RAPTIVITY®

Case Study – NC Virtual Public School
"Online Courses: From flat to interactive using Raptivity"

About NC Virtual Public School

NC Virtual Public School (NCVPS) is a leader in virtual learning for students. Nearly 50,000 secondary students across the North Carolina state are enrolled in over 150 course offerings. Their students come from 115 school districts in North Carolina as well as many other charter schools and non-public schools. Collaborative learning is the core of NCVPS model, so the courses utilize real-time and asynchronous collaborative tools, audio, video, blogs and cutting-edge assessment tools. More importantly, courses pair students with highly qualified NC licensed faculty members from around the world. By virtue of NCVPS's online course delivery, students from all areas of North Carolina get access to courses and highly qualified teachers for subjects that are not present in their local schools.

Background and Business Situation

NCVPS has created over 150 Advanced Placement, Honors, Traditional, Credit Recovery and Occupational Course of Study courses. These courses are delivered in both traditional (face-to face) and online formats in schools.

Jeffrey Page is the curriculum coordinator for NCVPS. His responsibility is to assist in the process of new course development and course revision. In this role, he helps to develop high-quality, interactive content through learning objects. He is also responsible for understanding how the content fits in the parameter of the LMS (Learning Management System) and develop efficient ways for teachers to teach them and manage the workload.

The Challenge

NCVPS's courses were fairly "flat" in nature, where students would read and then attempt the assessment or exercise. Although students demanded more interactive and engaging sessions, but NCVPS was not able to provide it because they lacked the tools to create these interactivities.. Instead, they directed students to other websites (for reference) which were beyond their control. Since the courses were dry and lacked any sort of interactive elements, students did not find them interesting and engaging.

To overcome these challenges, Jeffery tried to search and find online games and interactions created by third party agencies. These solutions seemed to work, however, there was no accountability to ensure that the learners actually visited the site and completed the activity. Moreover, NCVPS had no control over the content and there were times when these external (reference) links would go bad or sites would change their Terms of Service, which would block access to the desired content.

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Solution and the Approach

NCVPS was introduced to Raptivity through Idaho Virtual School. Idaho had previously developed learning objects using Raptivity and NCVPS was impressed with these findings and decided to create and use the same kind of learning objects.

Along with Raptivity, NCVPS also used Articulate Studio '09 and Articulate Storyline. Jeffery and his team decided on using Raptivity interactions to create the interactivities. After this, the team worked in pairs to develop the courses using interactive learning objects and teacher-directed instructions. They developed courses based on the needs of the school districts in the state. Subject matter experts – i.e. teachers created the courses based on NCVPS's instructional design standards.

It usually took Jeffery and his team thirty to sixty minutes to create a learning object depending on the type of interactions. Matching interactions took the least amount of time, but games like **Million Dollar Quiz** and **Name Me** took more time because of the number of questions and options involved while customizing the interaction.

Jeffery always had a visual image of the output in his mind before selecting the interactions. He says **"*It is difficult to fit the content in the interaction if you have not visualized the end result.*"**

He further remarks, *"I like the ability to create an interaction from a wizard. In our process, we give the developer(s) a template which they fill in. Having a wizard makes it easier to fill in the parameters for the interaction before actually filling in the content."*

Since the courses often involved the inclusion of assignments that give students high-quality feedback on their work, Raptivity helped them reduce their dependency on other links that were previously used as references. Since the courses created by NCVPS are used by students from grades 8-12, keeping the students engaged was the primary objective keeping in mind this age group's short lived attention span. The use of Raptivity games and interactive questions helped NCVPS achieve this objective. In addition to all this, Raptivity also helped NCVPS to track the progress of their students.

Jeffery also points out that NCVPS's students are fond of 'match the pair' interactions (immediate, delayed, and analogous feedback interaction models from Raptivity).

Due to the use of these interactive elements in courses, NCVPS's enrollment grew; courses became interactive and interesting, students started showing better engagement and participation, which ultimately improved their grades and results.

After witnessing such remarkable improvements, Jeffery states "*Raptivity has allowed us to create interactive practices, giving immediate and detailed feedback, while providing accountability of work.*"

Testimonials

Jeffery says *"We use Raptivity to create interactive, engaging learning objects for our courses. We mainly use the games and interactive questions for our courses, but have utilized some of the presentation aids available in the Raptivity software package."*

"*Having the ability to add interactive practices and tracking capability due to SCORM has increased the accountability level of our learners and has made the course content more engaging.*"

"*The biggest factor was the ability to make the content our own. Instead of relying on websites that we had no control over, we could now create our own content and be able to edit it and manipulate it to fit our organization's needs.*"

"Raptivity is a rapid e-learning content creator. It aids in creating high-quality, engaging, interactions."

About Raptivity

Raptivity® is an amazingly powerful, yet simple interactivity building tool which helps you create outstanding learning objects without any programming. It has a diverse set of 190+ customizable interactions which helps in adding a new dimension to learning.

Raptivity at a glance:

- Quickly and easily create engaging learning interactions by simply adding content
- Craft compelling content using the finest collection of interactions such as games, simulations, interactive diagrams, virtual worlds and more
- Supports SCORM, AICC and Tin Can tracking
- Publish output in Flash and HTML5 formats
- Access your interactions on any device
- Integrates seamlessly with other authoring tools, LMS and other platforms
- Unmatched support response time