

A Collection of Virtual Experiments with Tracking of Student Interaction Data

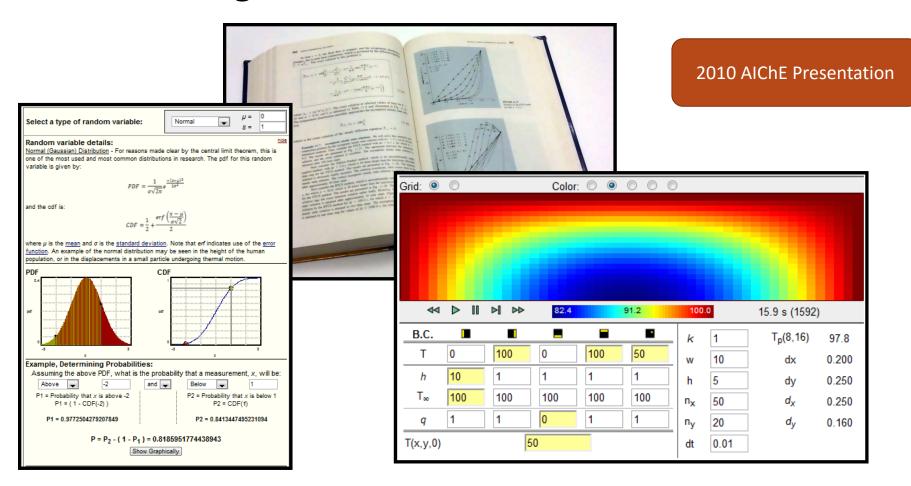
Anthony Butterfield Kyle Branch

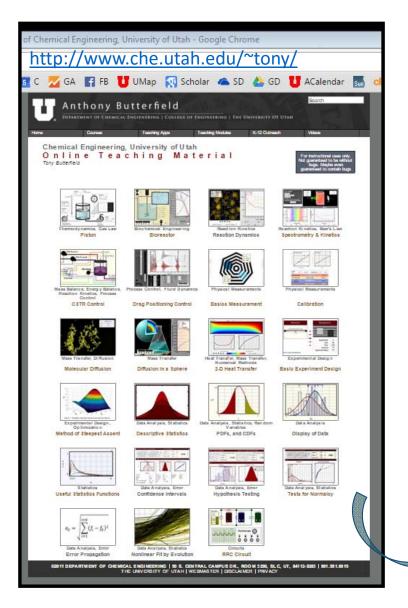
November 11, 2015
Best Practices of Online Courses and Virtual Environments



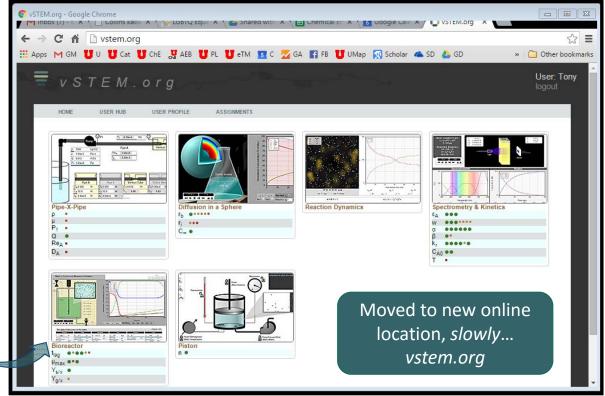
Example of Browser-Based Teaching Tools

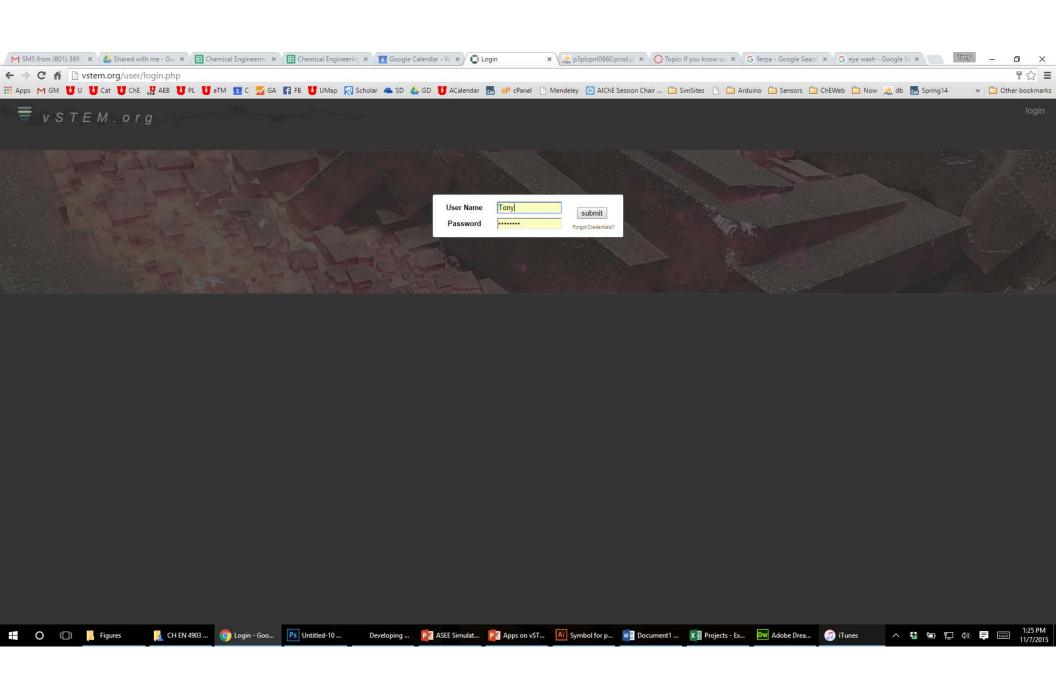






vSTEM.org Collection of Chem E Applications & Simulations





A Collection of Virtual Experiments with Tracking of Student Interaction Data: *Motivation*

- Packing students into labs & classes.
 - Save lab resources.
 - Track students (and their retention) better.
 - Track students from year to year.
 - 50% transfer students.
 - More effectively track lab safety
- Better prepare individuals for team hands-on design projects.
 - General need for open-ended lab-like chemical engineering simulations.



