

## Progress Report on ALTA Grant: Comparative Evaluation of Marking and Feedback Support Systems

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### Acknowledgement

This research is supported by a grant from the Australian Council of Deans of Information & Communication Technology (ACDICT) Learning and Teaching Academy (ALTA)

Thanks!



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#### Overview

- Marking and Feedback Support Systems (MFSS)
   Products, Benefits, Features
- Research Objectives
- Research Design
- Research Progress so far
- Research Findings so far
- Research Ongoing
- Research Outcomes and Plans



# Marking and Feedback Support Systems (MFSS)

A computer-based information system developed to support (but not fully automate) and improve the efficiency and effectiveness of people marking and providing feedback on essays or other open-ended written assignments



#### **Available MFSS Products**

- Burrows and Shortis (2011) identified 15 MFSS (not their terminology)
- Commercial products

Blackboard 9.1 Gradebook rubric feature, Waypoint, Moodle Workshops, ReMarksPDF and ReMarksXML, Turnitin's Grademark, iAnnotate, Review

Research Prototypes

ABBA, EPSS (new version named TTF), tsAAM, Semi-Automatic Essay Assessment based on a flexible Rubric, and SAFS



#### MFSS Benefits (Intended)

- Improved efficiency of marking and feedback
   Reduced marking and feedback time
- Improved effectiveness of marking and feedback
   Improved accuracy and consistency of marks
   Higher quality feedback

Legible, Meaningful and comprehensible, Specific to student work, Establishes the relationship to the material taught, Helpful & constructive, Related to the educational goals

Earlier/Timelier feedback
Improved student satisfaction with feedback
Improved student learning through feedback received



## MFSS Features (not in all MFSS!)

 More easily and accurately apply marking guides and rubrics

Select marks using check boxes or moving sliders

- More easily provide written comments
   Pre-written comments, Adding new comments to database, Editing pre-written comments to make them specific to the student's actual work
- More easily place comments at appropriate places on assessed student work submissions
- More easily calculate total marks
- More easily record marks
- More easily produce feedback and summaries
- More easily transmit feedback to students



#### Research Objectives

- Want to evaluate MFSS in terms of ...
  - 1. Tool installation effort
  - 2. Assessment/pre-marking set-up times
  - 3. Resources needed/used
  - 4. Marking effort
  - 5. Marking reliability
  - 6. Accuracy
  - 7. Student satisfaction with feedback
- ... in comparison with other MFSS



#### Issues in Research Design

#### Confounding Variables in Evaluating MFSS

The student – differences in perceptions and expectations

The unit – differences in level, topic, and size

The assessment item – type, length, assessed aspects

The marking rubric – length, detail, quality, feedback text

The marker – motivation, experience, domain knowledge

Learning effects – how to use the tool, marking the assessment item

#### Ethical Issues

Inappropriate to assess some students solely with one marking and feedback method/MFSS and other students solely with a different marking and feedback method/MFSS

### Research Design – Paradigm

- Combine field experiment (artificial evaluation) with a field study (naturalistic evaluation)
  - Naturalistic three realities real users, real system, real problem/task (Sun & Kantor 2006)
  - Real markers, real students, real system (MFSS), but multiple systems and multiple markers
  - Artificial more than one system used by each marker, more than one set of feedback received by each student

## Research Design – Controls

- Control for confounding variables unit, assessment type, rubric, etc. – by running the experiment multiple times for multiple units, assessments, etc.
- Control for student and marker by giving students multiple feedback (different MFSS) and using multiple markers to mark each assessment
- Control for learning effects by using MFSS in different order between markers
- Include control group comparison with not using an MFSS (i.e., "manual" marking)

  Curtin University
  Curtin University

### Research Design – Ethics

- All students are assessed using all MFSS (including manually/no MFSS)
- All students are assessed by all markers
- No students are disadvantaged by learning effects



