

How to use user error rate when training

As the saying goes, "learn from mistakes". And this, of course, applies fully to distance learning. Because of mistakes made by students are rarely random. They reflect the stereotypes, misconceptions and knowledge gaps. Often we do not pay attention to mistakes, I don't want to offend the user, pointing out his mistakes. However errors can and should be used in teaching to make it more efficient.

Here are some ways to involve errors in distance courses:

1. Consider in advance possible errors in the script and give detailed feedback.

Correctly selected answers help us to understand in which aspects the students are most often wrong. When this great tool is detailed feedback on EVERY incorrect variant, which would explain why this answer is wrong. You will make your course even more effective if you give feedback and the correct answer, explaining why it is correct. So you can avoid the random response when the user answers "at random" and hit the correct answer without understanding why it is true.

2. Possible let the students the opportunity to comment on their answers.

Suppose you ask the question: "What is the most common drink in the world?" and add please comment on your answer: "to Explain your answer." This will force you to first think about the answer, and not just poke at some the finished version.

3. Provide the opportunity to correct the mistakes and take the course again.

This will reduce the anxiety and increase the [write my essay coupon](#) desire to learn. Imagine how frustrating when because of accident or oversight you flunk the final exam an assignment. And the result is shown as unsatisfactory. With the opportunity to take a course again or to correct their mistakes you will likely choose to do this and will much more care.

4. Provide the opportunity to evaluate the mistakes of others.

People are much more sensitive to other people's mistakes. As they say, in the eye of another straw will notice... This point can be used in training. Enter into the path of the character to perform some action, and give the job to evaluate the actions of the character. You will be surprised by the speed and quality of learning new information and completing tasks.

5. Tell the story of failure.

We love to tell stories of success, but they often vanilla, unnatural and not credible. Most people say that a successful person was just lucky. Tell the story of failure. First, the people are very happy to read about other people's failures because the lack of it increases their self-esteem. At the same time vivid stories about failures set people to avoid those.

6. Use error in job.

If you know what mistakes are usually made by the users when performing tasks, report them to students and make it clear that "you can't do that!"

Conclusion.

So, make sure that the user was not ashamed of their mistakes, and perceived them as an incentive to the development.

If you know of other ways to use mistakes to empower learners to write in the comments!