 What can we learn about student learning from their interactions with simulated experiments?

Why Not Use Existing Online Resources?

Many won't function

particular lab projects

Visible

• We want the data...

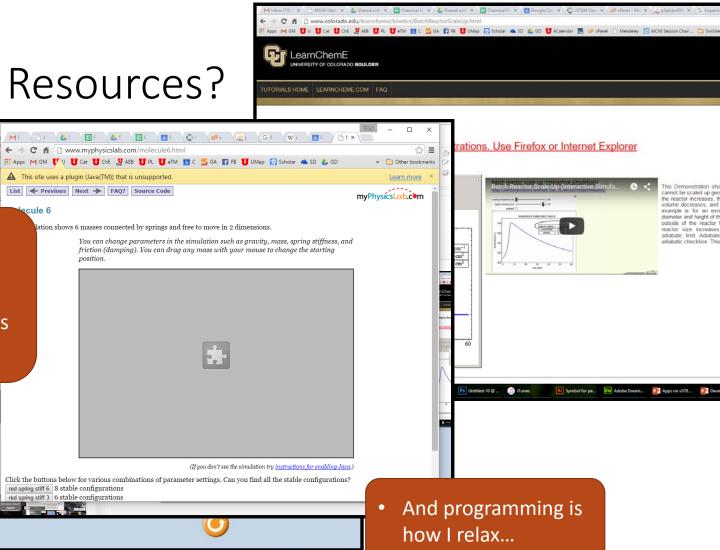
Higher Energy

Infrared

Microwave

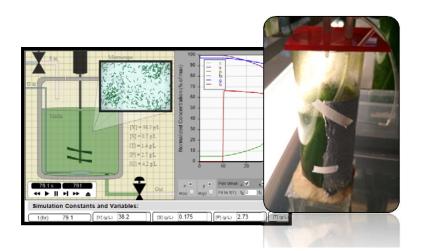
on all devices Need to fit our List ← Previous Next → FAQ? Source Code

