

Literature Review

[A Psychologist Explains How to Cope With Video Chat When You're Socially Anxious](#)

Summary:

- Real-life interactions generally don't come with the same pressure to perform like on video chat, and when you're in a virtual meeting, you're more conscious of the fact that you're being watched — something that can be triggering for the roughly 7 percent of the population with a social anxiety disorder.
- Research suggests the presence of a self-video in a video chat amplifies the number of socially anxious thoughts that people have versus when there is no self-video.
- If we are looking in the eyes of the other person's video, we are not looking at the camera, so it does not appear to them that we are looking them in the eye.

[No student should have to sit through a zoom lecture](#)

Summary:

- We will only practice skills that we need for work and life. That means almost no lecturing, and instead of me bringing information to the students, they decide what questions they want to pursue—and then they collaborate on that research.
- Passive learning is anti-equity: Its one-size-fits-all approach assumes that all students will get the same things from the same lecture, but that means that only some students actually learn.
- Active learning, where students work individually or in groups to tackle problems and ideas, works beautifully online. It can move smoothly from in person to online and back, making it flexible to our times, and less work for the teacher. We can break into small working groups online, or have class discussions, or presentations, much more easily and effectively than we can deliver online lectures.

[Where is Research on Massive Open Online Courses Headed? A Data Analysis of the MOOC Research Initiative](#)

Summary:

- Many top-tier universities have dedicated research into massive online open courses (MOOC), analyzing online distance learning and learning-at-scale.
- The results also showed that the most successful MOOCs had social aspects as a common theme.
- It is evident that students require socialization through several means (e.g. self-organized events, meet-ups, and more) and that social aspects provide educational benefits. These educational benefits include higher creative potential, stronger sense of belonging, and academic achievement. Also, there is more student retention when educational platforms and institutions have academic and social integration.

[Can learning be virtually boosted? An investigation of online social networking impacts](#)

Summary:

- Online social networking engagement has a positive impact on learning for university students.
- Social networking allows students to find groups and a sense of belonging within their university, which is an important factor for improving academic outcomes.

[User Reactions to Videoconferencing: Which Students Cope Best?](#)

Summary:

- Researchers wanted to understand how students of different demographic backgrounds would deal with remote/distance learning.
- The results showed that older students would be better able to perform with distance learning, while children are at a disadvantage.

- The researchers couldn't find significant differences in distance learning capabilities between genders. The researchers came to a similar conclusion between people with right and left brain lateralities.

[Online learners' interactions and social anxiety: the social anxiety scale for e-learning environments \(SASE\)](#)

Summary:

- These researchers are looking to create a social anxiety scale so that teachers may be better able to understand and adapt to the needs of their students.
- They created a multi-factor examination of online learners to try to comprehend their level of social anxiety on these online platforms and also determine the best route to be more inclusive to the needs of these students.
- They use 23 individual features that can be divided into three different categories.

Comparative Review

Comparator: tandem

About:

Tandem is a desktop app that simulates a "virtual office," allowing you to see what other people are working on and letting you quickly jump onto a video chat (with screen sharing) with the click of a button.

Pros:

More spontaneous conversations

- Tandem has "rooms" that emulate real-life conference rooms.
- The ability to spontaneously have a conversation with a co-worker during lunch or swinging by someone's desk to ask a question

Better collaboration

- Have the ability to quickly share a screen with someone and share a cursor

More transparency

- Tandem shows you what apps other people are working in

Cons:

Is this "virtual office" environment suitable for classrooms? bigger lectures vs discussion sections? office hours?

Comparator: kahoot

About:

Kahoot is a platform that provides instructors a chance to combine learning with gamification, allowing instructors to create interactive lessons and quizzes.

Pros:

Instructors can combine student interaction with learning

Students compete with one another in a low-stakes, light-hearted environment

Students can interact with each other in a fun academic setting despite distance

Cons:

Must have a separate communication platform on for audio/video communication

Useful for quizzes/learning but not for other asynchronous work

Comparator: meetingroom.io

About:

Meetingroom.io is a virtual meeting room service. It uses virtual reality to allow groups of individuals to get together in a virtual environment to host meetings, chat, or work together.

Pros:

Feel a bit closer to your peers than in a video call

Inclusive: available on a variety of platforms and does not require a VR headset

Cons:

Must have VR set to take full advantage of the platform

Allows limited number of people (8) for free, and any larger group requires paying

Comparator: nooks

About:

Nooks is an online community tool that allows users to congregate, organize, and collaborate. Each user is given their own "Community" where they can start their own zoom room/video conferencing space. It is also used for students to attend office hours and meet with other students who are working on the same problem. Within these office hours, the students also have the ability to create subrooms with their friends and fellow students who they feel most comfortable with.

Pros:

Students can create their own communities and sub-communities

Will allow students to work with peers they feel most comfortable with

Students get more interpersonal interaction

Teachers can give more specified help to student groups in an organized way

Cons:

Social anxiety may disenfranchise participation from some students

Difficult for teachers to navigate between communities during office hours

Expert Interview

We have scheduled an interview with Jennifer Wolf for Tuesday (09/22) afternoon. Jennifer Wolf is currently a professor in the Stanford Graduate School of Education and the director of Undergraduate Education Minors. She teaches the introductory Education/Teaching course. Jennifer Wolf has 15 years of experience teaching in California high schools and is well-versed in both classrooms and research fields. She has a strong understanding of students' needs and issues that come with being in a classroom.