Modern e-Learning Techniques for Statistics

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Introduction ______2

Introduction

- Common opinion: 'Statistics is evil'
- Bachelor classes: failure rates of 30-50%



Introduction — 3

e-Learning

- web- and computerbased training applications
- authoring applications
- simulations
- videoconferencing/teleteaching systems
- □ learning (content) management systems
- content-catalogues
- digital learning games

e-Learning = everything which teaches something by digital media.



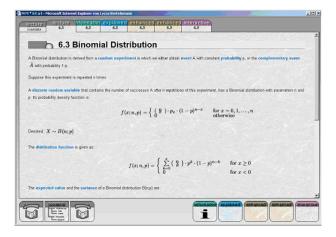
Introduction 4

Overview

- Introduction
- □ Quantnet Managing scientific code online
- □ Podcasting teaching on a fingerslide



MM*Stat





Technical Limits of MM*Stat

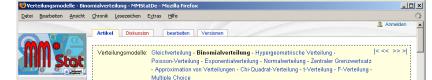
- Browser incompatibilities
- Difficult to extend
- No collaboration features
- Long-term support?



Wiki software

- ollection of webpages which can be read and edited by users
- special syntax simpler than HTML
- technical requirements: webserver and database
- common packages: TWiki, MediaWiki
- aims
 - collect knowledge in collaborative way
 - publish online in a convenient way





Navigation

- Grundbegriffe der
 Statistik
- Eindimensionale
 Häufigkeitsverteilung
 Wahrscheinlichkeits
 - rechnung
- Kombinatorik
 Zufallsvariable
- Verteilungsmodelle
- Stichprobentheorie
- Stichprobentneorie
- Testtheorie
- Zweidimensionale
- Häufigkeitsverteilung

 Regression
- Zeitreihen
- Glossar
- Formelsammlung

Suche



Werkzeuge

- Was zeigt hierhin
 Verlinkte Seiten
- = Hochladen
- = Spezialseiten
- = Druckversion
- = Permanentlink

Inhaltsverzeichnis (Verbergen)

1 Binomialverteilung

- 1.1 Info zur Binomialverteilung
- 2 Erklärtes Beispiel
- 3 Erweitertes Beispiel 1 zur Binomialverteilung
- 4 Erweitertes Beispiel II
- 5 Interaktives Beispiel Binomialverteilung

Binomialverteilung

[bearbeiten]

Der Binomialverteilung liegt ein Bernoulli-Zufallsexperiment zugrunde, bei dem entweder ein Ereignis A mit konstanter Wahrscheinlichkeit p oder das zu A komplementäre Ereignis \bar{A} mit der Wahrscheinlichkeit 1-p eintreten kann. Dieses Zufallsexperiment wird n- mal wiederholt.

Die diskrete Zufallsvariable, die die Anzahl des Eintretens von A bei n-maliger Durchführung des Zufallsexperimentes beinhaltet, heisst binomialverteilt mit den Parametern n und p, wenn ihre Wahrscheinlichkeitsfunktion durch

$$f_B(x; n, p) = \begin{cases} \binom{n}{x} \cdot p^x \cdot (1 - p)^{n - x} & \text{für } x = 0, 1, \dots, n \\ 0 & \text{sonst} \end{cases}$$

gegeben ist. In Kurzform schreibt man $X \sim B(n;p)$

Für die Verteilungsfunktion folgt



StatWiki

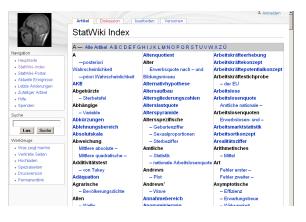


Figure: StatWiki Screenshot



StatWiki





TeachWiki





Extending wikis with R

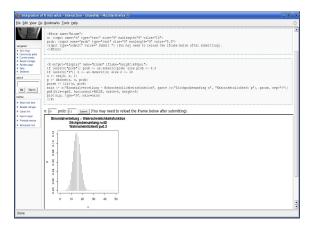


Figure: Interactive form for a figure R



Extending wikis with R

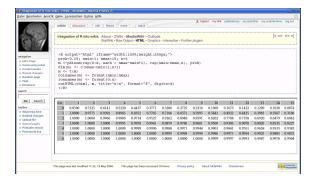


Figure: HTML distribution table



Wiki conclusion

- + easy way of putting materials online
- + allows convenient collaboration
- + functionality for managing pages
 - some useful teaching components missing (Moodle)
 - security (spam, vandalism)

