don't have to be a techie to make an online course; we do. We choose production strategies and technological tools to fit your needs. We also train you and your teaching assistants on how to use your course and once live, we help with technical issues if needed.

Your online content does not replace your academic support. Students still need you and each other. That's why we take every opportunity to create collaborative learning experiences, introduce peer-led instructional practices and interactive communication, and implement peer and collaborative assessment strategies for desired outcomes.

It's true – distance and online education typically suffer from higher attrition rates than face-to-face courses. That's why we encourage communication online to keep students motivated. We also use an iterative process to proactively pilot and evaluate courses with learning analytics and strive for stakeholder satisfaction.

Students are not always self-motivated, nor organized with their time and work load. We recommend scaffolding students in becoming autonomous self-directed learners through our course designs and by giving them the information, tools and support they need to stay motivated and succeed online.

Educational equity is important to us. Technology should not hinder access to education, it should enable it. That's why we strive to increase the usability and functionality of the courses we create, the readability and clarity of any textual and visual elements and provide formatting alternatives and captions or transcripts.

Gamification in Learning = Edutainment versus Learning

> Face-to-Face Communication & Support

Students' Self-directed Learning

**Attrition Rates** 

**Online Cheating** 

and Plagiarism

Technology and Digital Literacy