RESULTS

MOBILE EDUCATION QUIZ







TEAMS

TEAM PSP2



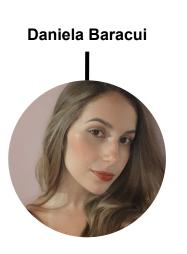






TEAM PSP5









PURPOSE

CONTEXT

- SDG Challenge
- EPIC
- ☐ Work with the waste pickers
- Bring education to them
- Mobile Education App in development
- → New feature

THE CHALLENGE

Develop an efficient assessment methodology (quiz) that measures the user's level of learning.

PLANNING THE PRODUCT

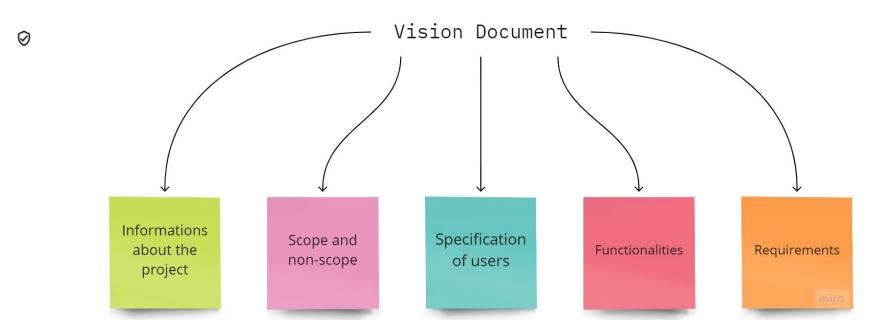
DEVELOPMENT PROCESS

In order to develop a complete product with a high quality level, three documents were produced:

Vision — Use Case — Screen Document — Diagram — Mockups

VISION DOCUMENT

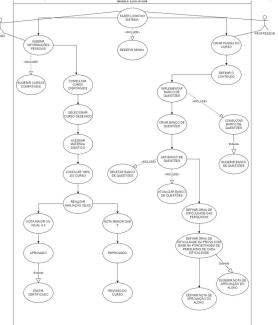
The vision document presents general information about the project, containing the scope and non-scope, specification of users, functionalities and requirements that our project must encompass



USE CASE DIAGRAM

The use case diagram aims to systematically demonstrate how the teacher's experience will work within the platform when creating a new course. It is important to highlight that it is important for the teacher to have freedom, but to be guided by the platform programming how to evaluate in the best

) way.



MOCKUPS

The mockup is based on demonstrating a suggestion of a visual model to apply the selected methodology. Based on other analyzed models and on the literature that we found, the simplest and most accurate layout was chosen, so that it demonstrates seriousness in the evaluation of the course and objectivity.



MOCKUPS - Login Page







MOCKUPS - Courses Page









MOCKUPS - Avaliation Page (Reproved)









MOCKUPS - Avaliation Page (Approved)







RESEARCH AND DEVELOPMENT

REFERENCES

• Tapping into Bloom Taxonomy's Higher-Order Cognitive Processes: The Case for Multiple Choice Questions as a Valid Assessment Tool in the ESP Classroom

This study was designed to find out if a MCQ quiz is a valid tool for assessing higher-order thinking skills (applying, analyzing, evaluating and creating).

• Cumulative versus end-of-course assessment: effects on self-study time and test performance

In this study, an alternative is shown on how the distribution of questionnaires should be carried out throughout the semester of the course.

• The Effects of Different Feedback Strategies Using Computer-Administered Multiple-Choice Questions as Instruction

In this study, is shown what is the best way to provide feedback to students.

TYPE OF QUESTIONS

Multiple choice questions

What would be the best method of distributing the Multiple Choice questions?

 A multiple-choice question quiz was conducted for 35 Omani university students from the Engineering and Science course

• The quiz taken by the students in this research contained a bank of 21 questions that reflected on all categories of levels in Bloom's taxonomy except for creating.

