

Roll Number: \_\_\_\_\_

*Thapar University, Patiala*  
Department of Computer Science and Engineering

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Ph.D. Course Work	Course Code: DCS008
	Course Name: Innovations in Technology Enabled Learning for Online Environment
May09, 2016	Monday, 2.00 PM– 5.00 PM
Time: 3 Hours, M. Marks: 40	Name Of Faculty: Dr. Deepak Garg

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*Note: All questions are compulsory.*

Q.1 (a): How online learning activities are different than classical learning activities. How we engage and motivate students in online teaching. (5)

(b) Comment on the issue of equity and access in context of virtual education. (5)

Q.2 (a) Retention and Analysis of users in MOOCs is the most important issue that still needs new thinking. What is the current philosophy? Also give some other philosophy that you think may be fit for this. (5)

(b) Financial feasibility if running a MOOC business is very critical. Discuss the credit awards and payment structures in this context. (5)

Q3. Game design for learning is going to come up as a good strategy for the future of MOOCs. Discuss the issue in its entirety. Take proper examples and cases, wherever required. Also, quote relevant experiments which are currently being done by individuals or corporations in this regard. (10)

Q4. (a) Virtual communities are increasing with the running of different online activities. Discuss the issues concerned with this. Also give a comparison with a cultural perspective with proper exemplars. (5)

(b) How the cognition paradigm is concerned with gaming. How we relate this framework with the institution of education. (5)