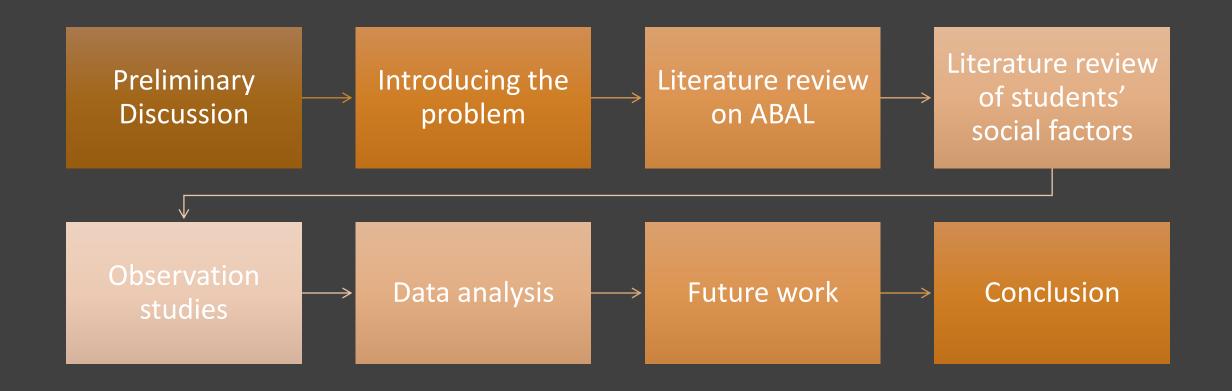
# A Study of Social Factors in Activitybased Active Learning Class Correlating to Students Performance

#### Presentation Outline



# What is an ABAL class?

- ABAL Activity-based Active Learning
- It is one of the different forms of Active learning
- Specializes in students' learning process through activities

### What is an ABAL?

Pre-class/lab activities ABAL based on 3 closely-In-class/lab activities knit iterative activities Post-class/lab activities

# Benefits of an ABAL (1/3)

01

Fostering group interaction and collaboration

02

Enforcing and encouraging student participation and engagement

03

Decreasing students dropout rate

# Benefits of an ABAL (2/3)

01

Improving student learning and self-learning skills

02

Removing limitations of cognitive processing

03

Improving student metacognition

# Benefits of an ABAL (3/3)

01

Improving student understanding of concepts

02

Teaching students to think like programmers

03

Improving students' performance and perception about learning experience.

# Social Disruptive Factors

01

Interfering in classroom learning and learning environment

02

Weakening students' respect for the academic environment

03

Impairing students' academic and intellectual development

04

Decreasing students' engagement, commitment and retention

05

Causing social isolation, possibility of depression or other issues

# Introducing the problem

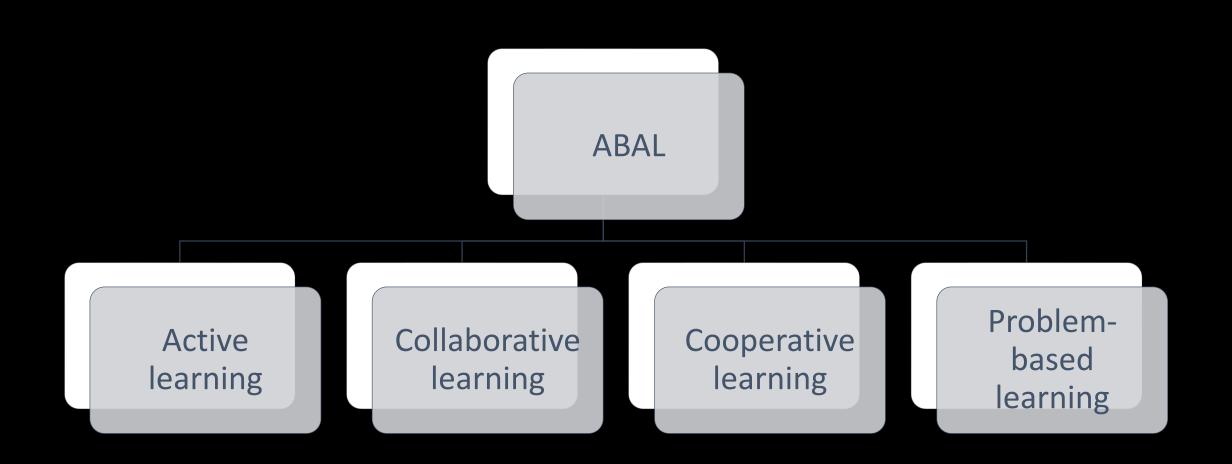
The study the social factors of students in an ABAL class that could impact students' performance becomes crucial

#### Motivation behind an ABAL class

An ABAL approach shifts class time from passive lecture-based learning to interactive, fun, disciplined, often social activities

Students also continuously go through low-stake assessments to evaluate their learnings, which helps to identify and address any problems early on.

# Anatomy of an ABAL



ABAL approach – I: Categorization of 235 pedagogical patterns (Dehbozorgi, Maher, Dorodchi, & MacNeil, 2017)		
Pattern category	Pattern focus	Percentage focused
Lecture design	Delivering "good lecture"	<mark>74.0</mark>
Feedback and assessment	Improvements from experts' feedback and observations	8.9
Course design	Self and external, observations and data analysis of various courses	8.5
Diversity imbalance	Gender imbalance	3.4
Teamwork and group work	Group discrepancies	3.0

Analysis of different class activities

and assignment content and delivery

2.1

Class activities and assignment

# ABAL approach - II

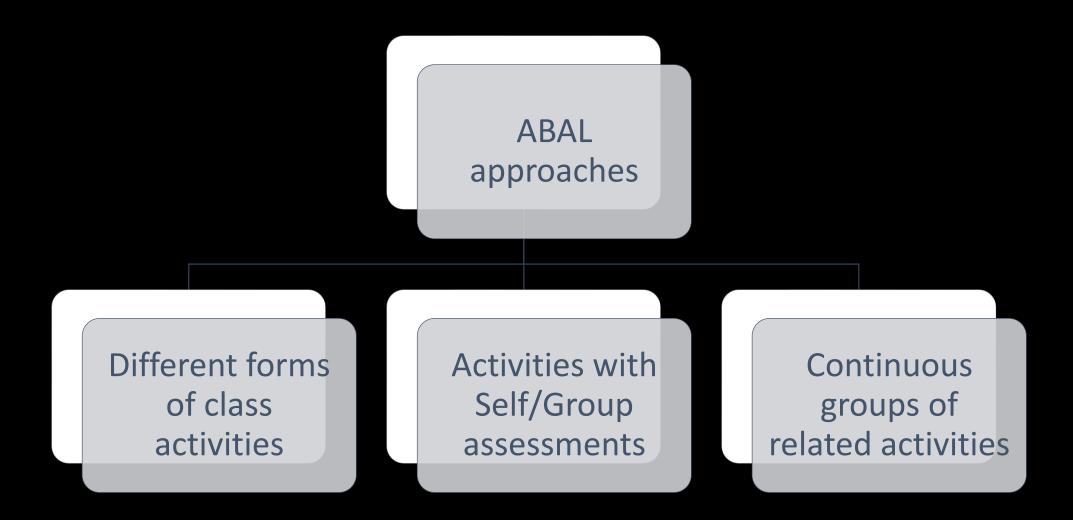
• In this approach, the students' reflection/self-assessment are not considered in parallel with class time (Dorodchi, Dehbozorgi, Benedict, Desai, & Mahzoon, 2017).

# ABAL approach - III

In this approach, two important issues regarding students' performance/satisfaction were addressed (Dorodchi & Dehbozorgi, 2017).

- Lack of continuous discipline in the course impacts students' performance negatively
- Lack of students' overall satisfaction affects course retention of students

# ABAL approaches



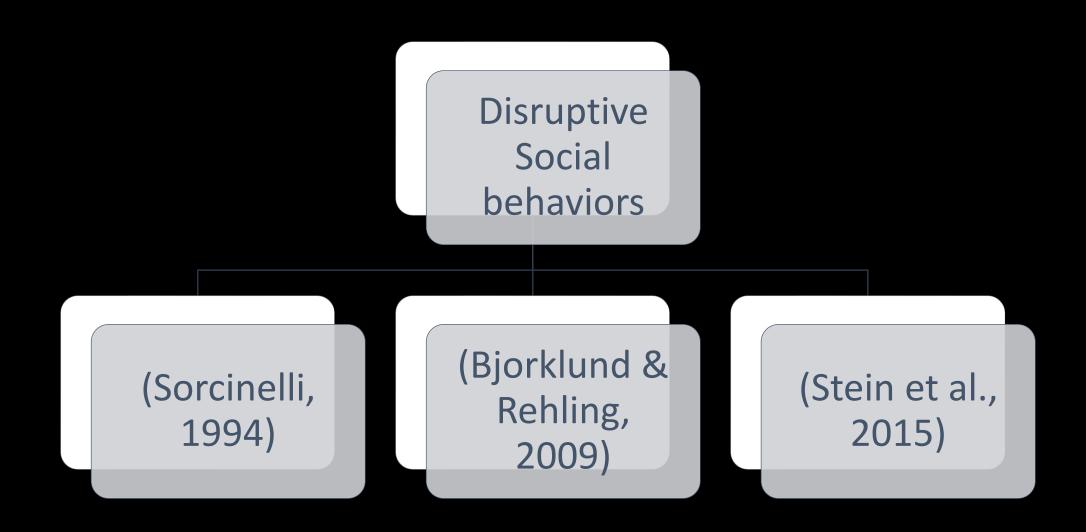
# Conclusion of ABAL approaches

- These reviews had led us to an insight on how an ABAL approach revolves around class activities and students' interaction
- Consequently, the questions raises as how students' social factors could play a role in those activities and eventually students' learning?

