Plan for a SoTL Project

by Timothy Chan, Mohawk College

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| **Research Question**  What are you curious about?  What would you like to know about strategies that might hinder and/or help students to learn, in your course?  Do you want to know if an activity, assignment, or teaching strategy “works?”  Do you have a question about how to help your students learn a particular skill?  As a result of the pandemic, many programs and courses have started adapting their assignments and methods onto a hybrid or virtual delivery. This has pushed students to become more independent with their studying and time management skills. This has lead to a lot of educators trying to make online activities or games to help students study.  My question would focus on the effectiveness of virtual activities and games to help students study and review content in an online format. This could help determine if these games have any benefit for students in learning or reviewing content and/or if these activities are more effective in some areas vs. others. |
| **Identify challenge/outcome related to learning that is related to your question.**  Describe the learning in a way that suggests how you might *measure* it using either qualitative or quantitative methods.  Challenges   * Online courses push students to complete activities and games on their own time. There is less educator involvement in making sure homework or tasks are completed within class time. * Especially for newer students, the social aspect of studying is gone and so many students are left to study on their own which may be difficult for some who rely on group work/studying.   Outcomes   * Determine if students enjoy and find online activities helpful in reviewing or understanding content when taking an online course. * Determine if students comprehension of abstract concepts improve with online activities/games. * Determine if students do better on exams/tests with increased engagement in online activities/games. |
| **Describe the instructional activity, assignment, or teaching strategy that will promote student learning on the outcome you identified.**  SoTL projects might investigate the impact of a *modification* to an existing strategy or assignment. Describe how the new approach differs from the old approach and why this modification might change student learning on this outcome.  Traditionally, students rely on their peers and/or their own studying habits and methods to prepare for an exam. They rely on their textbooks, instructors and other prep resource material provided by their instructors. A lot of these options are harder to come by in an online environment. By providing more engaging and interactive online review activities, students may feel more involved and engaged in their learning by testing their knowledge and reviewing course content through games. The instructor will develop and crate online games and activities of course content as additional review material for online students. |
| **Describe the evidence that would persuade an external audience that the new or modified teaching strategy improves student learning on the targeted learning outcome.**  Describe the evidence you would need to collect to answer questions about the impact or value of this teaching strategy. How would you convince others that this approach is better than other approaches? What comparisons should you make? Examine students; skill before and after the assignment? Compare students who complete the learning activity to another group of students – what comparisons would be meaningful?  Student results or grades from exams would be similar or higher than traditional face to face courses. Students would report greater interest, excitement and fun when reviewing material for the exam. Students would report how many times they’ve played the review games and if it helped them study. |
| **How and where would you publish, present, or disseminate this work?**   * I would send my results and work to the HUB that we have for the entire School of Health and Community Studies. The HUB is like a newsletter sent out to all faculty and staff in the school. * I would reach out and provide a presentation to the faculty in my department to show other faculty members the results of my research, the benefits and consequences of the use of online review activities for online students. * I would reach out to my Associate Dean and the Dean to share my results and to provide information to them to help disseminate this information college wide. * Host and record an online session with Q&A sessions for other faculty members. Once complete, provide the recording to others in the college. * To Publish or present a presentation at a conference or a research article. |

Adapted from: C. J. Stanny, E. M. El-Sheikh, & H-M. Chung (2009) ***Getting Started with a SoTL Project***

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**Ethical Considerations**

* With online activities, one ethical consideration is to make sure that the activity is fully accessible and inclusive to all forms/types of learners. These activities need to follow WCAG and AODA guidelines to not exclude anyone from accessing the activities.
* All results (grades, surveys etc.) would be properly stored and secured while also ensuring that all data retrieved remains anonymous to avoid bias from the researcher. Additionally, by keeping responses and results anonymous, this will allow students to be more open and honest with their responses regarding their thoughts and opinions on the game/activities.