red spring stiff 6 8 stable configurations

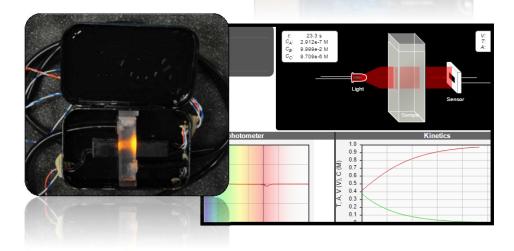


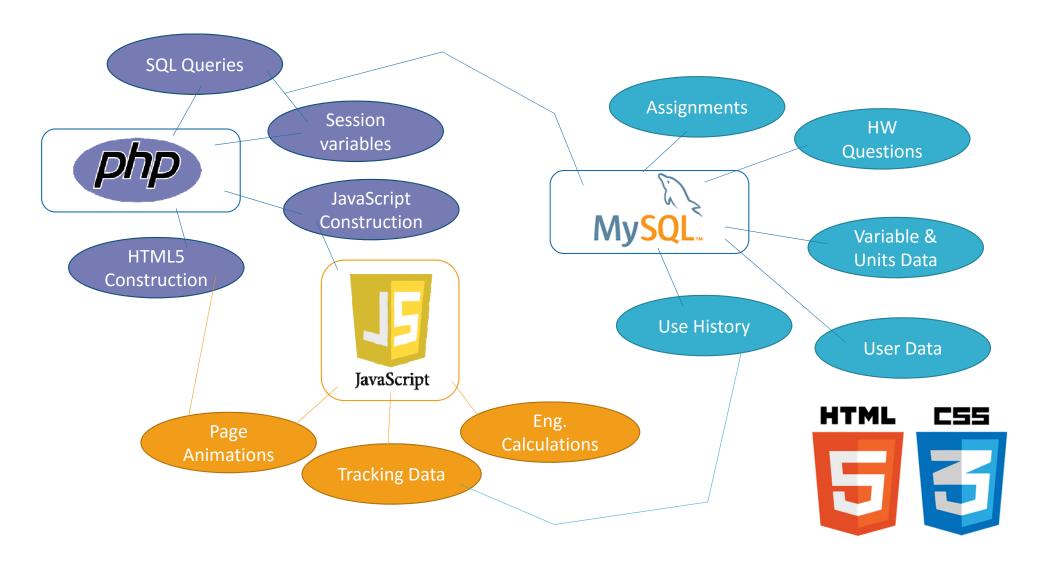
Our Simulations

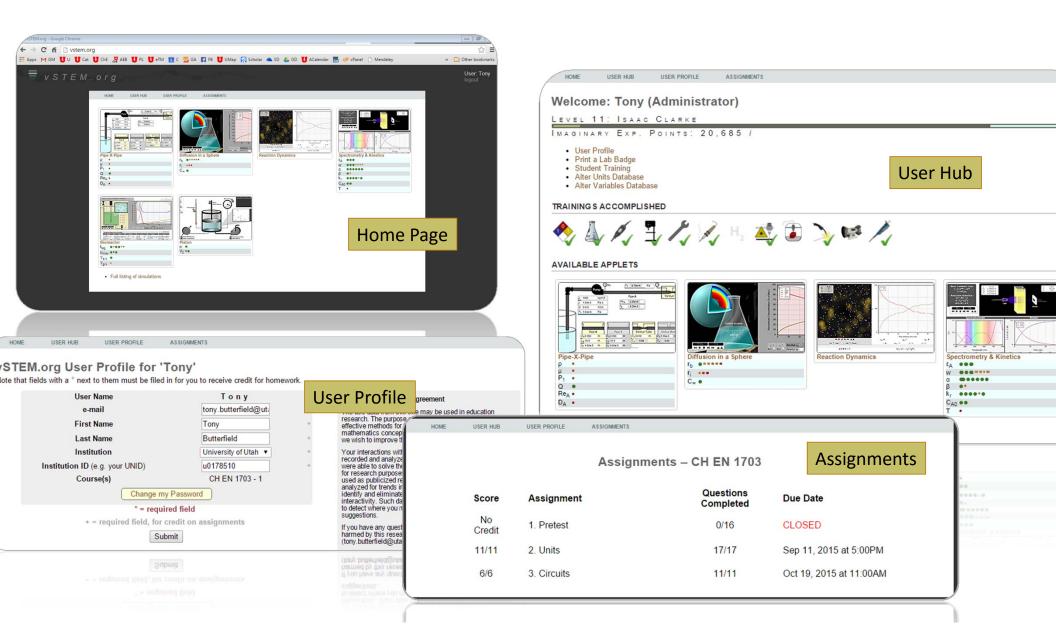
- Simulate lab experimentation
- Coupled with hands-on projects
 - Used in our freshman and senior laboratory courses
 - Soon to be implemented in our mid-curriculum courses