# Students' social problems in classroom

 Several problems have been reported regarding students' social behaviors

# Literature Review of social disruptive behaviors



#### Disruptive behaviors (Traditional lecture-based class) (Sorcinelli, 1994)

Immature behaviors	Talking during lectures, chewing gums, being late and creating disturbances
Inattentive behaviors	Sleeping during class, cutting class, acting bored/apathetic, not paying attention, being unprepared and leaving class before it is finished
Miscellaneous behaviors	Cheating and showing interest towards trivial things

Social problems in traditional lecture-based class (Bjorklund & Rehling, 2009)		
Immature	Inattentive	Miscellaneous
Distracting Behaviors: Sleeping, eating, drinking, yawning, nose-	Using a palm-pilot/iPod or computer for non-class activities.	Continuing to talk after being asked to stop and conversing

Reading non-class material and doing

Displaying inattentive posture or facial

Getting up during class, leaving and returning.

Allowing a cell phone/text messaging to ring

Packing up books before the class is over.

homework for other classes.

expressions.

during the class

blowing, fidgeting and swearing

Discarding trash after class has

Arriving late/leaving early

begun

loudly with the class.

for others and making

disparaging remarks.

assignment or activity.

Nonverbally indicating

dissatisfaction with an

Questioning the value of an

assignment, activity or grade

Coming to the class under the

influence of drugs or alcohol

Non-verbally showing disrespect

#### Disruptive behaviors (Team-based learning) (Stein et al., 2015)

Not showing signs of preparedness before coming to the class

Not able to participate/contribute in group discussions

Not taking individual/group responsibility

Dominating by doing group's major work by a group member

Group member's unilateral decision that affects the whole group

Not showing up for the classes

Unequal contribution in group

Signs of stubbornness/arrogance by group member

deadlines etc.)

**...** 

Lack of initiation

Shyness/introvertness by a member in group's communication

Group communication is restricted/unable to freely move and interact with the group

Lack of seriousness in the class (using phones, disrupting other people during lecture, creating disturbances, missing

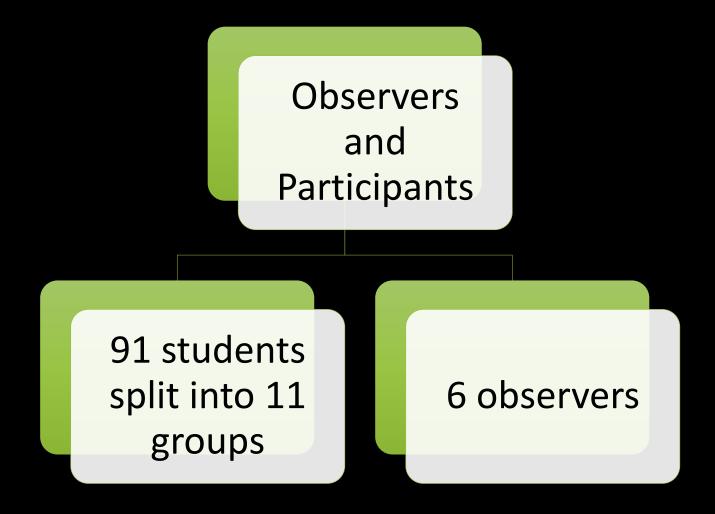
#### Observations – When?

ITCS 1212 - Fall 2017



1:00 PM to 3:15 PM

# Observations – People involved?



#### Observations

Data time-line

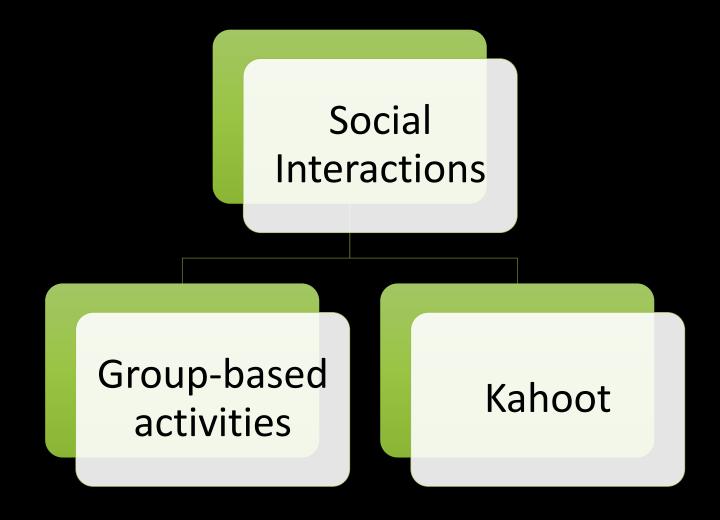
Sep 13<sup>th</sup> – Nov 1st

8 weeks

21 Group activities

14 Kahoot Activities

## Observation of social interactions



#### **Group Cohesiveness Traits (Fragale, 2013)**

**Objective** 

**Core Values** 

Healthy arguments and appreciating

each other's contributions

**Traits** 

Recognition

Goal Setting	To develop a shared vision, mission and set of values	Specific, measurable, attainable, realistic and timely
Communication	Means of accomplishing goals	Emphasis on quantity and quality Clearly define and delegate responsibilities Exchange ideas and information
Trust	Self-knowledge and competence	Greater commitment Greater effort Greater corporation
Accountability	Holding each member responsible	Individual and Group accountability

To appreciate each other's roles and

responsibilities

#### Goal Setting (from questionnaire)

GS1	Team demonstrates good understanding and planning of the goal/objectives of the activity.
GS2	Effective use of time.

Effective Use of Resources ex: TV / Google Docs / Board GS3

The group asked beneficial questions to TA's and between themselves about the activity.

GS4 Notes on staying on task(engaged and active): GS5

## **Communication (from questionnaire)**

C1	Direct, open and honest
C2	Group communicates changes in plans clearly prior to implementation.
C3	Good listening skills

Notes on Communication (Interaction):

# Members interact primarily to share information

#### **Trust (from questionnaire)**

Each member believes what other members are saying

11	
T2	Group seems to share a common goal and works towards it.
Т3	Delegate responsibility instead of "I'll take care of it" (Group work ex: Flowcharts)

Group views disagreements as positive OR The team overall seems to get over disagreements pretty well (during Kahoot) **T4** 

**Notes on Trust:** 

#### **Accountability (from questionnaire)**

A1	Share decision-making (during Kahoot)
A2	Accept feedback from each other (during Kahoot)

Group members have objective conversations and the members don't take the conversations personal.

(Programming Tasks / Group Work)

Notes on Mutual Accountability:

**A4** 

#### **Recognition (from questionnaire)**

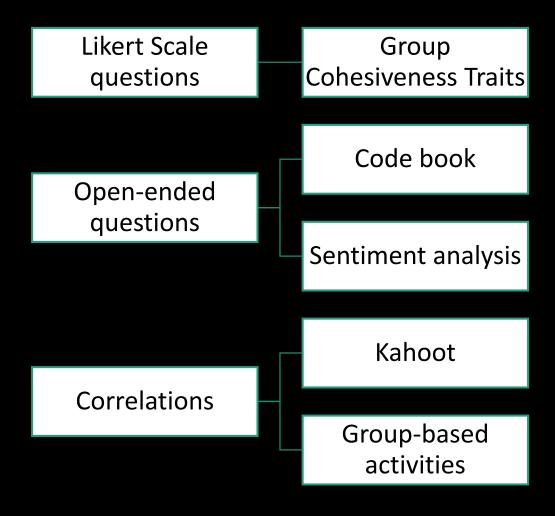
R1	Genuine appreciation of each other's accomplishments. (during Kahoot)
R2	Recognize and appreciate complimentary role functions. (Group work)

Accepts feedback from TA's / Instructor **R3** 

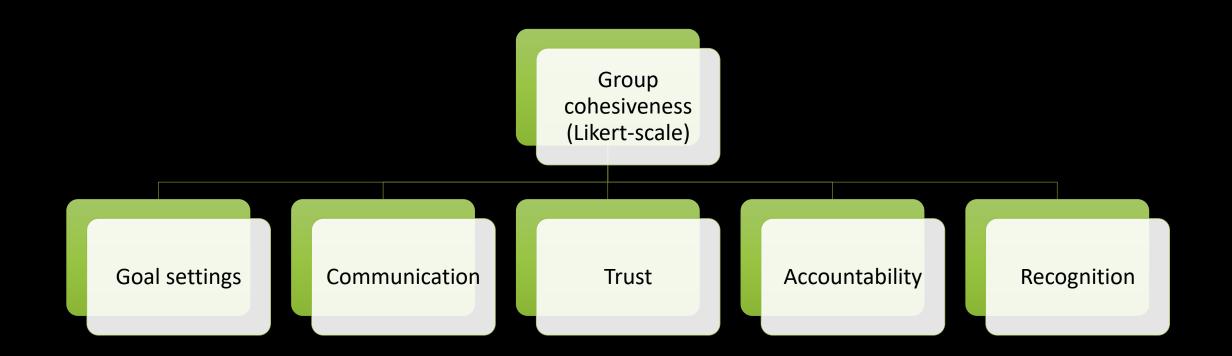
Notes on Recognition of Each other: **R4** 

