IST622 Questionnaire Development

Course Title: IST622 Questionnaire Development

Client: California State University, Monterey Bay

Instructor: Dr. Bude Su

Instructional Designer: Sarah Wright

Authoring Tool: Lumi H5P

Audio Tool: Windows Sound Recorder

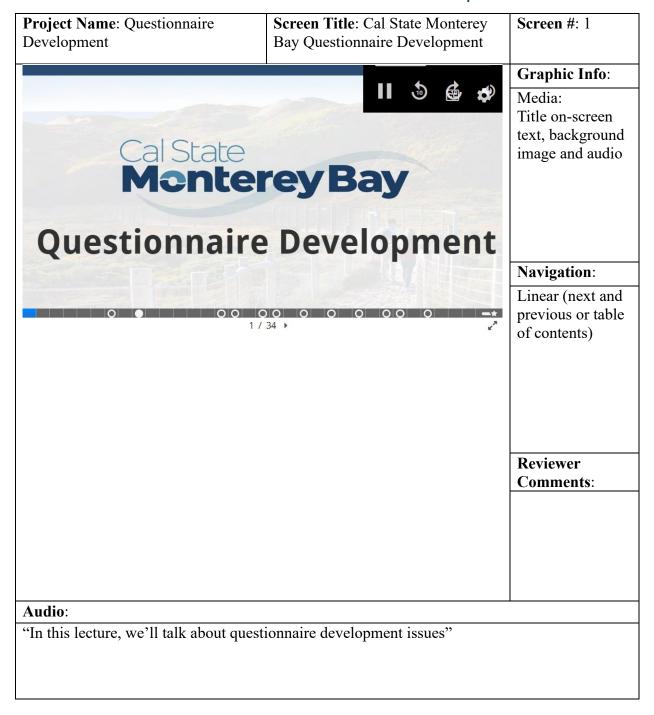
Audio Host: Panopto

Duration (scope): 20-25 minutes

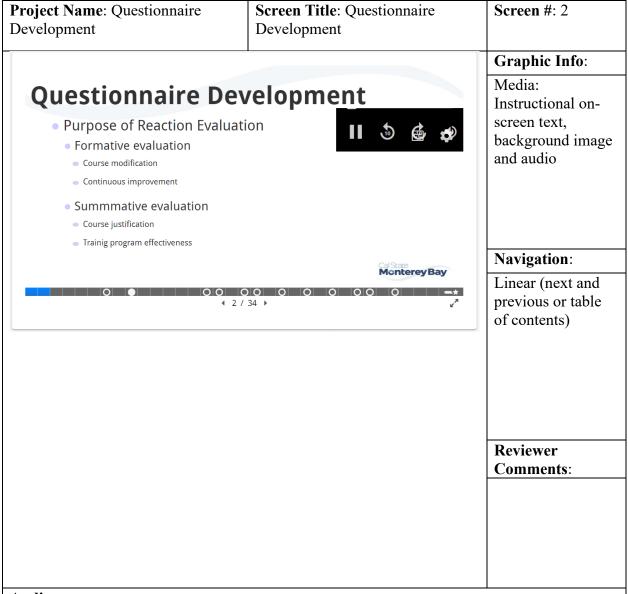
File Formats: Canvas SCORM Assignment, Github