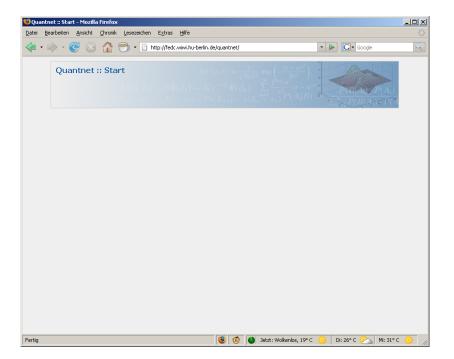


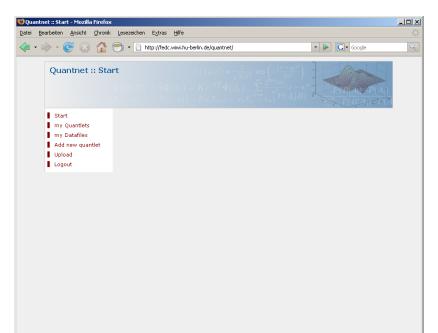
Quantnet —

Quantnet – managing scientific code

- Desirable for research: reproducible and reusable
- □ Code & data for papers, theses, books
- MD*Base: a data storage platform
 - plain-text datasets
 - XML description
- QuantNet project: a platform to manage data and source code