Notes on Observation process: 01

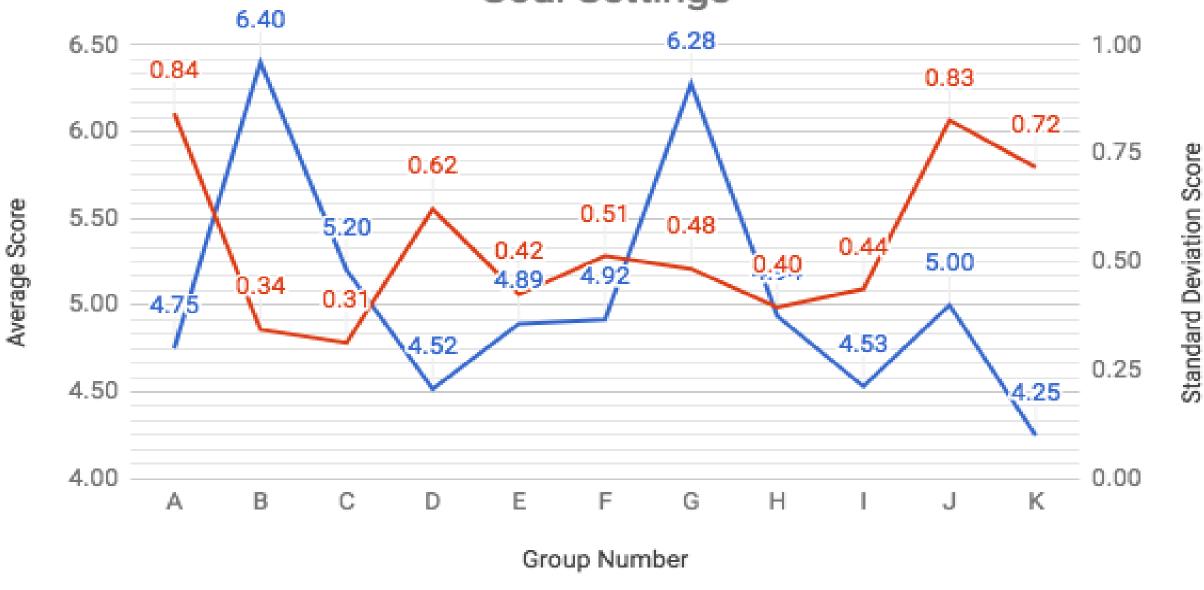
# Data Analysis



# Group cohesiveness traits

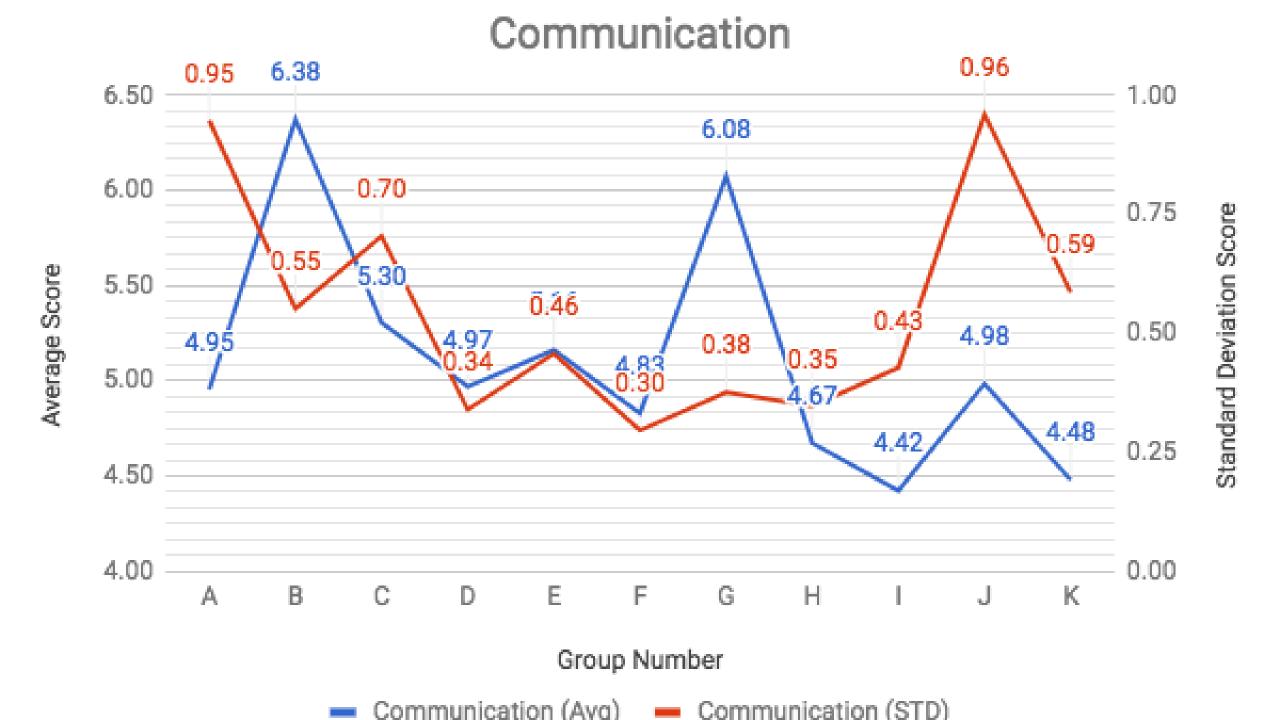


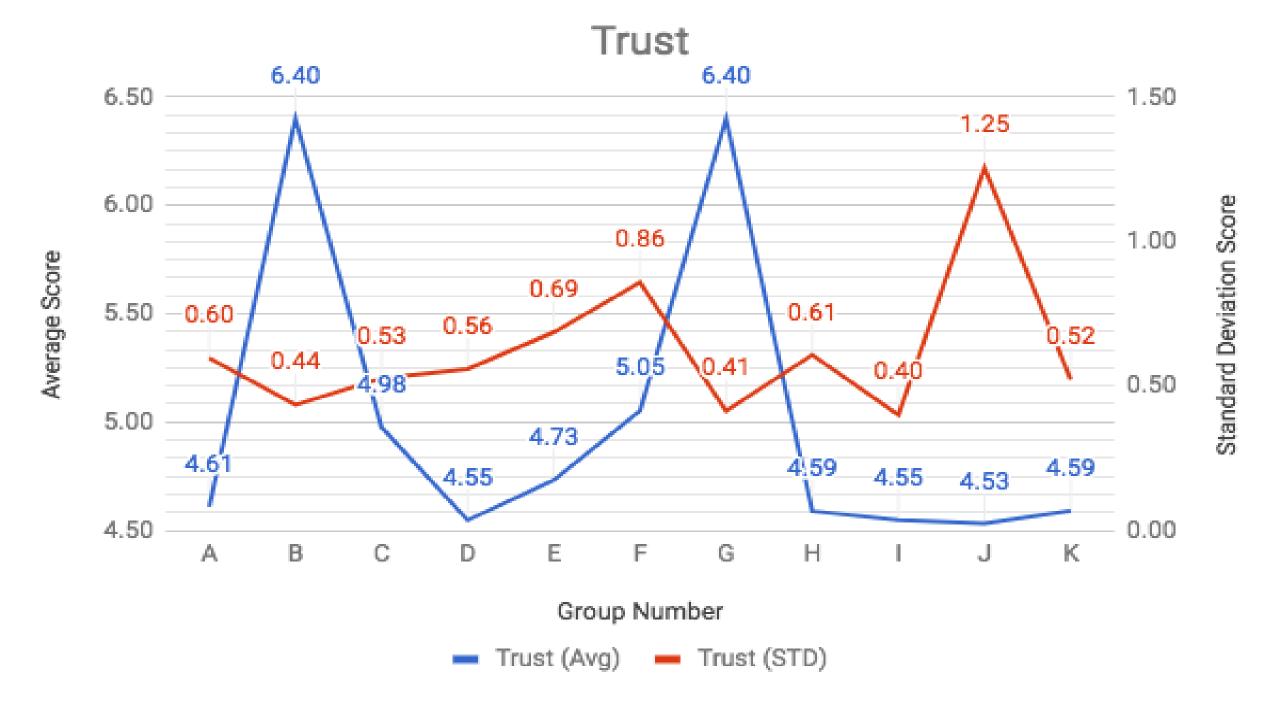


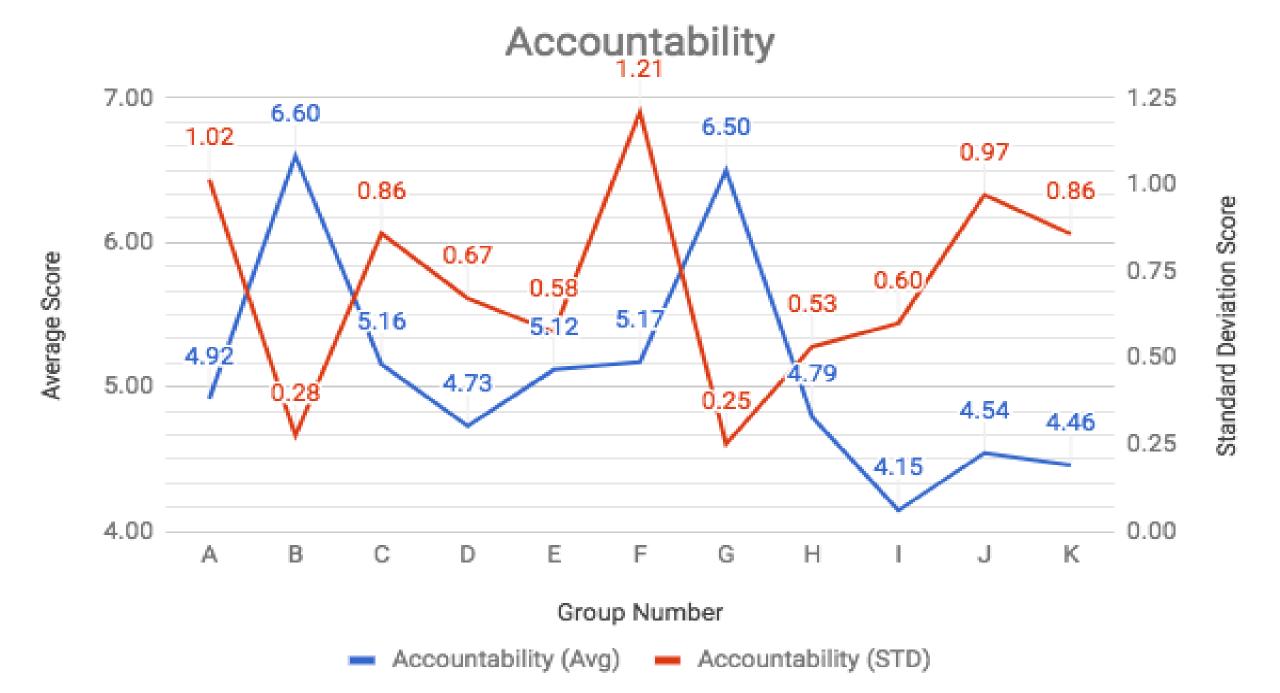


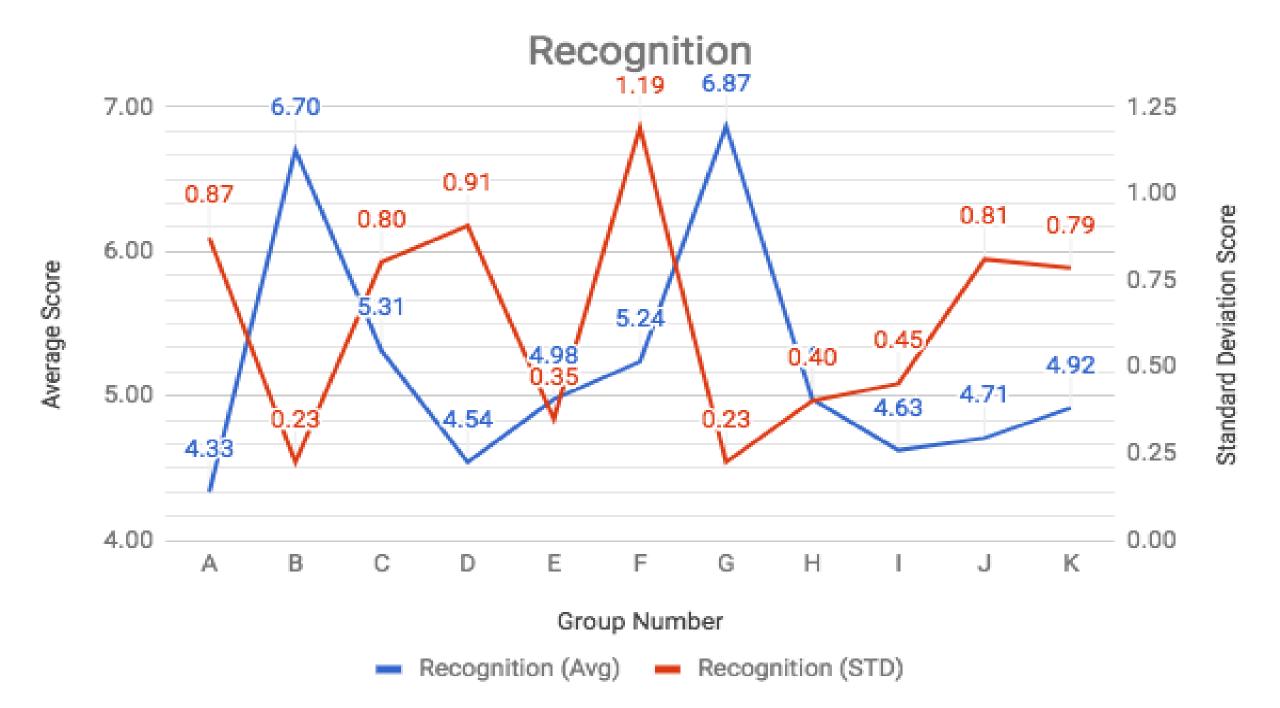
Goal Settings (STD)

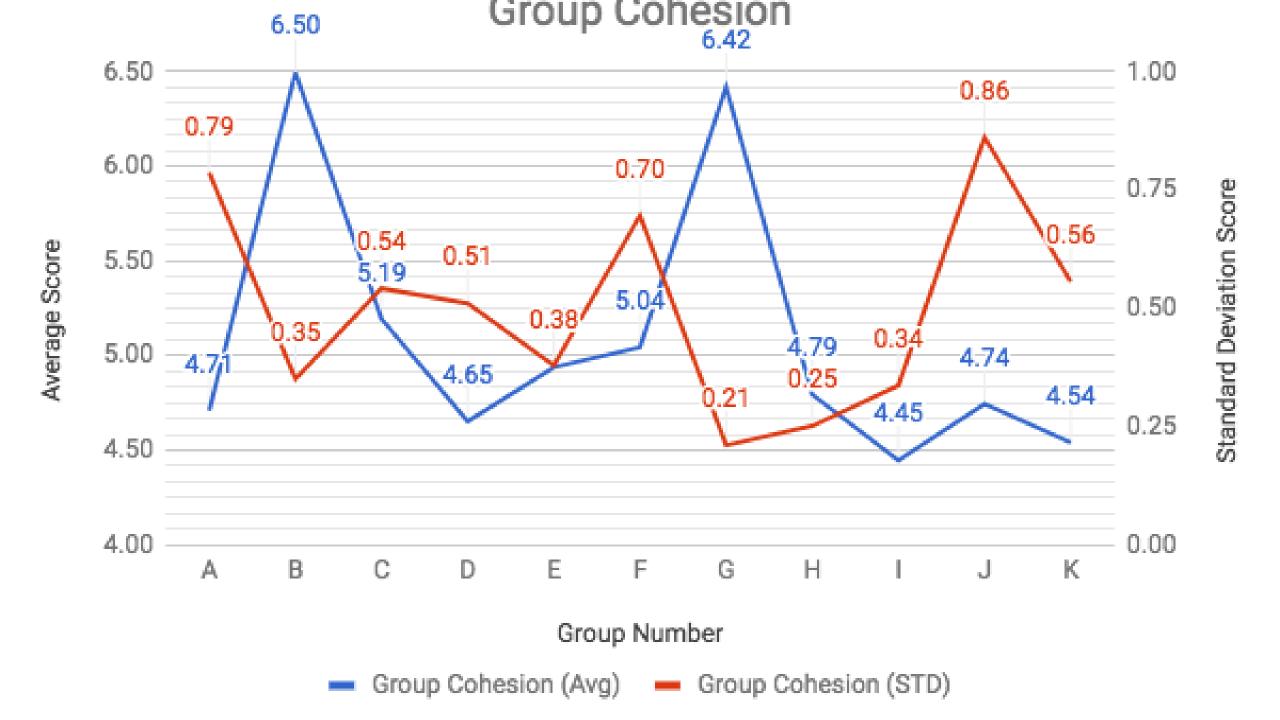
Goal Settings (Avg) -