HTML, Github SCORM

Due Date: 5.15.24



IST622 Questionnaire Development

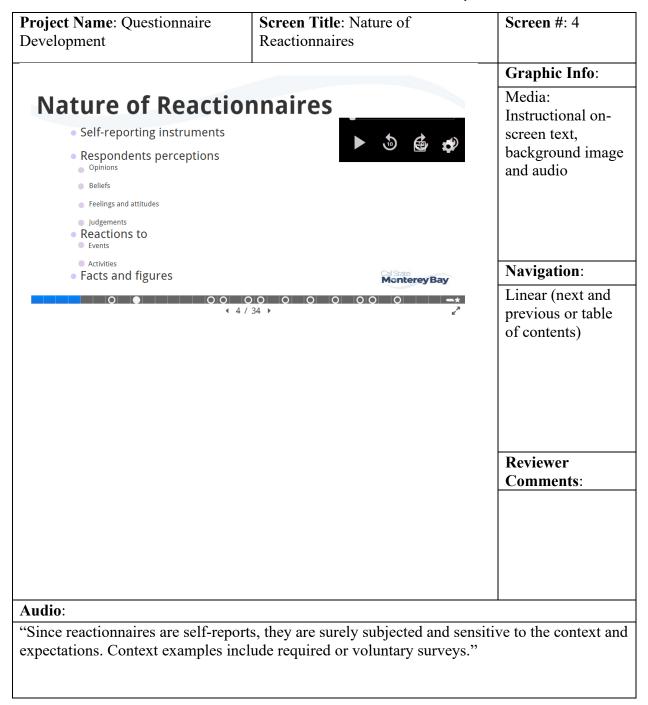


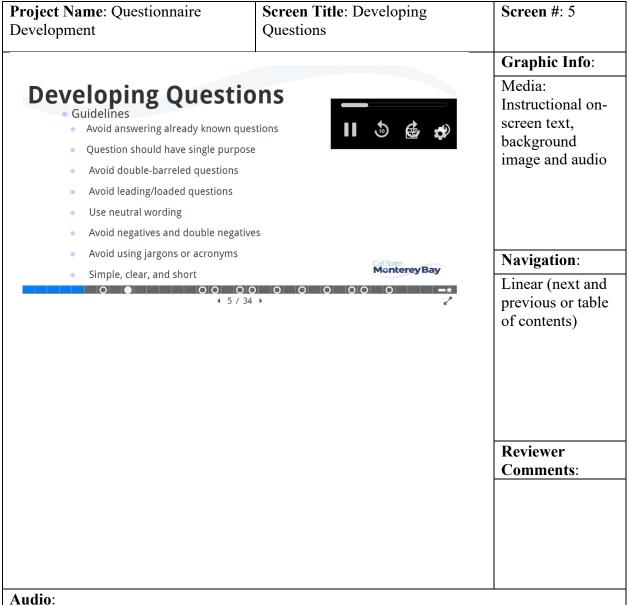
Audio:

[&]quot;The main purpose of reaction evaluation is to enhance the quality of instructional or training programs, which in turn leads to improved performance. Reaction evaluations are a type of formative evaluation. Where the results are used for program evaluation and the redesign of content, course materials, and presentations. Reaction evaluation can also be summative in nature, the goal then is to determine the value, effectiveness, or efficiency of a training program."

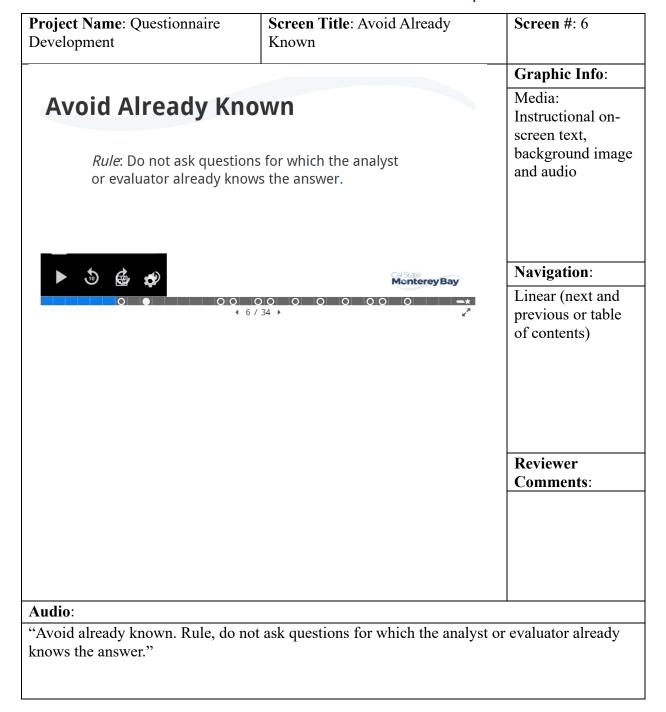
Project Name : Questionnaire Development	Screen Title: Appropriate Use of Reactionnaire	Screen #: 3
		Graphic Info:
Appropriate Use of Assess learner satisfaction with Content Materials & methods Instructions Environment & logistics Pre/post instructional activities Gather information about Perceived utility (transfer)	f Reactionnaire h training II &	Media: Instructional onscreen text, background image and audio
Future Needs Trust (trainee, management)	Cal State Monterey Bay	Navigation:
4 3 /	7 34)	Linear (next and previous or table of contents)
		Reviewer Comments:
Audio:		
	valuators to understand the above ment	ioned items on this
=	that reactionnaires cannot measure lea	

