Plan for a SoTL Project

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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?  **How can I enhance student engagement in my digital classroom, and how can I gather evidence to assess the effectiveness of different teaching strategies? As a primarily digital classroom professor, this is something that I’ve struggled with since I began my practice, student engagement is drastically lower when we’re in our digital format versus in-person.** |
| **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.  **The challenge I'm facing is maintaining a high level of student engagement in my digital classroom, which means ensuring active participation, interaction, and sustained interest in the course content and activities.  To measure student engagement, I can use both qualitative and quantitative methods. Qualitatively, I can analyze students' participation in discussions, their use of online resources, and their self-reported perceptions of engagement. Quantitatively, I can track metrics such as the frequency of logins, time spent on the online platform, and grades.** |
| **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.  **To promote student engagement, I'll consider implementing various teaching strategies, such as online discussion boards, peer collaboration on digital projects, interactive quizzes, and real-time feedback mechanisms. The choice of strategy will depend on the specific context and student population in my digital classroom.  For my SoTL project, I'll investigate the impact of modifying an existing teaching strategy. For instance, I can compare the effectiveness of traditional online quizzes with a gamified quiz format designed to increase engagement. The modification in this case would involve introducing gamification elements like points, badges, leaderboards, and rewards to make the learning experience more engaging.** |
| **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?  **To demonstrate the effectiveness of the modified teaching strategy to an external audience, I'll compare the engagement levels and learning outcomes of students who interacted with the traditional online quizzes to those who engaged with the gamified quizzes. I'll use quantitative data, such as participation rates, quiz scores, and self-reported feedback, to showcase the impact on student engagement and learning.  I will collect data on student engagement (e.g., participation rates, time spent online) and learning outcomes (quiz scores, grades) before and after introducing the gamified quizzes in my digital classroom. I'll compare these data to the performance of students who completed traditional quizzes. Additionally, I'll gather qualitative feedback from my students about their experiences with both quiz formats.** |
| **How and where would you publish, present, or disseminate this work?**  **After completing my SoTL project, I can publish the findings in educational journals or present them at relevant conferences focusing on online education, pedagogy, or educational technology. Sharing my results through these channels will help disseminate my work to a broader audience of educators and researchers interested in enhancing student engagement in digital classrooms.** |

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

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