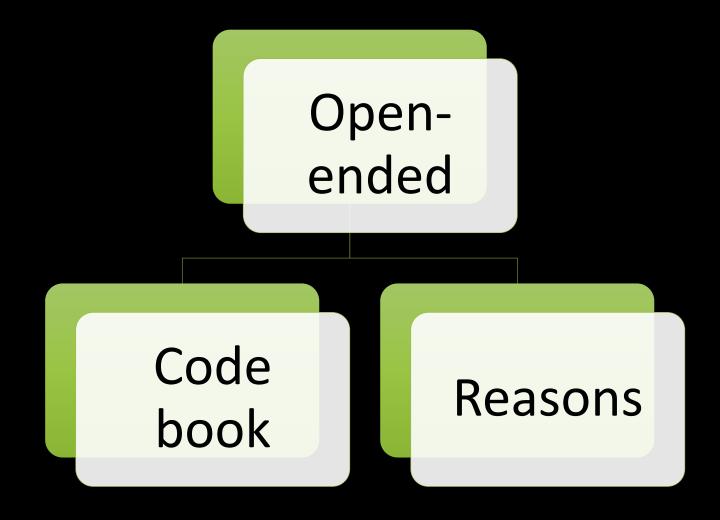








# Analysis of open-ended

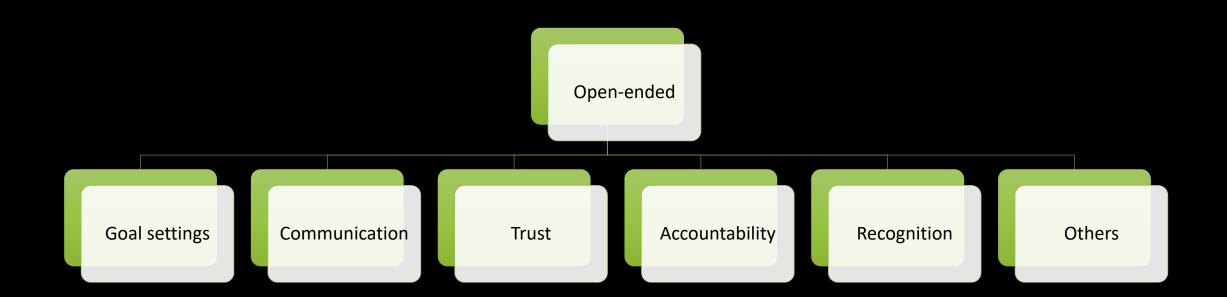


Goal Settings	Communication	Trust	Accountability	Recognition	Observation
Active and engaged (GS1)	Good (C1)	Good (T1)	Entire-group (A1)	Good (R1)	
Inactive and disengaged (GS2)	Bad (C2)	Bad (T2)	Half-group (A2)	Bad (R2)	Bad (O2)
	Neutral (C3)	Neutral (T3)	No-group (A3)	Neutral (R3)	

