Community? What?

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Classroom Community Scale developed by Alfred P. Rovai (2002)

20-item Classroom Community Scale measures sense of community in a learning environment...It was concluded that the Classroom Community Scale is a valid and reliable measure of classroom community and that this instrument yields two interpretable factors, connectedness and learning. (p. 197)

Survey Method
*McMillan and Chavis (1986, p. 9) defined community as “a feeling that members have of belonging, a feeling that members matter to one another and to the group, and a shared faith that members’ needs will be met through their commitment to be together.”
“Proper attention must be given to community building in distance education programs because it is a ‘sense of community’ that attracts and retains learners. Educators who perceive the value of community must conceptualize how sense of community can be nurtured in distant learning environments” Rovai, 2002, p. 199).
Social integration had a significant positive effect on retention in a higher education.
* “Many of our attempts to communicate are, at the core, attempts at community building—a search for the community that connects us” (Palloff and Pratt, 2007, p. 35).

* Strong sense of community is vital for a successful online learning program (Conrad, 2008, p. 10).

* “Community is built upon what activities people do together instead of being based on geographical location” (Wellman as cited in Rovai, 2002, p. 199)
Current Student 07 stated in his critique of a student’s case study, “Moving on to the video - 
You were so much more animated and ‘real’ than you were when you were reading your text in the prior video at the intensive. It must feel strange and fearful to make this change, but it is so so so good. You also made good use of your hands” as you spoke.
* Alum 04 also stated, “Swapping video files” is important in building community.

* By posting student created videos and threaded discussions Current Student 14 said, “It was helpful in staying connected. The forums for writing responses was the least life-giving for me. The entries always felt a bit perfunctory. What worked the best was actually watching classmates' (speeches) online and giving feedback. That was invaluable and very fun too.”
Moment of crisis

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*Why teach online?
"The disruptive innovation extends its benefits to people who, for one reason or another, are unable to consume the original product -- so-called nonconsumers."

“What does this model mean in education? For computer-based learning to bring about a disruptive transformation, it must be implemented where the alternative is no class at all.”

* Disrupting Class
* Disruptive innovation
* Student centered
* Completely web-based application
* Asynchronous
* Presentation and Discussion Tool - in one place
* Interactive and Engaging

*VoiceThread*
sound + images = impact ^2

* https://diigo.com/01no1p
* http://goo.gl/QALuhW

**VoiceThread Examples**