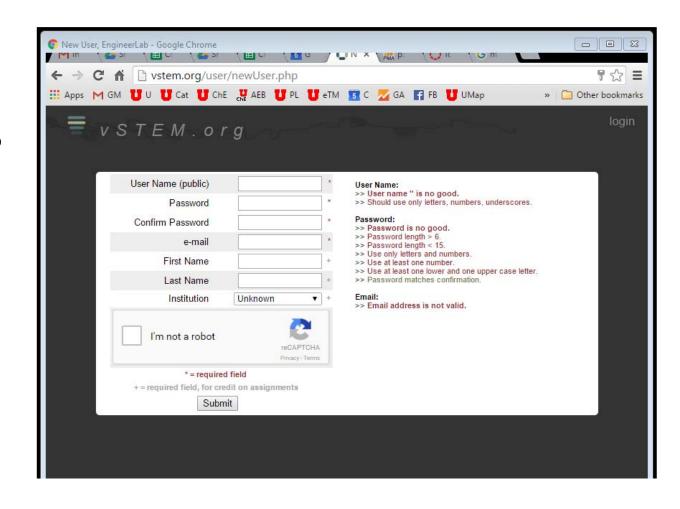


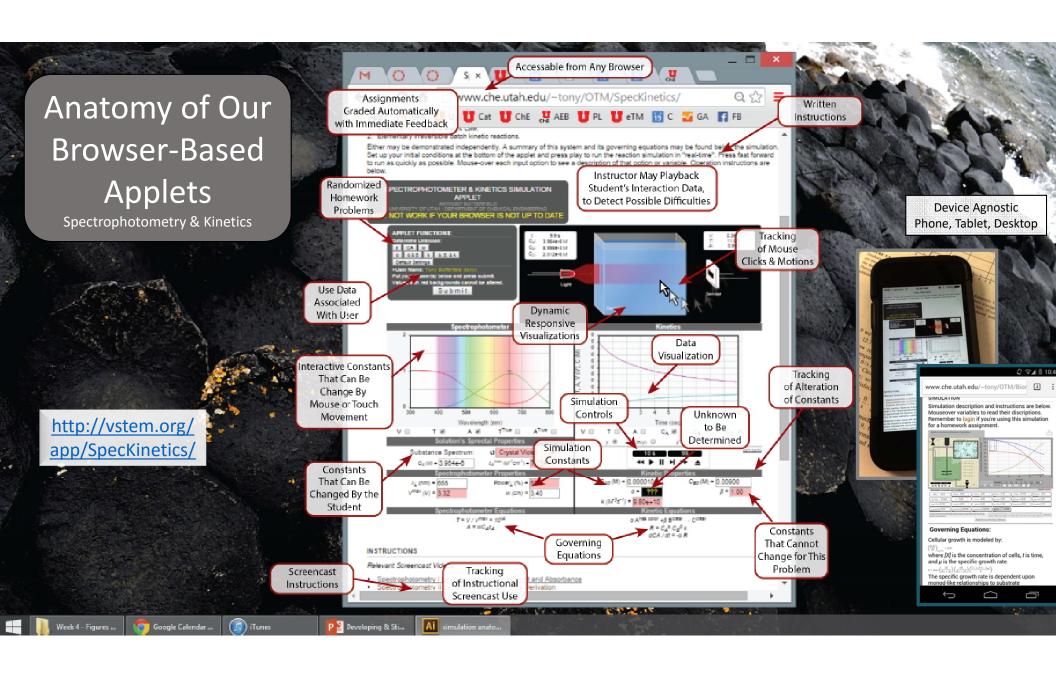




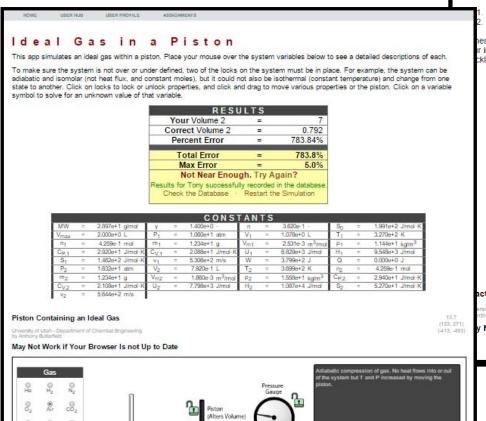
User Data Management & FERPA Fears

- How to link score to names and ensure privacy is maintained?
 - Data PW protected.
 - PW encrypted.
- Lost passwords...
- Compromising usernames...
- Demographic data.





Immediate Feedback



Spectrophotometry & Kinetics

SIMULATION

This simulation is meant to demonstrate aspects of:

- Spectrophotometry & Beers Law.
- . Elementary irreversible batch kinetic reactions.

ner may be demonstrated independently. A summary of this system and its governing equations may be found below the simulation. Set up ir initial conditions at the bottom of the applet and press play to run the reaction simulation in "real-time". Press fast forward to run as ckly as possible. Mouse-over each input option to see a description of that option or variable. Operation instructions are below.

RESULTS											
Your Stoichiometric Coefficient on A	=	2									
correct Stoichiometric Coefficient on A	=	2									
Percent Error	=	0.00%									
Total Error	•	0.0%									
Total Error Max Error	-	0.0% 5.0%									
	=	•.• / •									

	CONSTANTS														
W	=	2.587e+0 cm	λ	=	5.792e+2 nm	PL	=	2.080e+1 %	V _{max}	=	3.076e+0 V				
V	=	5.460e-3 V	T	=	1.775e-1 %	Α	=	2.754e+0 -	C _{A0}	=	4.767e-5 M				
CA	=	4.767e-5 M	C _{B0}	=	7.406e-4 M	CB	=	7.406e-4 M	Cc	=	0.000e+0 M				
ε _Α	=	4.741e+4 M ⁻¹ cm ⁻¹	α	=	2.000e+0 -	β	=	1.000e+0 -	k _r	=	1.190e+0 -				
t	=	0.000e+0 s													

action Within a Spectrophotometer

ersity of Utah - Department of Chemical Engineering

nthony Butterfield

Not Work if Your Browser Is not Up to Date

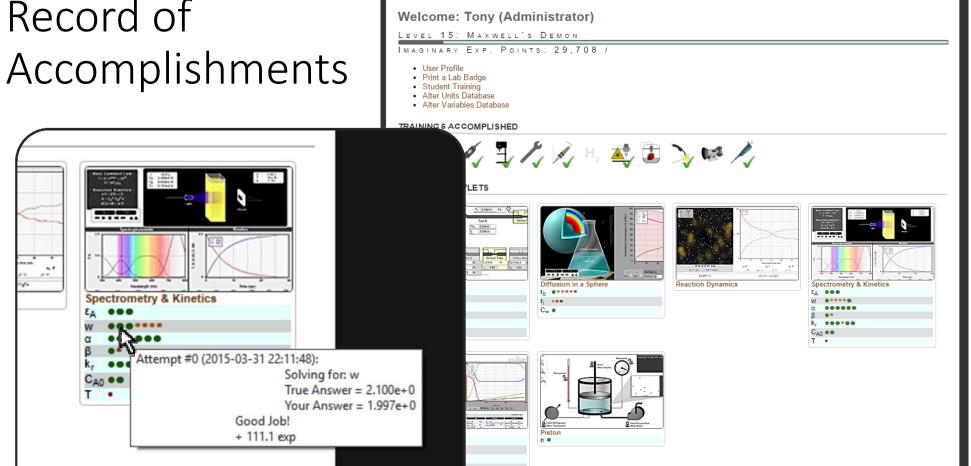
· Beer Lambert Law ·

0 s

V: 0.31 V

50300.6 (28, 419) (-186. -368)

Record of

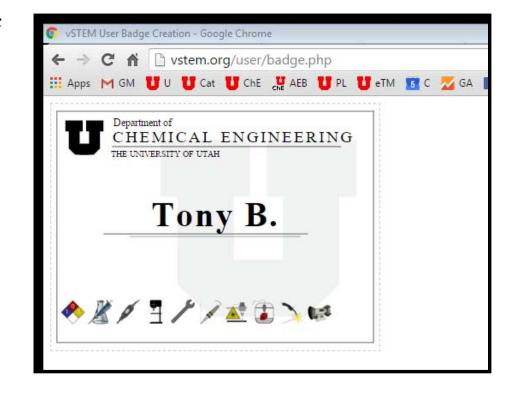


USER PROFILE

BEHAVIORS OF THE ENSEMBLES:

Tracking of Lab Training

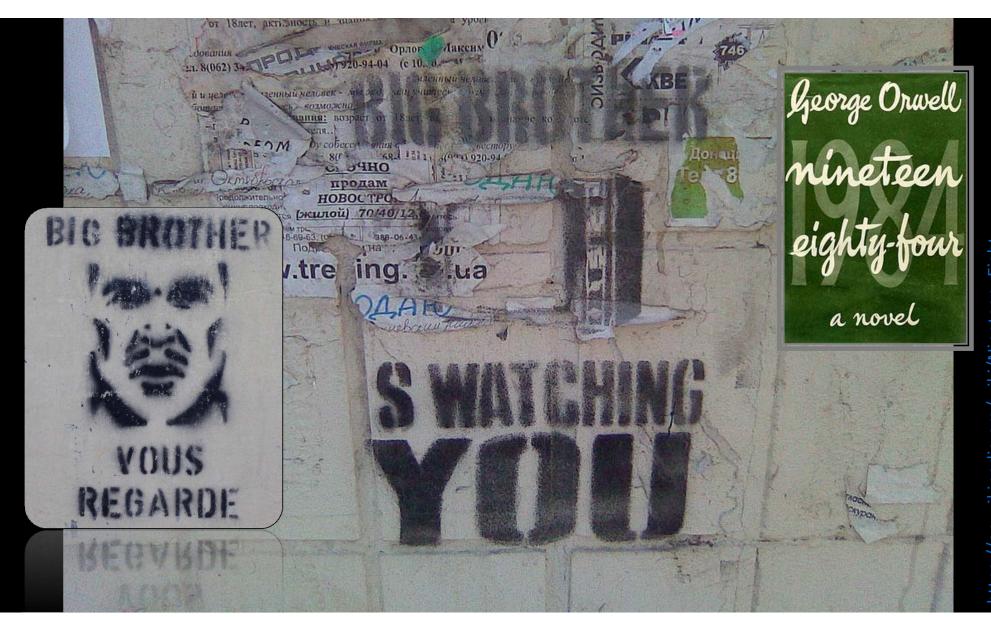
- Needed to use a new piece of lab equipment.
- Quick indication of authorization.
- To obtain badge icon:
 - Study SOP.
 - Pass online safety test.
 - Properly operate equipment under instructor supervision.



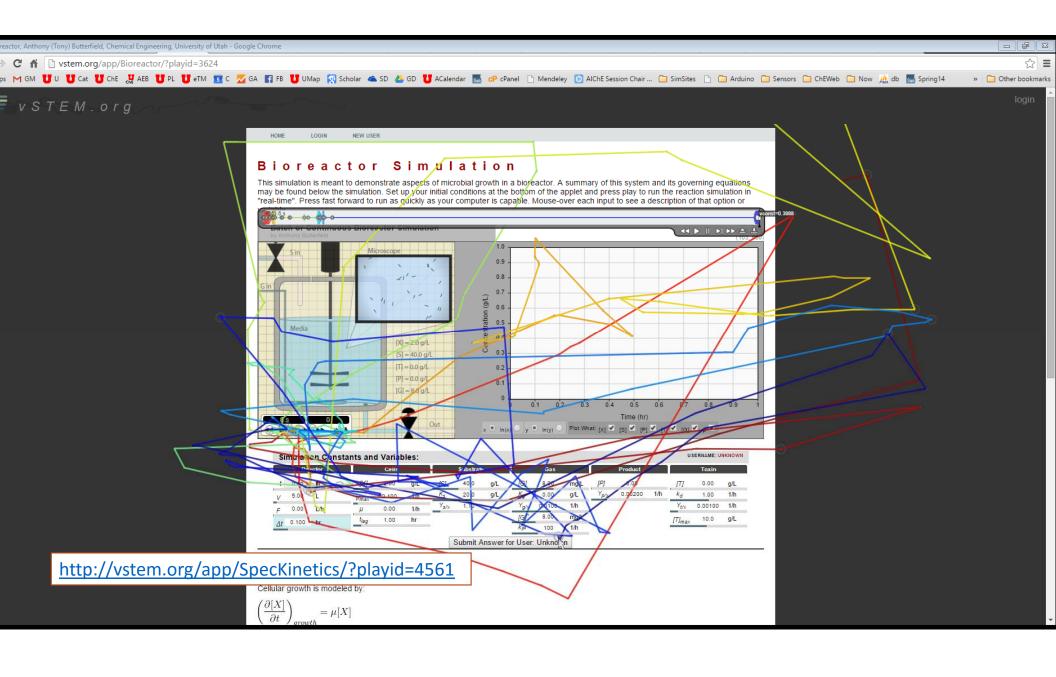
Data on the Periphery of the Right & Wrong Answer

- Time of use
- User:
 - IP address
 - At university or at home?
 - Unknown user?
 - Operating system
 - Browser
- Total time of use
- Time while interacting
- Every mouse move, and click.

- Every touchpad touch & click.
- Every form change and keystroke.
- Number of
 - Mouse clicks
 - Mouse moves
 - Touchscreen touches
 - Keystrokes
 - Form changes
 - App controls



https://en.wikipedia.org/wiki/Nineteen Eighty-Four#/media/File:BigBrother.jpg

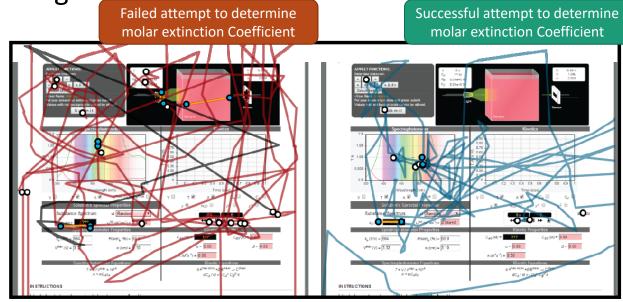


What Can We Learn from Each Scribble?

Most motions tell us very little...

Some, though, are very telling

- Attempts to interact with app in a way that is not part of the coding.
 - Improve intuitiveness of interface.
- Necessary steps are skipped?
 - Insights into student misunderstandings.