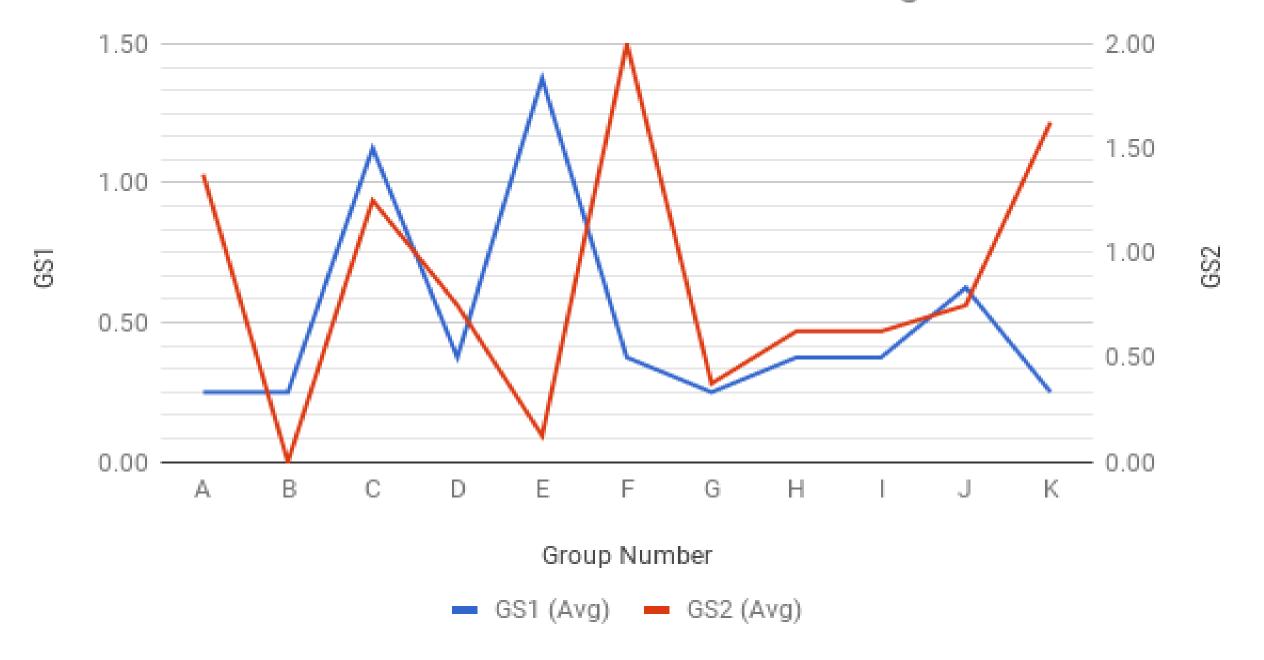
Code	Reasons
	Responsible discussion about class activities
A1	Concluding discussion to a common solution
	Motivating themselves when they answered wrong
	Discussing where they made a mistake
	Less participation
<b>A2</b>	Less discussion incorrect answers/understanding
	Less responsibilities delegation
	Not paying attention
А3	No discussion
	No participation
C1	Discussion about class activities
	Signs of leaderships
	Discussion about non-class activities
	Signs of Domination
C2	Working alone
_	Group is mostly silent
	Signs of Shyness
	Group members are completely silent
C3	Discussion in pairs

Code	Reasons
	Focused, engaged and interactive
GS1	Raising doubts/questions to TA
	Effective use of class resources
	Group enjoyed Kahoot
	Asked off-topic questions to TA
	Dependency (Unable to function without leader of the group)
	Didn't ask TA any questions
GS2	Distracted in non-class activities
G32	Free-riding group members (Relying on group to get the work done with min/zero contributions)
	Not listening to instructor/TA
	Unable to ask TA any questions even when struggling with the activities
	Signs of cluelessness about the activity
	Disrespecting TA (Being condescending/rude to TA)
O2	Group member absent
	Group member came late
R1	No signs of disapproval (Happy, excited, compassion towards the group and/or the activities)
R2	Signs of disapproval (Unhappy and hopeless towards the group and/or the activities)
R3	Neutral appreciation (No signs of positive/negative emotions towards the group and/or the activities)
	Preparedness
T1	Signs of leadership
	Healthy arguments
Тэ	Unable to challenge the group opinions
12	Unable to trust the group opinions