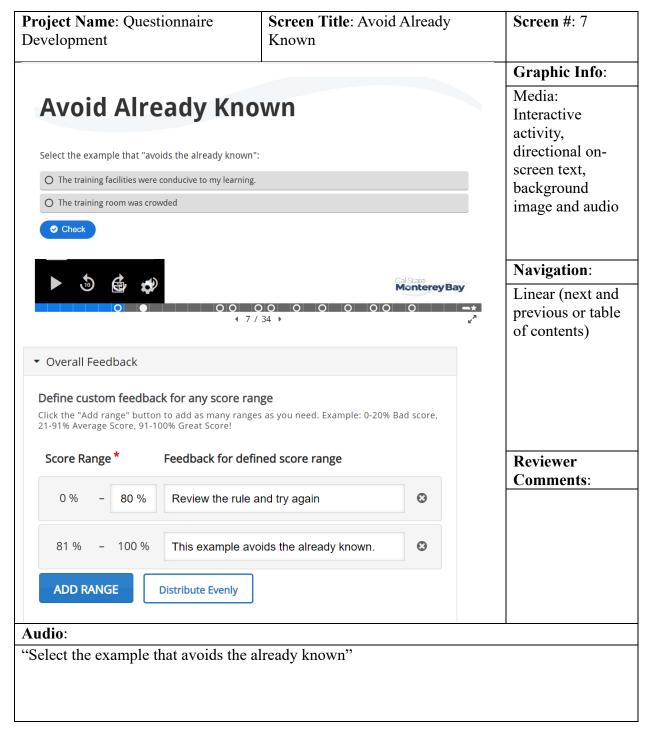
attitudes or beliefs, transfer of skills or knowledge, or organizational impact."