Average Mouse Locations

On average, they used 1.50 what we told them to 1.00 use. 0.500 Substance Spectrum AL (nm) = 564 Vmax (V) = 3,32 w (cm) = So What? INSTRUCTIONS

Calculating an unknown concentration.

Dark areas are where the mouse spent the most time.

What Can We Learn from Averaged Scribbles?

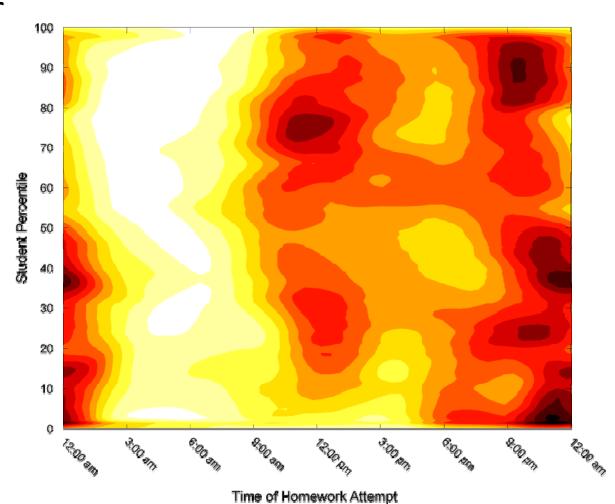
Stoichiometric Coefficient Maximum Molar Extinction Coefficient

 α \mathcal{E}_{max} Misunderstanding the need Didn't know they could find α by to calibrate... plotting various functions of C_a . Light areas are Didn't where successful downloaded the attempts data spend more time than unsuccessful. Misunderstanding the need to track concentration over time... n=6914 n=6914 Successful student changed concentration, possibly to simplify calculations.

Promote Healthier Work Habits

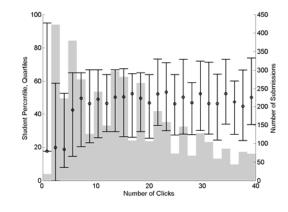
 When Do Successful Students Do Homework?

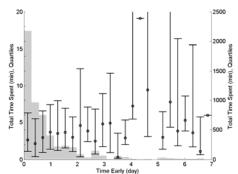
Data shows higher performing students do homework about an hour earlier than their peers.

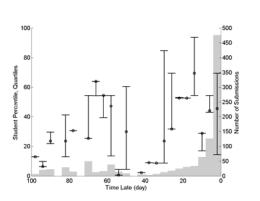


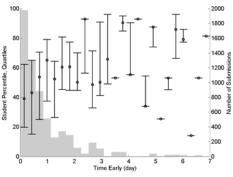
Other Early Findings

- Higher performing students.
 - Do their homework early.
 - Take more time with the simulations.
 - More time between clicks.
 - More deliberation?
- Lower performing students.
 - Turn their homework in late...
 - Do their homework last minute.
 - Use fewer clicks and less time.

