

MAKING A MOOC WORK: A REVIEW OF THE VARIOUS OBSTACLES AND KEY FACTORS FACED IN THE RESTRUCTURING AND SUCCESSFUL DELIVERY OF A MASSIVE OPEN ONLINE COURSE

Thomas L. Buck and Richard L. Revoir
School of Business and Technology
College of St. Scholastica, Duluth, MN

ABSTRACT

This paper reviews the planning and implementation process of a massive open online course (MOOC). Developed by the authors, this project is intended to cultivate serious games that further the mission and the ethical leadership themes of the College of St. Scholastica's School of Business and Technology. With the goal of creating a values learning environment that can be adopted across the curricula in various schools and departments at the college, the games explore pressing issues of our times through new simulation models and systems for digital education created around content suggested collaboratively by Scholastica students, faculty, community leaders, and the Sandbulte Center for Ethical Leadership. Authors provide an overview of the development process and examples of the games.