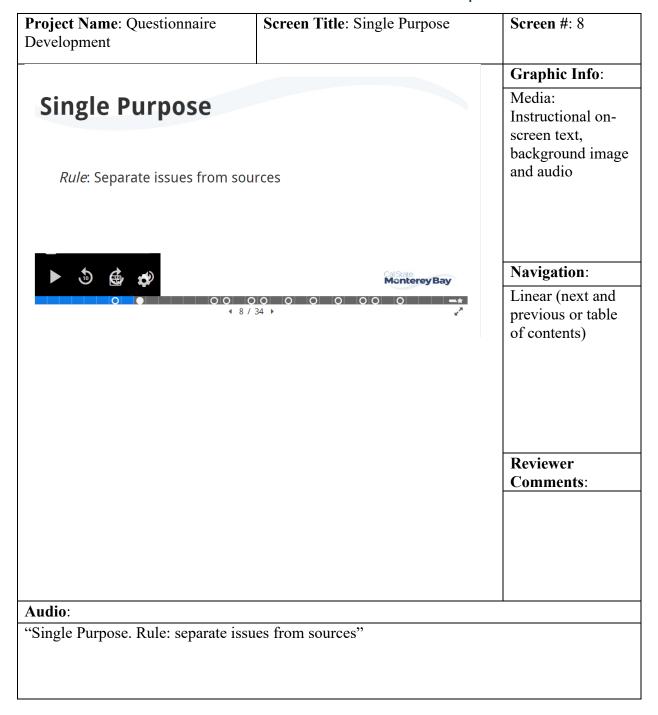


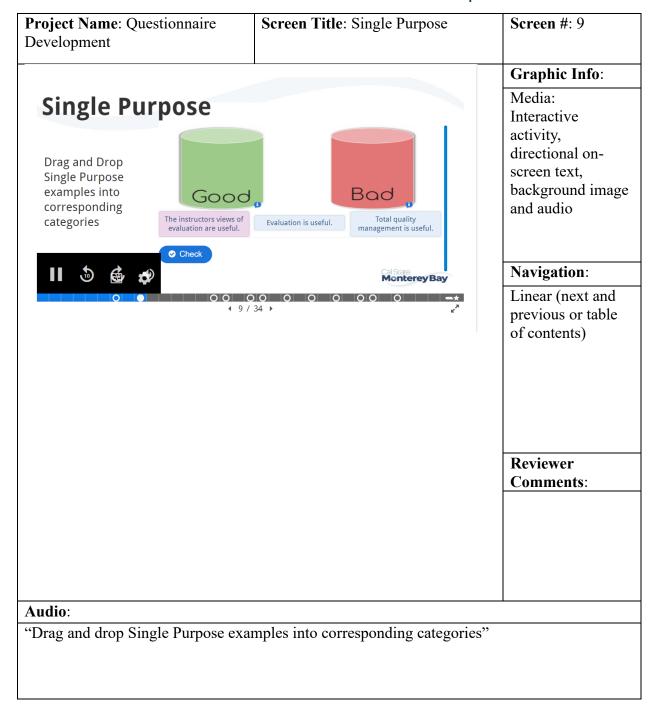


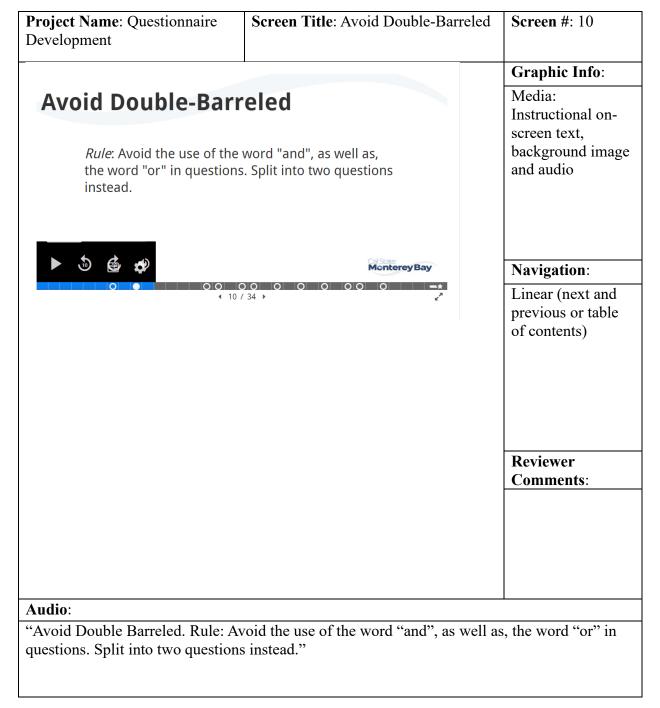
[&]quot;One of the most critical factors in survey design is question development. This includes how questions are worded and also how the types of questions are asked, and whether there are only one or multiple questions for each category. Let's use some examples to illustrate the rules mentioned on this slide next."