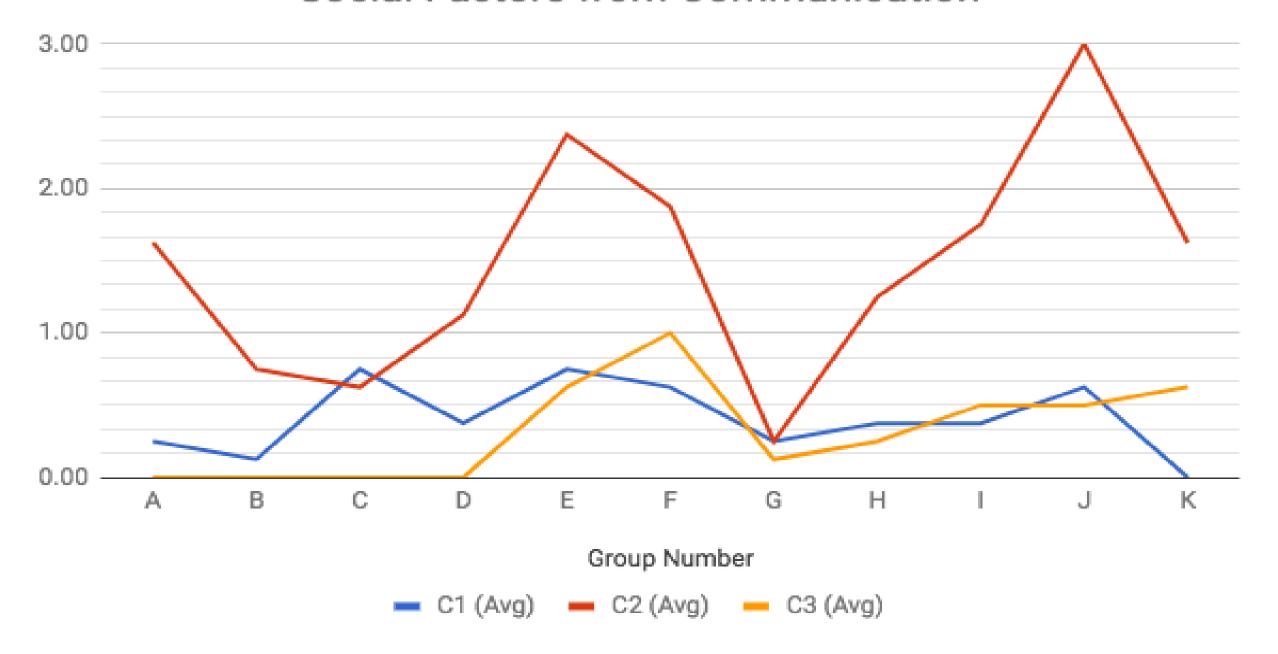
# Social factors from open-ended



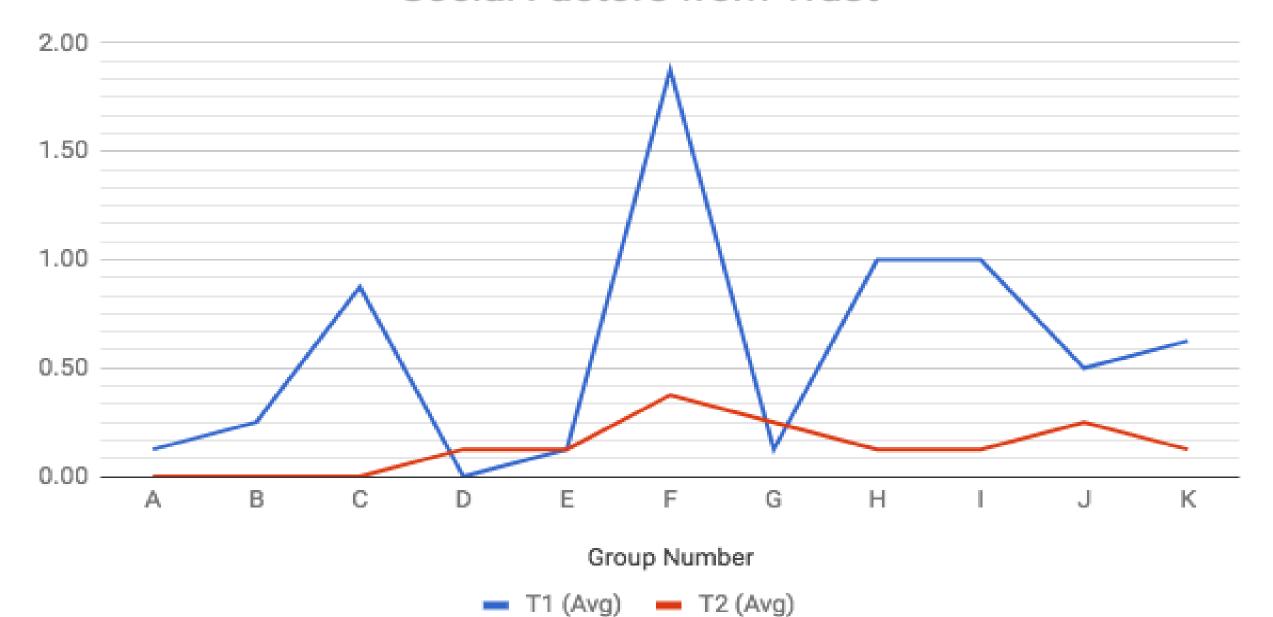
## Social factors from Goal Settings



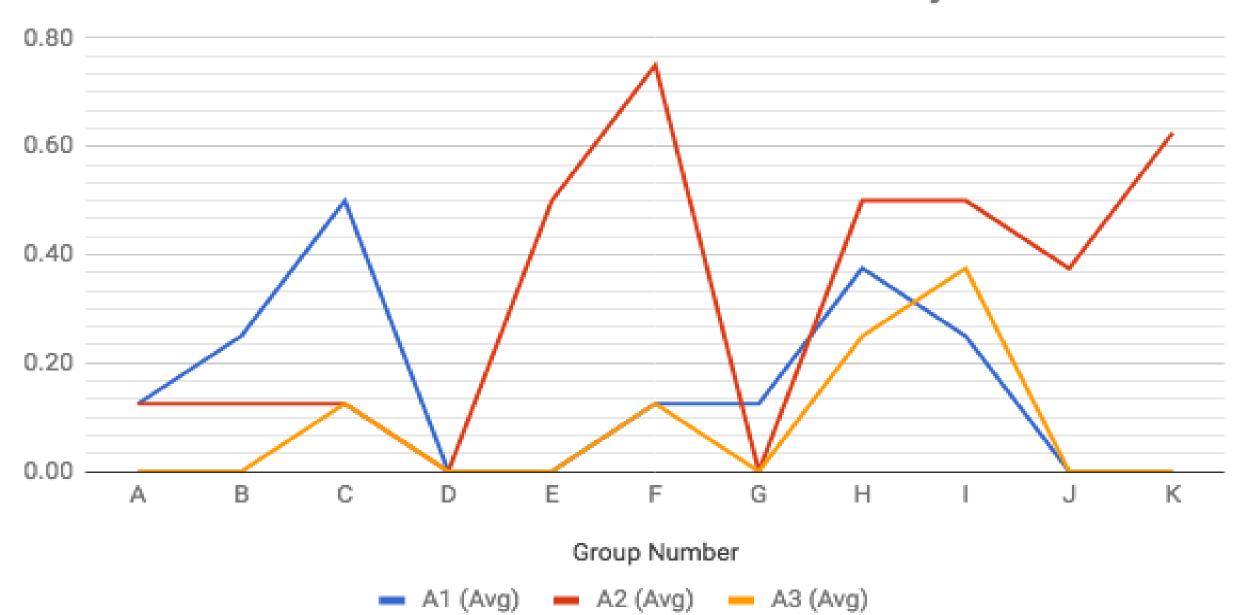
### Social Factors from Communication



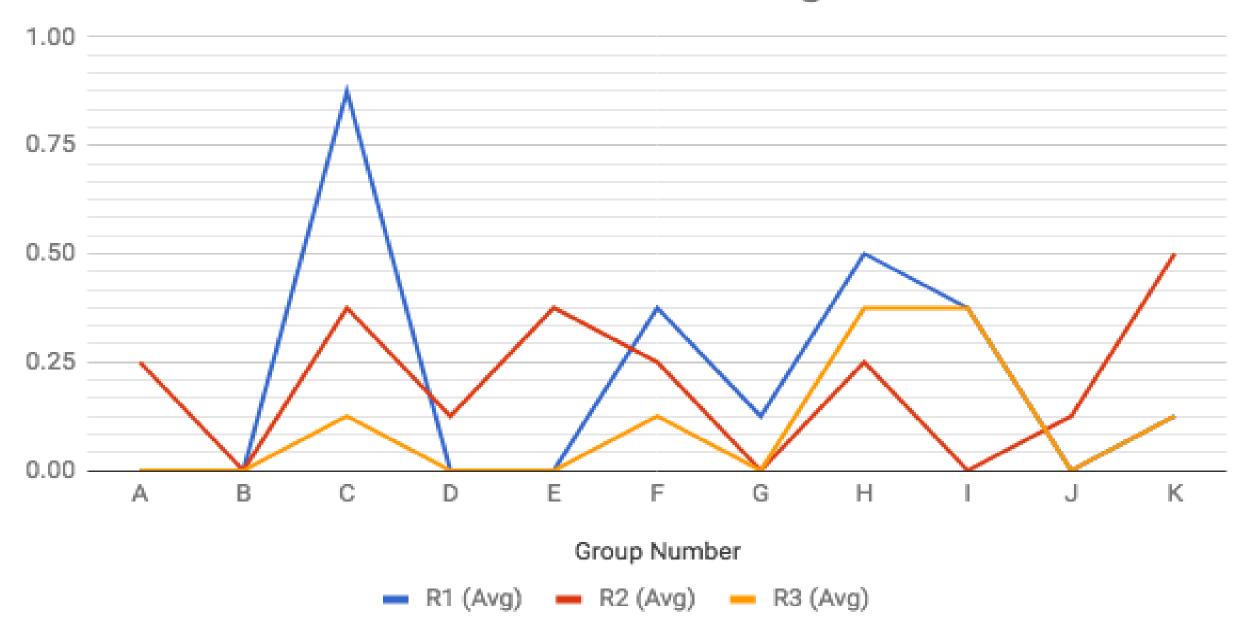
### Social Factors from Trust



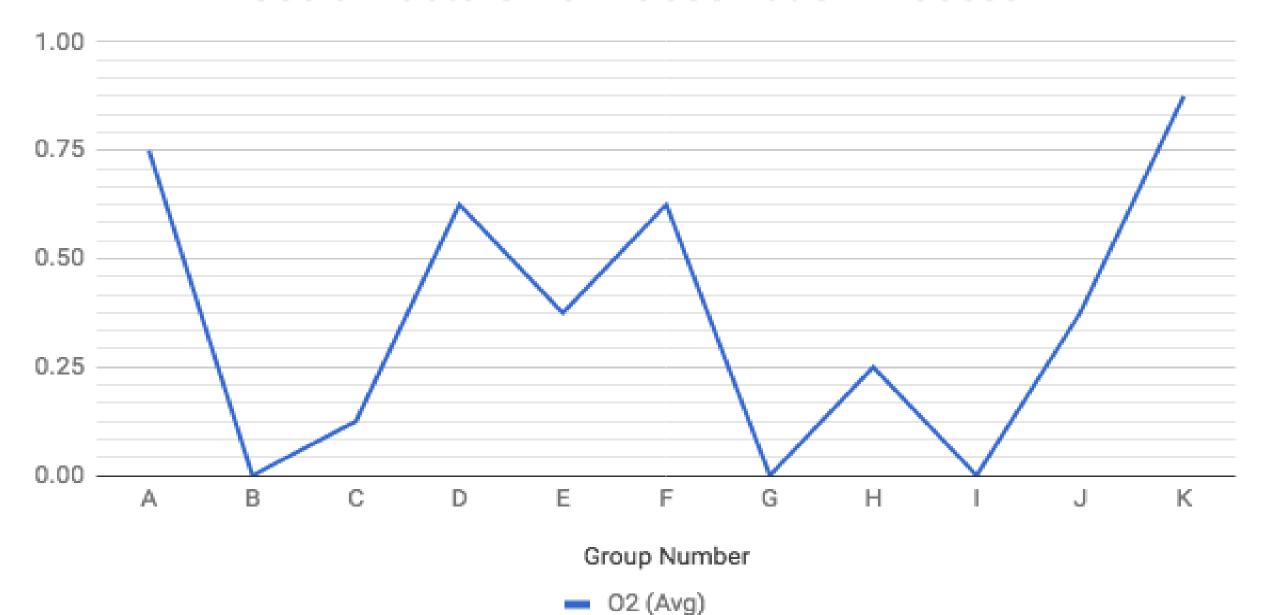
## Social Factors from Accountability



## Social Factors from Recognition



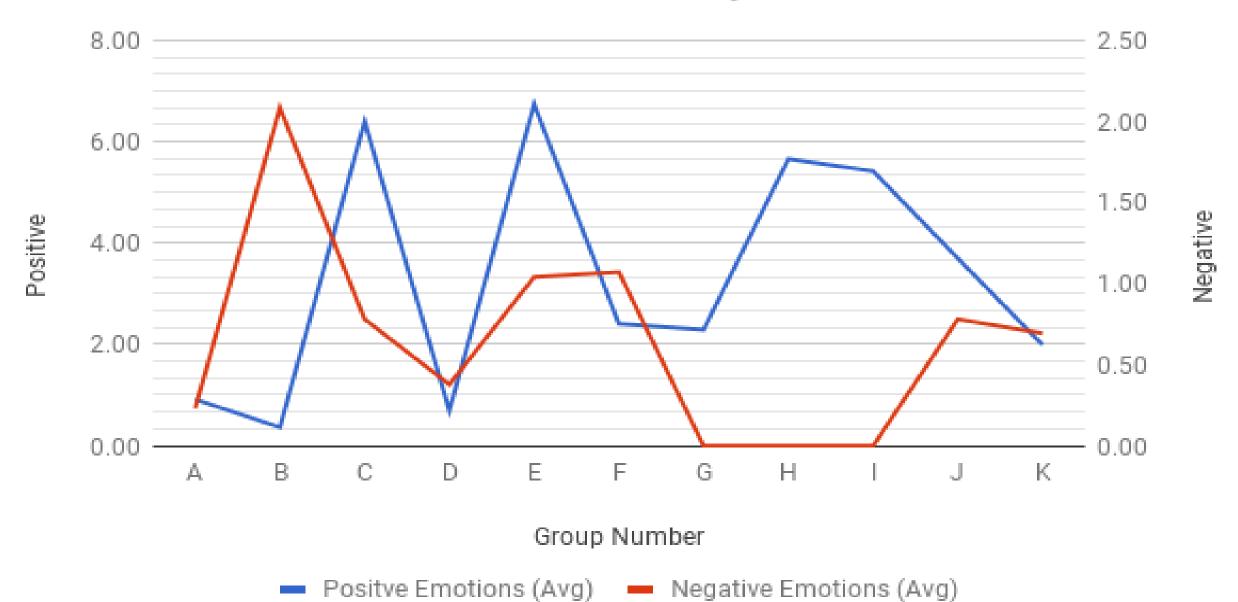
### Social Factors from Observation Process