## Research Design (for three MFSS)

	Students 1-10	Students 11-20	Students 21-30
Marker A	No MFSS (manual)	MFSS X	MFSS Y
Marker B	MFSS X	MFSS Y	No MFSS (manual)
Marker C	MFSS Y	No MFSS (manual)	MFSS X



#### Research Design – Data Collection

- Collect data from all markers on opinions
- Collect data from all markers about marking time and marks
  - Using spreadsheet to record start and stop times
- Collect all the returned marks and feedback
- Collect data from students via survey about opinions

#### Research Progress 2011 Semester 2

- Designed data collection instruments
- Obtained ethics approval and permission to conduct research with students
- Evaluated in three units
   Business Information Systems 100 ABBA vs tsAAM
   Object-Oriented Development 501 manual vs tsAAM
   Supply Chain Information Systems 502 manual vs tsAAM
- Studies were more exploratory and experience gathering didn't fully follow the research design
   Gathered data on set-up times, marking time, marker experiences
  - Did not mark all assessments using both methods, provide multiple feedback to students, or survey students



#### Research Findings So Far

- Significant time required to install and set up tsAAM, manage users, etc.
- tsAAM needed customisation to provide some needed features
  - Ability to more fine-tune numeric marks, etc.
- Significant, but reasonable time to set-up marking rubrics, but need technical assistance
- Significant time savings in doing marking (33%)
- Several suggestions for improvements, some made to tsAAM



#### Research Underway 2012 Semester 1

- Evaluating in eight units
- Most will follow the rigorous research design
  - Business Information Systems 100 ABBA vs tsAAM vs Blackboard (partial evaluation too many students)
  - Business Problem Analysis 300 TTF vs Blackboard (2 assignments)
  - Business Software Tools 200 Blackboard only
  - Operations and Material Management 301 tba
  - Operations Management 502 manual vs tsAAM
  - Purchasing and Procurement 311 manual vs TTF (poster present!)
  - Strategic Supply Chain and Logistics Management 302 manual vs TTF
  - Systems Analysis & Design 251 TTF vs Blackboard



#### Outcomes (So Far and Planned)

- Published paper on the research method and design
- Draft papers underway reporting results of 2011 evaluations
- Plan further papers on individual evaluations
- Plan journal paper integrating and summarising the individual evaluations
- Developing application for OLT grant (submit in August) for further evaluations of commercial products – Blackboard, Review, and Turnitin





#### References

- Burrows, S., & Shortis, M. (2011). An evaluation of semi-automated, collaborative marking and feedback systems: Academic staff perspectives. *Australasian Journal of Educational Technology*, 27(7), 1135-1154. http://www.ascilite.org.au/ajet/ajet27/burrows.html
- Venable, John R., Ashley Aitken, Vanessa Chang, Heinz Dreher, Tomayess Issa, Brian von Konsky, and Lincoln Wood (2012). Developing a Research Design for Comparative Evaluation of Marking and Feedback Support Systems, *Proceedings of the 2012 Teaching and Learning Forum*, Perth, Western Australia, 2-3 February 2012, Murdoch University.

#### Research Methods

- Design Experiments Education Brown, 1992; Collins, 1992
- Design-Based Research Education
   Dede, 2004; Dede, et al., 2004; Design-Based
   Research Collective, 2003; Reeves, et al., 2005
- Design Science Research Information Systems Hevner, et al., 2004; March & Smith, 1995; Venable 2006a, 2006b, Peffers et al 2008

## Design Science Research Activities

# Technology Invention/Design

Enhancement or creation of a method, product, system, practice, or technique

# Theory Building

Solution Space and Problem theories Utility theories, Design theories

# **Problem Diagnosis**

Understand problem space
Problem causes and
consequences

rsity

(Venable, 2006a)

## Technology Evaluation

Artificial Evaluation
Naturalistic Evaluation

#### Evaluation in Design Science Research

Artificial Evaluation – Rigour sense 1 - efficacy

Computer simulations

Role playing simulations

Field experiments

Lab experiments

 Naturalistic Evaluation – Rigour sense 2 effectiveness

Case studies

Survey studies

Field studies

Action research