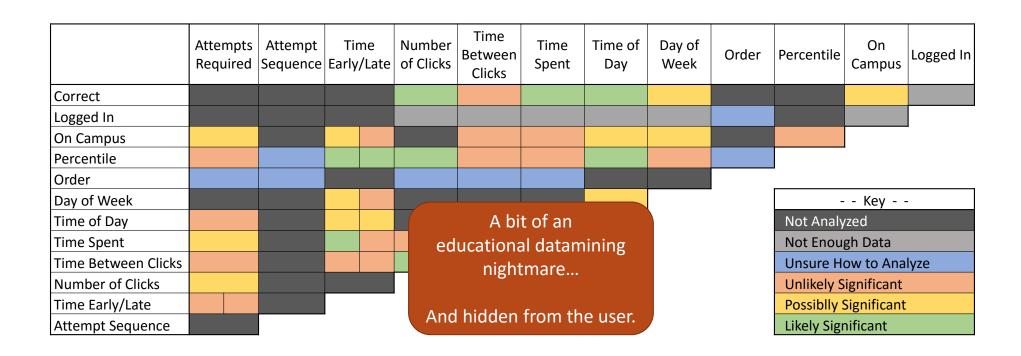






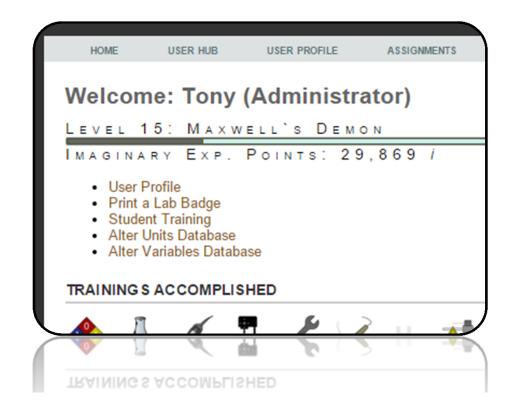


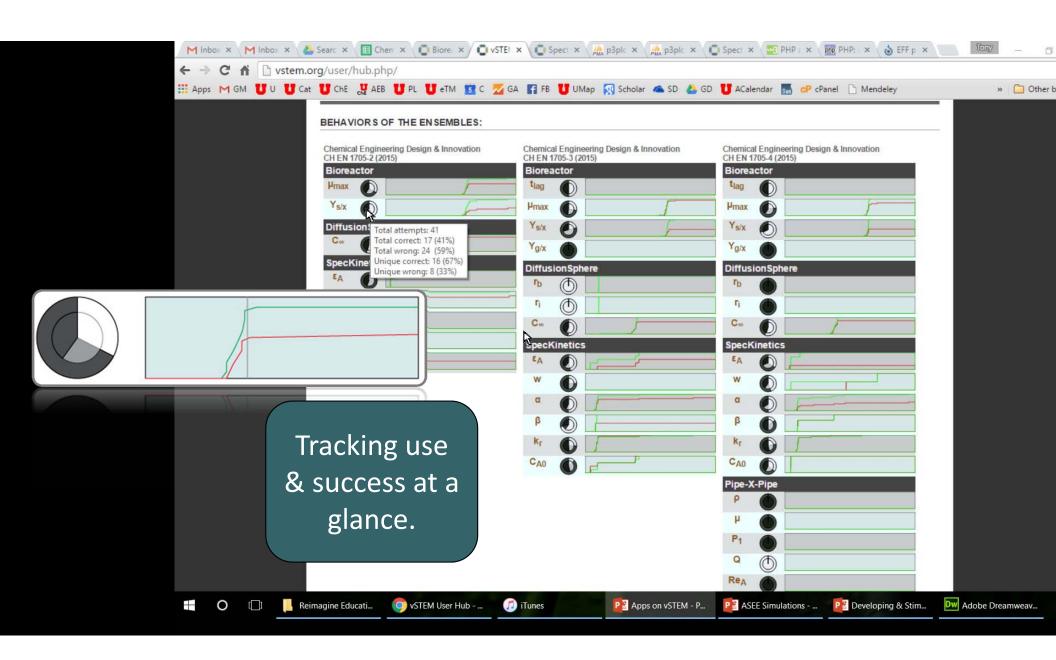
Preliminary Analysis: Pairwise Relationships



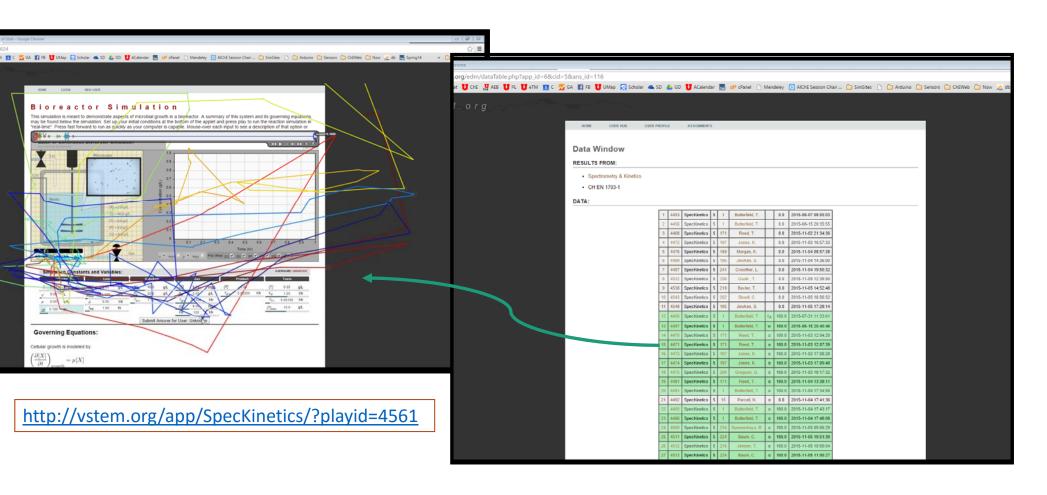
Instructor Interface...

- Moving educational data mining analysis online.
 - Average mouse locations
 - Tests for correlations
 - On any pair of measurements
 - Automated detection of cheating
 - Others.



