BREAKOUT ROOMS AND DISCUSSION FORUMS FOR COLLABORATION

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Brief overview

Asynchronous and synchronous discussions for collaboration

Online discussion forums (overview and uses)

Breakout rooms (collaborate and Zoom)

SYNCHRONOUS

VERSUS

ASYNCHRONOUS

COMPARING 2 APPROACHES TO REMOTE LEARNING

Students engage in course activities at a specific date/time, requiring that everyone be online for a scheduled event

Students engage in course activities at any time, contributing at their own pace

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Definitions

 Asynchronous collaboration: Occurs at different times, over time (Discussion forums)

• Synchronous collaboration: Occurs at the same time (Zoom – Breakout rooms)

Asynchronous vs synchronous

Asynchronous

- Reflective practice (over time, can go back to previous discussions)
- Any place, any time
- Time to pull thoughts together
- Good for quiet students
- Creating community
- Collaboration

Synchronous

- Similar to a classroom
- Immediate feedback
- Scenario/role-play
- Clarifying misunderstanding
- Creating community
- Collaboration

Online discussion forums

- From a social constructivist perspective, the goal of online discussions is for learners to build understanding through dialogue with others
- At a basic level this involves

Externalizing one's ideas by contributing posts to an online discussion



Taking in the externalizations of others by accessing existing posts

SPEAKING



LISTENING

Wise, A. F., Hausknecht, S. N., & Zhao, Y. (2014). Attending to others' posts in asynchronous discussions: Learners' online "listening" and its relationship to speaking. *International Journal of Computer-Supported Collaborative Learning*, 9(2), 185-209.

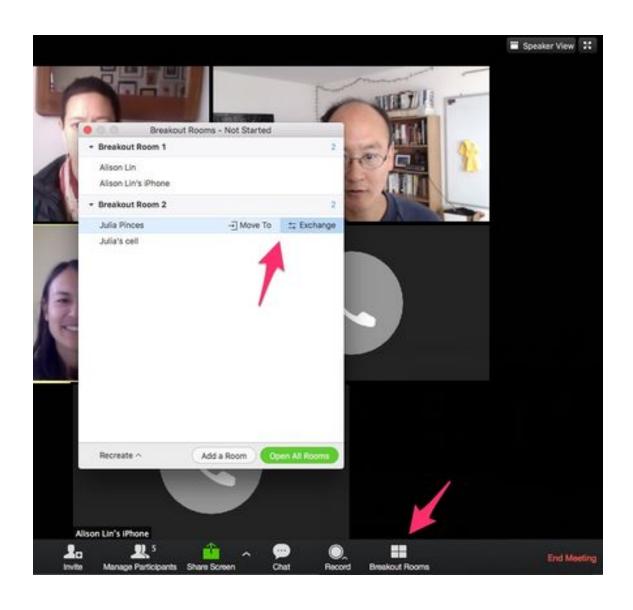
Discussion forums

- Group knowledge construction
- Allows for deep reflection over time
- Thought out responses
- Can revisit past discussions



Purpose	Bring the discussions into your synchronous work (give them purpose)
Interaction	Promote student interaction, responding, (listening)
Time	Suggest at least 2 posts at different times (spread across the discussion)
Length	Keep posts short, but not too short (50-200 words). Short posts lack substance. No one reads long posts.
Roles	Assign roles – facilitator, motivator, wrapper, synthesizer

Tips



Breakout rooms

• sub **rooms** that can be created within a meeting

Zoom

Collaborate Ultra

Main breakout room options

Some ways to use Breakout rooms

- Brainstorming give students a problem to solve
- Reflection and takeaway Each group discusses what was their main takeaway
- Scenario, roleplay
- Design, planning
- Flipped classroom