

Some references for Steve Draper's FutureLearn talk 26 Sept 2013
"MOOCs and peer interaction"

The talk has a web page with abstract, slides, this handout, links:
<http://www.psy.gla.ac.uk/~steve/talks/mooc1.html>

Draper: Jigsaw design and class size: <http://www.psy.gla.ac.uk/~steve/loaled/jigsawpresent.html>

Matt Barr: <http://www.matthewbarr.co.uk/>

Baldwin, Jonathan: "Gamification for student engagement in learning and assessment": (2013)
<http://www.enhancementthemes.ac.uk/docs/resources/gamification-for-student-engagement-in-learning-and-assessment.pdf?sfvrsn=2>

See also: <http://www.ice.cam.ac.uk/who-we-are/institute-staff/jonathan-baldwin>
<http://jonathanbaldwin.co.uk/about/>

Bloom, B.S. (1984) "The 2 Sigma Problem: The Search for Methods of Group Instruction as Effective as One-to-One Tutoring " *Educational Researcher* Vol.13 No.6 (Jun. - Jul., 1984) pp. 4-16

Chi,M.T.H., Roy,M. & Hausmann,R.G.M. (2008) "Observing Tutorial Dialogues Collaboratively: Insights About Human Tutoring Effectiveness From Vicarious Learning" *Cognitive Science* vol.32 pp.301-341
[video of tutoring; peer interaction and learning; tutor effects]

Kapp, K. M. (2012). The Gamification of Learning and Instruction. San Francisco, California, USA: Pfeiffer. [The deep view of gamification]

Pollitt,A. (2012) "The method of Adaptive Comparative Judgement" Assessment in Education: principles, policy and practice vol.19 no.3 pp.281-300 [Adaptive pairwise ranking as an assessment method]

Smith,M.K., Wood,W.B., Adams,W.K., Wieman,C. Knight,J.K., Guild,N. & Su,T.T. (2009) Why peer discussion improves student performance on in-class concept questions *Science* vol.323 issue:2 Jan. 2009 pp.122-124 [Experiment on how Mazur's "PI" causes deep learning]