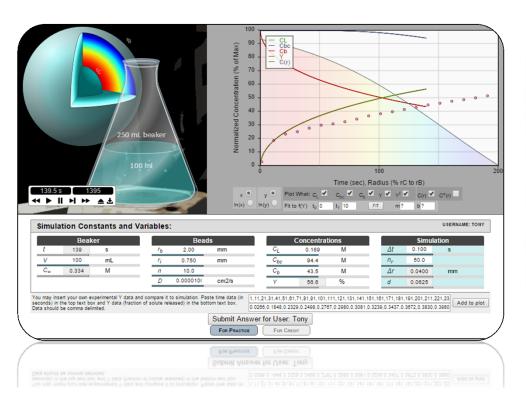


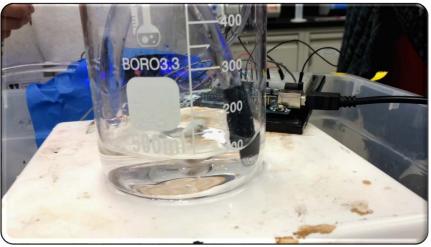
Running Tally of Each Attempt



Interaction With Data from the Real World

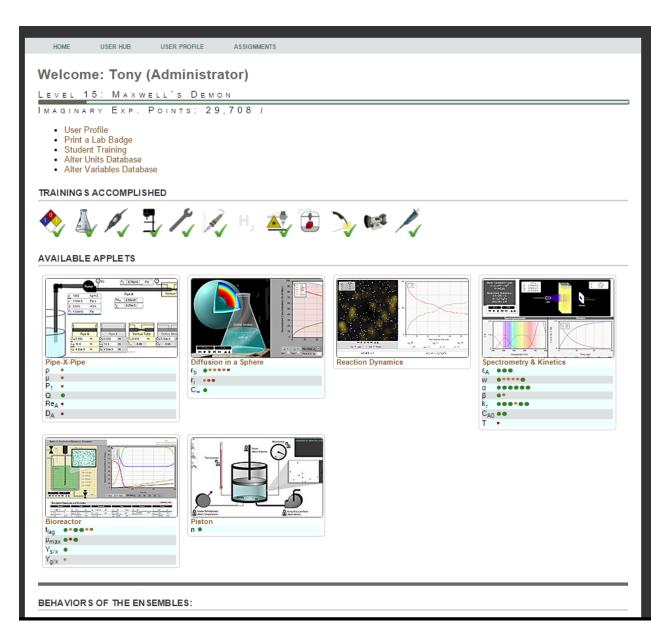
http://vstem.org/app/DiffusionSphere/





Gamification

- Imaginary experience points.
 - Solving simulation problems.
 - Hands-on equipment training.
- Levels.
- Evidence of extra work.
- Future:
 - Avatars.
 - Leaderboards.



Student Feedback Comments

- Vast majority were positive.
- Students specifically liked:
 - Open ended problems.
 - Exercising their creativity.
 - Mimicking a work environment.
 - Simulations.

"An excellent course which affords the students the opportunity to apply engineering principles and get them excited to be participating in engineering early on in the major. Also the open endedness of the projects was very refreshing when compared to the heavy theory and rigidity of the rest of the courses that we take up until senior year."

"You constantly have us answer questions in class that help everyone stay engaged. The simulations are very helpful for conceptualizing

problems."

"I thought the hands-on design and prototyping aspects of this course were awesome. The online simulations we did for individual homework were also generally helpful."

"This was my absolute favorite class and I really enjoyed every week of it. The hands-on experience was invaluable and the lab experience cannot be replaced."

"The way the class is presented as the students being engineers and collaborating on projects and presenting reports to the teacher as a business would is fantastic. The very open-ended projects were a VERY educational and eye-opening experience. Working with people you don't know and solving problems with group ideas (not pregenerated guidelines) was something that is sure to come in handy after graduation."

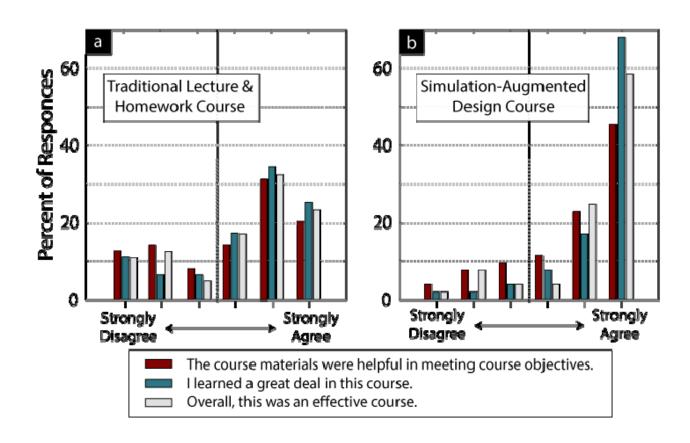
"Very fun and useful class. Do more!"

"I absolutely loved the class, it made me feel more confident in the choice of my profession. Very hands on, the instructors are great. Overall, regardless of the grade I get, it was a great experience."

"The design of the course really forced students to take initiative and not rely on instructors to tell them what to do, it really helped me be more confident in coming up with and developing my own ideas."

"It was nice to finally get some hands on engineering in the curriculum."

Same Freshmen, Same Year Traditional vs New Course Model



- Students took a traditional lecture and textbook introduction to chemical engineering the semester before taking the course developed in this work.
- On official university evaluations, the same cohort was far more enthusiastic about the new course.

Positive Reception by ABET

- Just passed our review unblemished.
- Reviewer made special note of our lab courses which are coupled to vSTEM.org.



https://commons.wikimedia.org/wiki/File:Sydney harbour fireworks new years eve 2008.JPG

Retention & Underrepresented Groups

- Historically:
 - Freshmen to sophomore \cong 60% retention.
 - Freshmen to graduation \cong 45% retention.
- Over 90% agreed with both statements:
 - "Choosing to major in chemical engineering was the right choice for me"
 - "I will graduate with a degree in engineering"
- No other statistical differences between racial and ethnic groups or genders detected.
- Except... Women perform better than men (P=0.014).
 - On average by 8.7 percentage points.

Can now track students and underrepresented status from freshmen to senior years.



Real Virtual Hurdles...

- It's just me an my grad student...
- We code until it works seamlessly... for our courses.
 - Want to extend reach.
 - Working now to make use seamless for anyone.
 - Have only moved beyond our department on accident.
 - Use as classroom examples should be easily transferable.



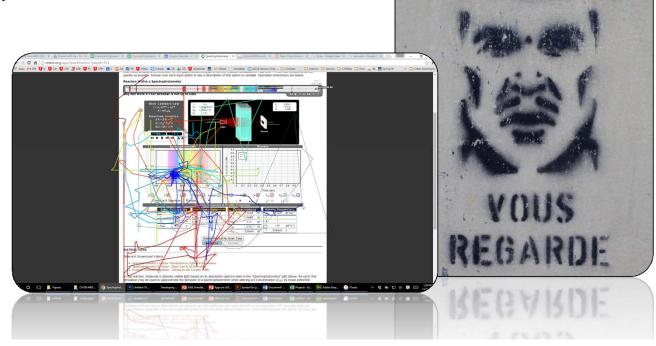
Future Work: Letting Students Know What Big Brother Knows

 How can knowledge of peer behavior be used to encourage better work habits?

% started homework

% successful

- Time it took
- Leaderboards
- Peer worked examples.





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