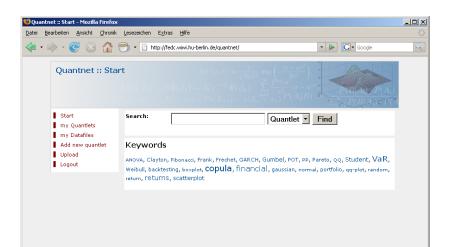




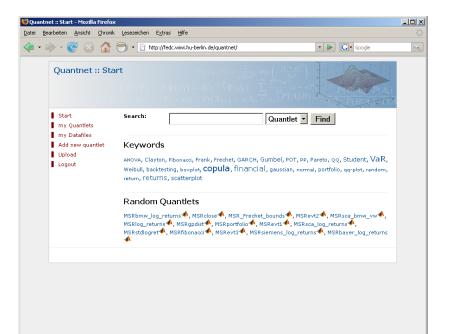






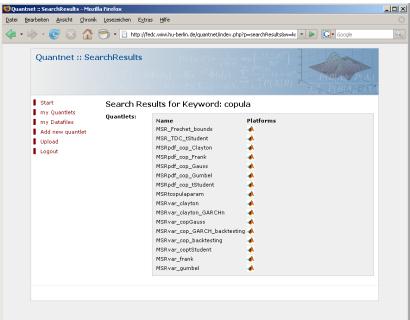






3 Jetzt: Wolkenlos, 19° C

Di: 26° C Mi: 31° C



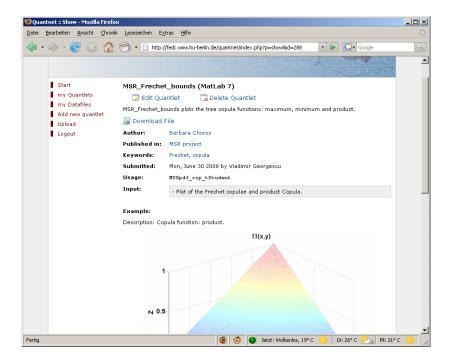


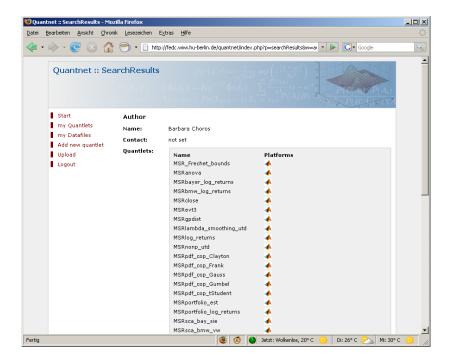


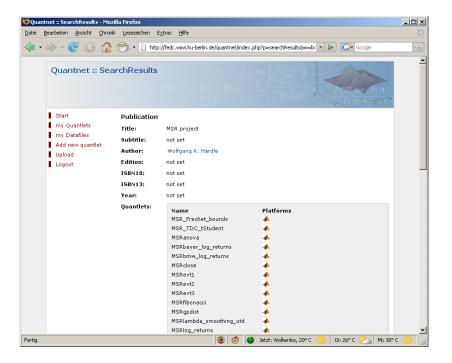


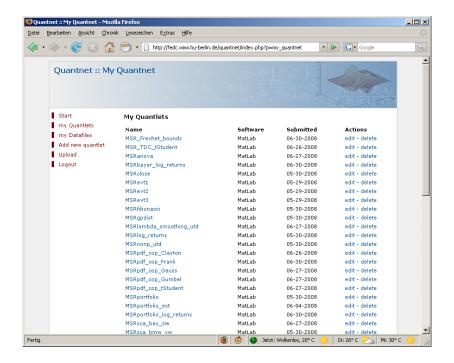


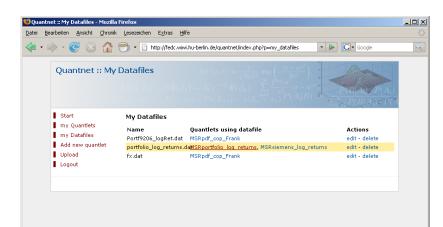












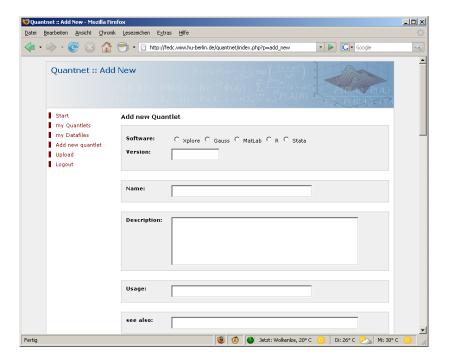


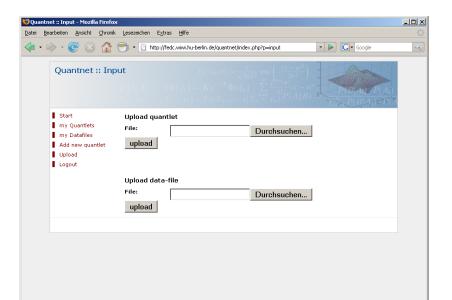












Quantnet 30

Quantnet conclusion

- + collect all materials in one place
- + convenient integration of new materials
- + easy generation of download packages
- large initial programming work
- each supported language requires adjustments



From past to present

video creation in the past:

- □ analog recording & editing
- igh costs (hardware, personnel)

video creation today:

- digital camcorders (DV-tape, HD, DVD)
- editing software 'for free'
- equipment starting with few hundred Euro

Useful for teaching?



Content distribution by podcast

- managed by RSS file, contains information on episodes stored in XML



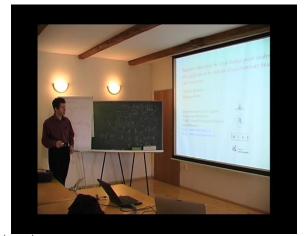
Creating digital content

- □ taping 'ordinary' lectures & events
- □ taping exclusively for video
- screencaptures and animations



Podcasting Examples

Modern Non-Parametric Statistics 2007





Podcasting Examples

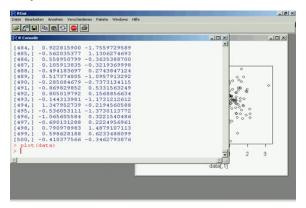
Econ Bootcamp 2008





Podcasting Examples

R Introductory Course





Trapdoors

- igh organizational requirements for excellent contents
- taping speaker insufficient
- matching video and slides highly time-consuming
- ime for post-production underestimated
- · ...



Conclusion podcasting

- + allows learning everywhere (train, plane)
- + may generate bigger audiences for lectures and conferences
- + simple way of distributing digital content
- equipment is rel. cheap, however quality takes time and money



Summary

- e-Learning has many facettes today
- three different applications using modern information technology
- may encourage students and help them with understanding statistics
- but good contents = high costs

Thank you for listening!

