Reusable Learning Object (RLO) ASAP

A Student-centered **A**daptive **P**ractice reviewing game

COMPSCI 890T

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Agenda

❑ Our RLO "ASAP" Overview and Goal

❑ How will Professor Reuse our RLO?

❑ How will Students Actively Learn?

❑ What are the Learning Outcome?

❑ Demo

What is ASAP?

A Student-centered **A**daptive **P**ractice reviewing game

Online Quiz for Students to PRACTICE

Fun and very user-friendly

Like a simple 'GRE Quantitative Adaptive Test'
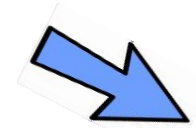
Customizable for most types of courses

ASAP!

Our RLO GOAL

☑ 1. Reusable by Professor

☑ 2. Engages Students in Active Learning

☑ 3. Leads to specific Learning Outcomes

How will Professor Reuse our RLO?

1. Update Quiz.csv
2. Click on Quiz.exe

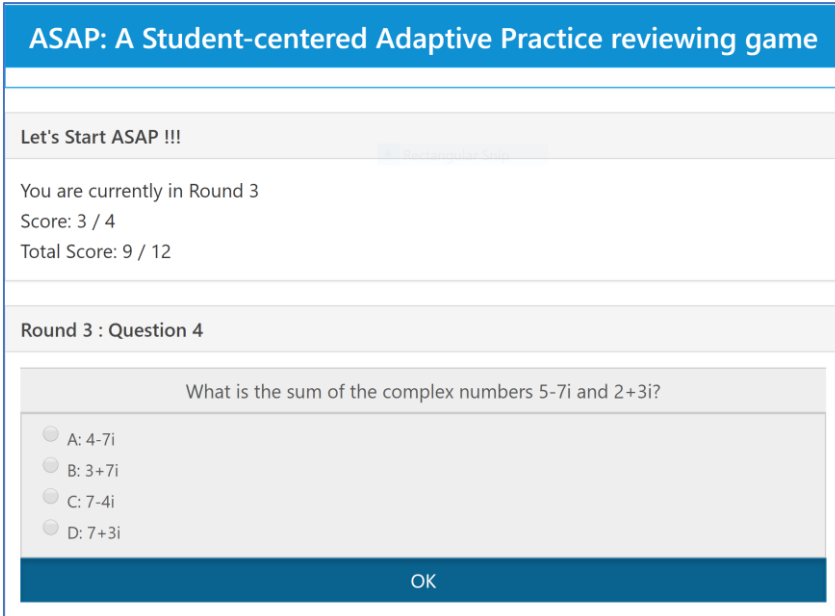Voila, that's it!   Online Quiz is ready for Students to use…

Professor creates the Quiz question (chooses the category for adaptive learning), then simply clicks on Quiz.exe.
This automatically creates the Quiz pool (json file), which is read by ASAP website

How will Students Actively Learn?

1. Play ASAP anytime, anywhere
2. Practice, learn and Improve….

ASAP website adaptively selects the Quiz questions according to the Student's score

What are the Learning Outcome?

- ☑ **Adaptive Learning** according to Student's score
- ☑ **Active Learning**: Student DO practice
- ☑ Gain interest in the course, improve **Attitude** (Fun!)
- ☑ Gain **Skills**, **Knowledge**, coding, course topics
- ☑ Learn problem solving, methods
- ☑ Learn NOT to be scared of Quiz
- ☑ Self-Check, Practice Anytime, Anywhere

Demo