

TWO CASE STUDIES FOR LEARNING WITH CROWDSOURCING TECHNIQUES IN BULGARIA

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APPROACH

Implicit crowdsourcing approach in virtual learning community: different types of information is gathered by monitoring of users' responses within a focused interaction (discussions, games, questionnaires).

A project management approach to crowdsourcing in virtual learning communities: gives flexibility and freedom to community members in elaboration and implementation of their ideas in the topic domain of the virtual community.

CASE STUDIES

Written words remain. Write correctly!
(2015 - ongoing)

Language consultations (<https://www.facebook.com/ezikovi.spravki/>) is a Facebook based project that provides educational language games and focused interaction (discussions, question- answering), with the community (students, teachers, and users who want to have excellent tongue skills) aiming at development of language skills.



Viva Cognita
(2014 - ongoing)

Viva Cognita (<http://vivacognita.org>) is a web platform that provides mathematics and computer science education content for school students and teachers. Development of a virtual community that involve all interested parties (teachers, scholars, students, and business people) and actively use their contribution is a key point in the general platform development strategy.



COMMUNITY DRIVEN ACTIVITIES

- users object and comment on an online article (users approximate 30 000);
- users answer language questions (users approximate 30 000);
- users discuss different language topics (together with or without an expert);
- experts answer in less then an hour to questions concerning: orthography rules, meaning of words, usage and distribution of new words, etc;
- users play language games with expert-generated feedback - games are organised regularly, i.e. twice in 2017.

- online mathematics competition, held two times per year, with more than 1300 participants;
- interactive online book "555 geometry problems";
- online courses in various topics of mathematics and computer science (intended for teachers);
- online courses in topics that are out of standard high school curricula, i.e "Probability and Statistics" (intended for students);
- online series and online competition "Curious and fun mathematics".

SOME INDICATORS

- Language game 2016: 5287 unique plays and 2327
- 100% correct plays.
- Language game 2015: 6947 unique plays and 1521
- 100% correct plays.
- App. 30 000 participants.

- 10000 registered users.
- 33% yearly growth of users
- 900 000 visits in 2016.
- 350 000 minutes YouTube watch time (since January 2016).
- Some courses are attended by more then 12% of the IT teachers.