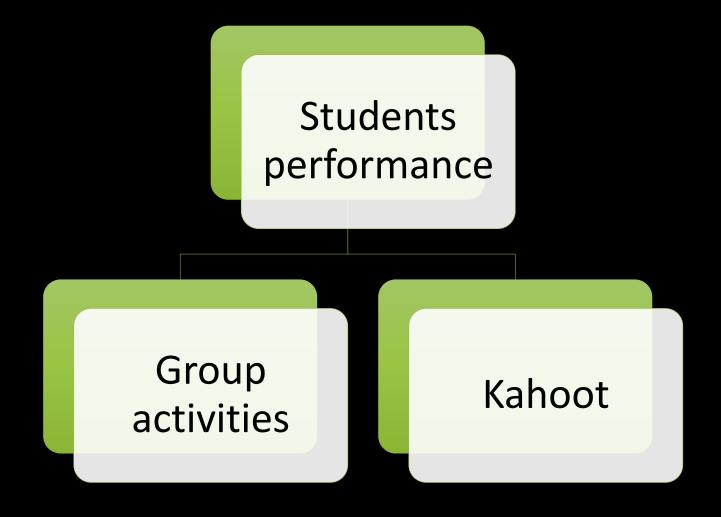
# Open-ended analysis

Sentiment -analysis Negative **Positive** emotions emotions

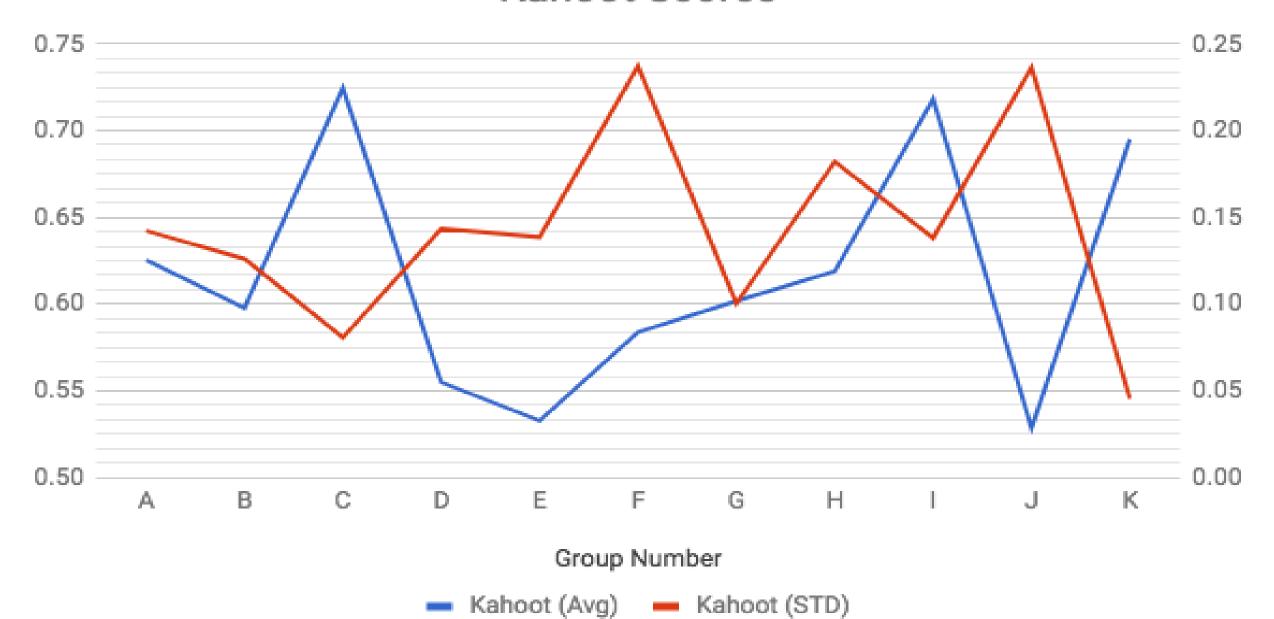
## Sentiment Analysis



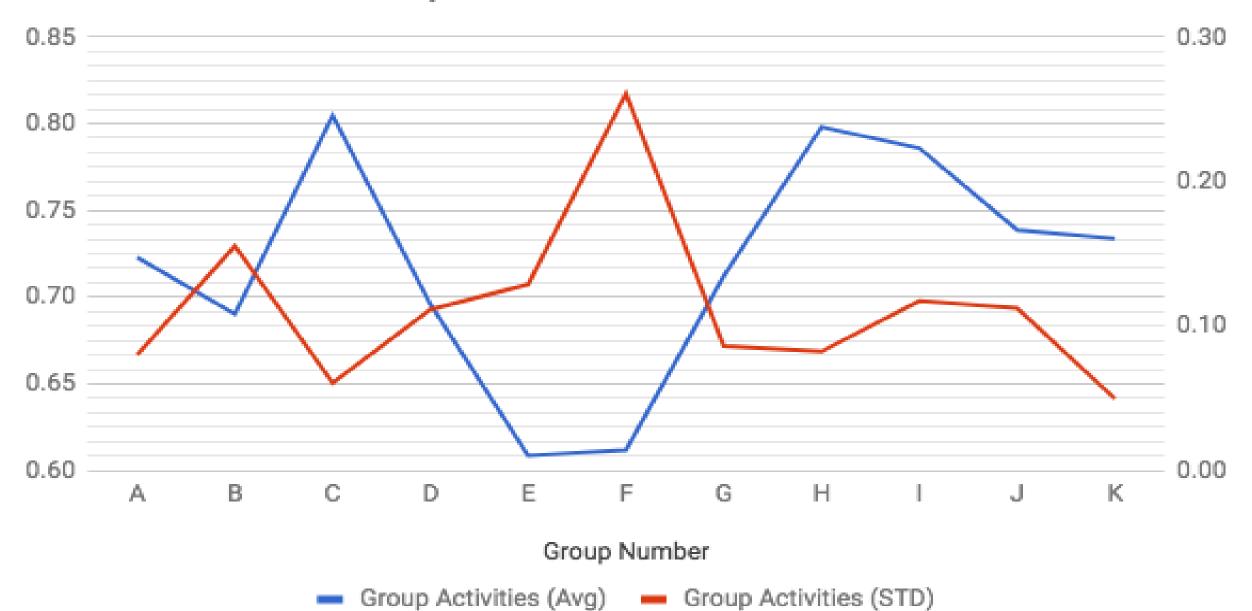
# Performance



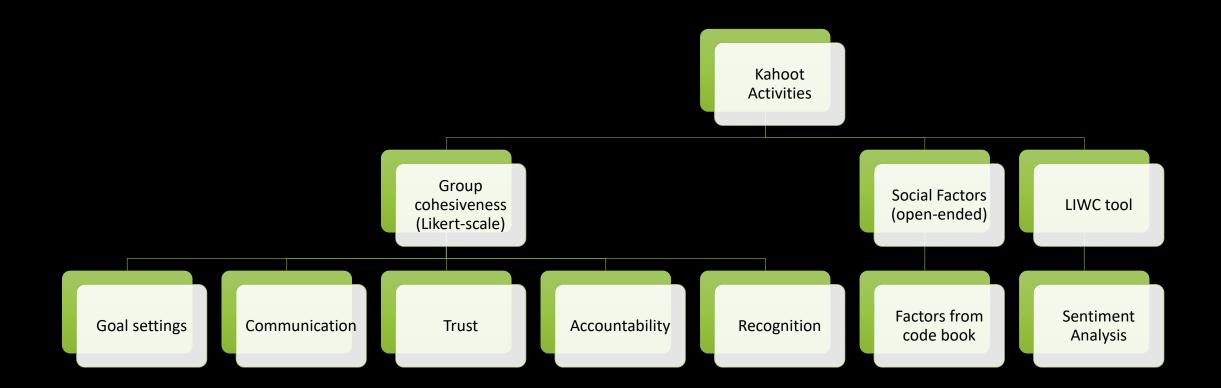
#### Kahoot Scores



## Group-based in-class activities



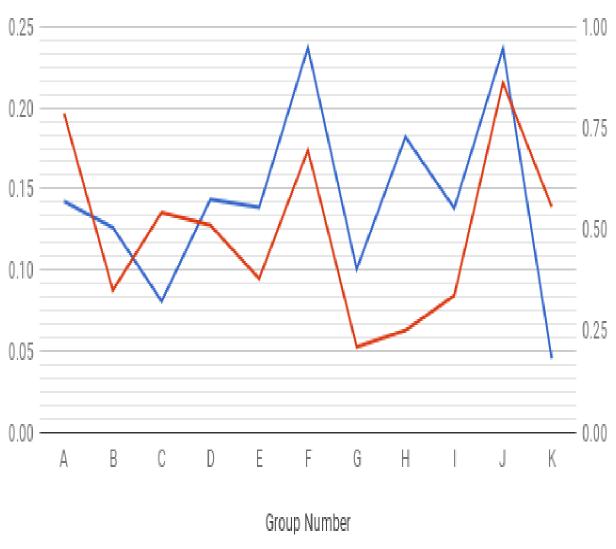
# Correlations with performance



				Spearman's	Rho (based	Kahoot vs Group Cohesion (based on Avg)					
			R^2 value (coefficient determinati		Two-tailed	0.75	00				
	Group Cohesion	R value	on) 0.02		value of P  0.51						
	Goal Settings	-0.19	0.04	-0.14	0.69						
Kahoot	Communic ation	-0.27	0.07	-0.37	0.27	0.55	i0				
	Trust	-0.09	0.01	0.05	0.89	0.50 A B C D E F G H I J K	10				
	Accountabi lity	-0.23	0.05	-0.20	0.55						
	Recognitio n	-0.05	0.00	-0.02	0.95	<ul> <li>Kahoot (Avg)</li> <li>Group Cohesion (Avg)</li> </ul>					