 Multiple choice questions is a valid type of evaluation that manages to explore the cognitive processes of different levels of Bloom's taxonomy (except creating)

COMPARISON - WHEN TO ASSESS THE QUIZZ

How should quizzes be distributed.

In the end of the semester

 Students tend to postpone their studies, prioritizing other activities



Repetition of content and test spacing

COMPARISON - TYPE OF FEEDBACKS

What is the best way to provide feedback to students?

Knowledge of correct response

 Informs the user of the correct alternative after each answer. Specifically, when the user hits the alternative, "CORRECT" appears in the lower corner of the screen, if the user gets it wrong, the word "WRONG" appears, indicating with an arrow which alternative is correct.

AUC - Answer until correct



 When he makes a mistake, the command "NO. TRY AGAIN" appears at the bottom of the screen. Then, when the user makes a second attempt, if he gets it right, "CORRECT" appears and if he chooses the incorrect answer again, "WRONG" appears together with the instruction to type the letter of the correct alternative.

FINAL RESULTS

RESULTS PRESENTED

The teams were able to deliver the following results:

- Evaluation methodology
- Vision Document
- Use case diagram
- Mockups

→ All results detailed link: <u>executive report</u>

QUALITY GUARANTEE

QUALITY

To guarantee the quality of the final products, verification checklists were applied.

- Vision document
 - Quality index went from 59% to 94%
- Use case diagram
 - Quality index went from 70% to 90%
- Mockups
 - Quality index went from 65% to 100%

QUALITY DASHBOARDS - VISION DOC.

Dashboard de Resultados

Número Total de Itens:

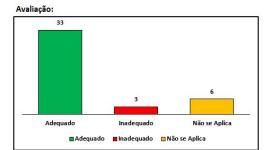
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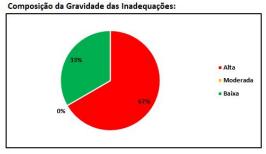
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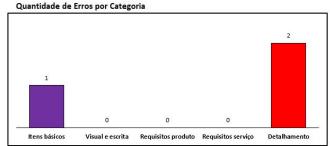
Número de Inadequações Graves:

Índice de Acertos:

0% - 50% : Inaceitável 50% - 70%: Regular 70% - 90%: Bom 90% - 100%: Desejável







QUALITY DASHBOARDS - USER CASE DIAG.

Dashboard de Resultados

Número Total de Itens: 23

Número de Itens com Erros:

Número Total de Erros:

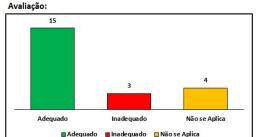
Número de Inadequações Graves:

Alta

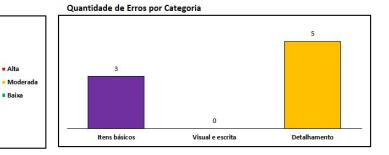
Baixa

Índice de Qualidade: 90%

0% - 50% : Inaceitável 50% - 70%: Regular 70% - 90%: Bom 90% - 100%: Desejável







QUALITY DASHBOARDS - MOCKUPS

Dashboard de Resultados

Número Total de Itens:

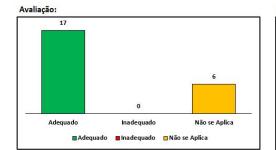
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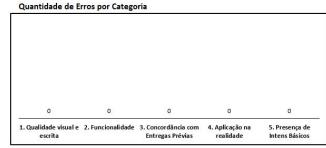
Número de Inadequações Graves:

Índice de Qualidade: 100%

0% - 50% : Inaceitável 50% - 70%: Regular 70% - 90%: Bom 90% - 100%: Desejável







NEXT STEPS FOR THE QUIZ

NEXT STEPS

For the continuity of the project to be assured, it will be necessary to be working on:

- Prototype the mockups created
- Test the quiz feature with users
- Adapt as necessary
- Create a way of communicating more frequently with the users

THANK YOU!