		Pearson Coef on std)	ficient (based	Spearman's Rho (based on std)		
		R value	R^2 value (coefficient determinatio n)	R value	Two-tailed value of P	
	Group Cohesion	0.40	0.16	0.27	0.42	
	Goal Settings	0.20	0.04	0.27	0.43	
	Communicati on	0.01	0.00	-0.26		
Kahoot	Trust	0.75				
	Accountabili ty	0.38				
	Recognition	0.32	0.10	0.43	0.19	

# Kahoot vs Group Cohesion (based on STD)

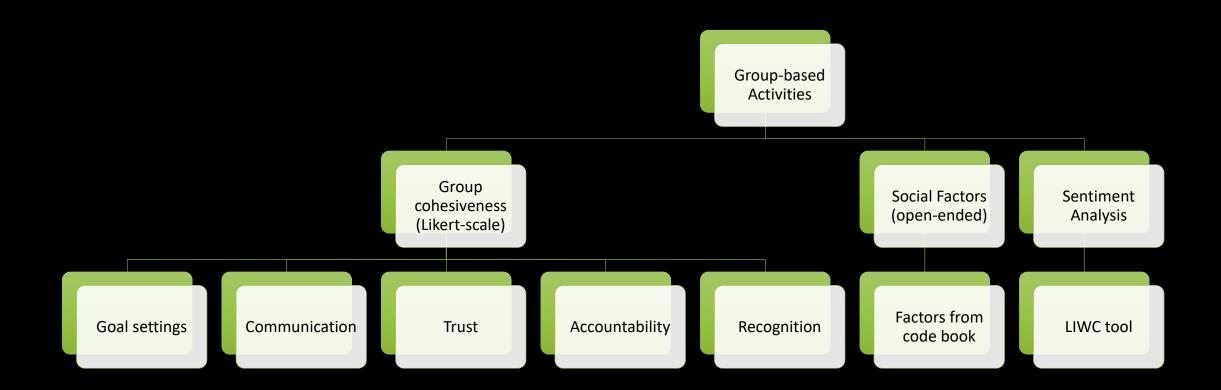


Kahoot (STD)
 Group Cohesion (STD)

		· ·		·		Spearman's Rho (based on avg)		Spearman's Rho (based on std)	
		R value	R^2 value (coefficient determinatio n)	R value	R^2 value (coefficient determinatio n)	R value	Two-tailed value of P	R value	Two-tailed value of P
	GS1	-0.12	0.01	-0.03	0.00	-0.30	0.36	0.36	0.28
	GS2	0.33	0.11	-0.17	0.03	0.25	0.46	-0.10	0.77
	C1	-0.26	0.07	0.77	0.59	-0.31	0.36	0.80	0.00
	C2	-0.40	0.16	0.43	0.18	-0.40	0.23	0.56	0.07
	<b>C</b> 3	-0.13	0.02	0.29	0.08	-0.20	0.55	0.34	0.31
	T1	0.32	0.10	0.00	0.00	0.42	0.19	0.03	0.92
Kahoot	T2	-0.41	0.16	0.42	0.18	-0.50	0.12	0.49	0.12
	<b>A</b> 1	0.60	0.36	-0.11	0.01	0.64	0.03	-0.12	0.73
	A2	0.08	0.01	0.39	0.15	0.07	0.83	0.45	0.17
	A3	0.54	0.29	0.21	0.04	0.52	0.10	0.26	0.44
	R1	0.21	0.04	0.00	0.00	0.63	0.04	-0.08	0.82
	R2	0.21	0.04	-0.24	0.06	0.12	0.72	-0.18	0.60
	R3	0.57	0.33	-0.04	0.00	0.64	0.03	0.04	0.90

		Pearson Coe (based on av		Pearson Coe (based on st		Spearman's on avg)	Rho (based	Spearman's	Rho (based
			R^2 value (coefficient determinati on)	R value	R^2 value (coefficient determinati on)	R value	Two-tailed value of P	R value	Two-tailed value of P
	Positive Emotions	0.22	0.05	-0.12	0.02	0.05	0.87	-0.08	0.81
Kahoot	Negative Emotions	-0.26	0.07	0.01	0.00	-0.42	0.20	0.03	0.94

# Correlations with performance



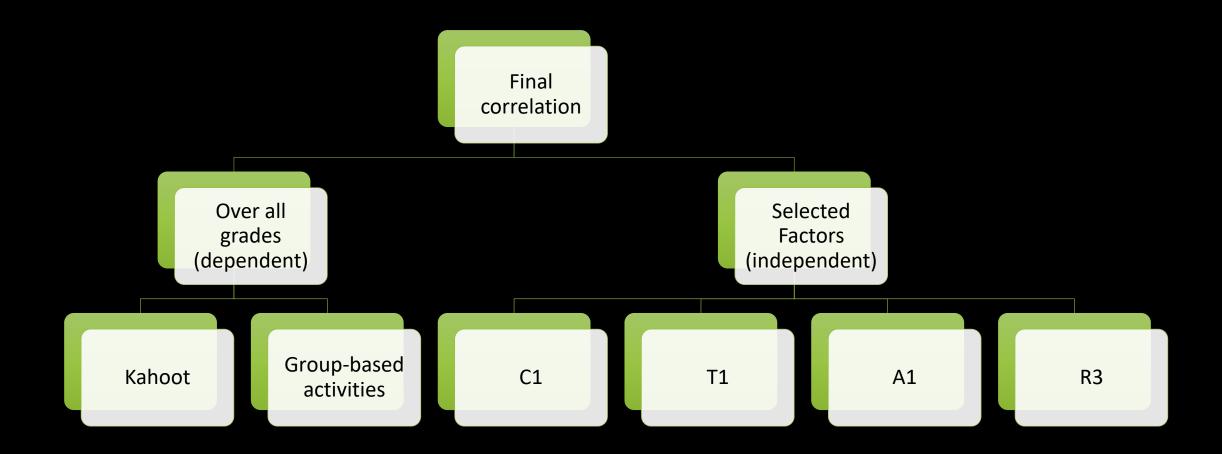
Pearson Coefficient (based on average)		Spearman's Rho (based on avg)		Group Activities vs Group Cohesion (based on Avg)		
		R value	R^2 value (coefficient determinatio n)		Two-tailed value of P	0.80
	Group Cohesion	-0.20		-0.31	0.35	0.75 0.70 5.00
	Goal Settings	-0.10	0.01	0.01	0.97	0.65
Group Activities	Communicati on	-0.22	0.05	-0.33	0.32	0.60 A B C D E F G H I J K
	Trust	-0.20	0.04	0.45	0.17	
	Accountabili ty	-0.31	0.09	-0.49	0.13	Group Activities (Avg) Group Cohesion (Avg)

Pearson Coefficient (based on std)		Spearman's Rho (based on std)		Group Activities vs Group Cohesion (based on STD)			
		R value	R^2 value (coefficient determinatio n)	R value	Two-tailed value of P	0.20	
	Group Cohesion	<b>0.16</b>	0.03	-0.08	0.82	0.50	
	Goal Settings	-0.17				0.10	
Group Activities	Communicati on	-0.38	0.15	-0.41	0.21	0.00 A B C D E F G H I J K	
	Trust	0.31	0.10	0.18	0.59	Group Number	
	Accountabili ty	<mark>0.25</mark>	0.06	-0.08	0.82	<ul> <li>Group Activities (STD)</li> <li>Group Cohesion (STD)</li> </ul>	

		Pearson Coeff on average)	-	·		Spearman's Rho (based on avg)		Spearman's Rho (based on std)	
		R value	R^2 value (coefficient determinatio n)	R value	R^2 value (coefficient determinatio n)	R value	Two-tailed value of P	R value	Two-tailed value of P
	GS1	-0.15	0.02	0.05	0.00	0.12	0.73	0.29	0.39
	GS2	0.00	0.00	-0.12	0.01	0.14	0.68	-0.47	0.15
	C1	-0.17	0.03	0.83	0.68	0.03	0.93	0.61	0.04
	C2	-0.27	0.08	0.21	0.04	-0.17	0.61	0.18	0.59
	<b>C</b> 3	-0.45	0.21	0.33	0.11	-0.20	0.55	0.34	0.30
	T1	0.06	0.00	0.01	0.00	0.40	0.22	-0.27	0.43
Group Activities	T2	-0.42	0.18	0.32	0.10	-0.24	0.47	0.32	0.33
	<b>A</b> 1	0.62	0.39	-0.09	0.01	0.50	0.12	-0.12	0.73
	A2	-0.21	0.04	0.38	0.14	-0.02	0.96	0.30	0.36
	A3	0.50	0.25	0.17	0.03	0.51	0.11	0.04	0.91
	R1	0.54	0.29	0.21	0.04	0.57	0.07	-0.22	0.51
	R2	-0.06	0.00	-0.26	0.07	0.08	0.81	-0.47	0.15
	R3	0.56	0.32	-0.02	0.00	0.58	0.06	-0.22	0.52

		Decrees		Deers on C		C	de Dhe	Charman	olo Dha
		Pearson C (based on		(based on		(based on		Spearmar (based or	
			R^2 value	R value	R^2 value	R value	Two-tailed P	R value	Two-tailed P
Group	Positive Emotions	0.28	0.08	-0.10	0.01	0.36	0.28	-0.21	0.54
	Negative Emotions	-0.48	0.23	0.41	0.17	-0.56	0.07	0.48	0.13

# Correlations with performance



Based	on Avg	Based on STD			
Dependent Variables	Independent Variables	Dependent Variable	Independent Variables		
Over all grades(y)	T1 C1 A1 R3	Over all grades(y)	T1 C1 A1 R3		
Multiple R	0.865487	Multiple R	0.890138		

## Conclusion

#### Data analysis

- Group Cohesion and its traits
- Social factors from the open-ended answers
- Sentiment analysis for each group
- How it affects Group activities and Kahoot

## Future work

- Students' opinions regarding group cohesion and directly correlate with
  - Academic grades
- Correlate between students' and TAs' perspective about
  - Group Cohesion
  - Social factors

Thank you so much for your time.