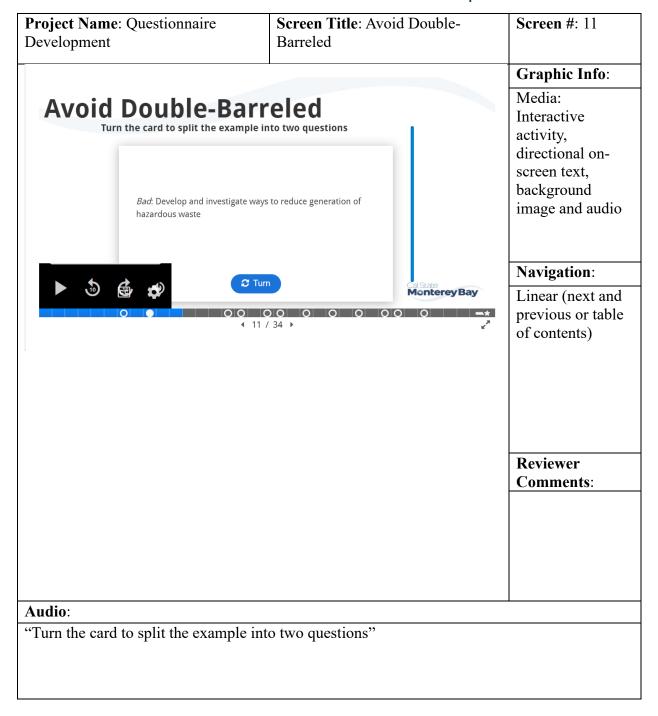


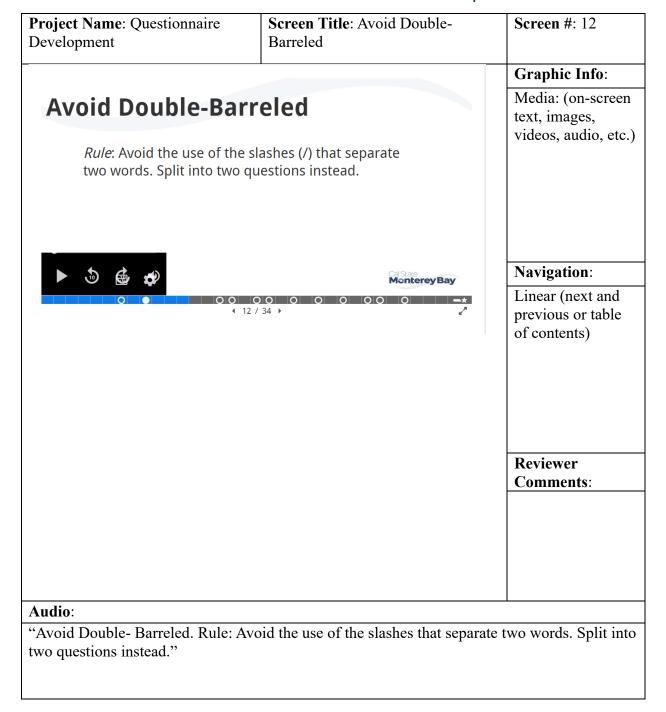


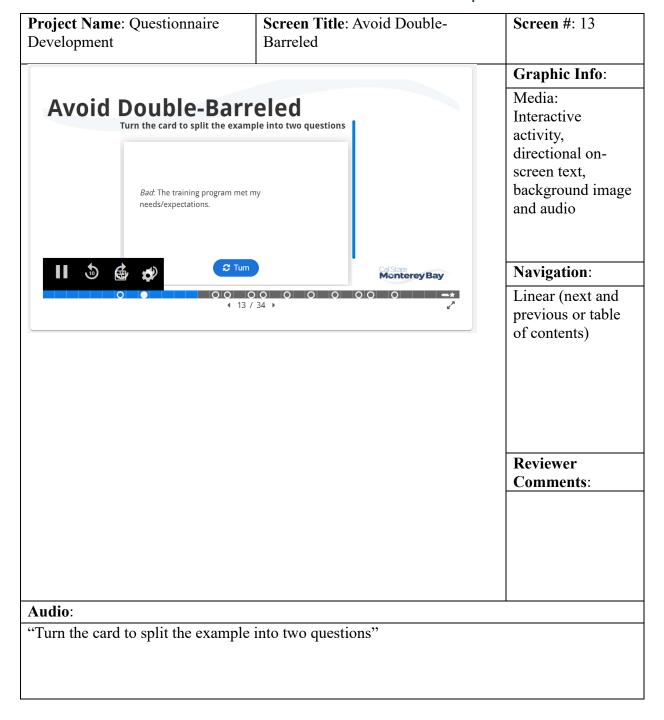




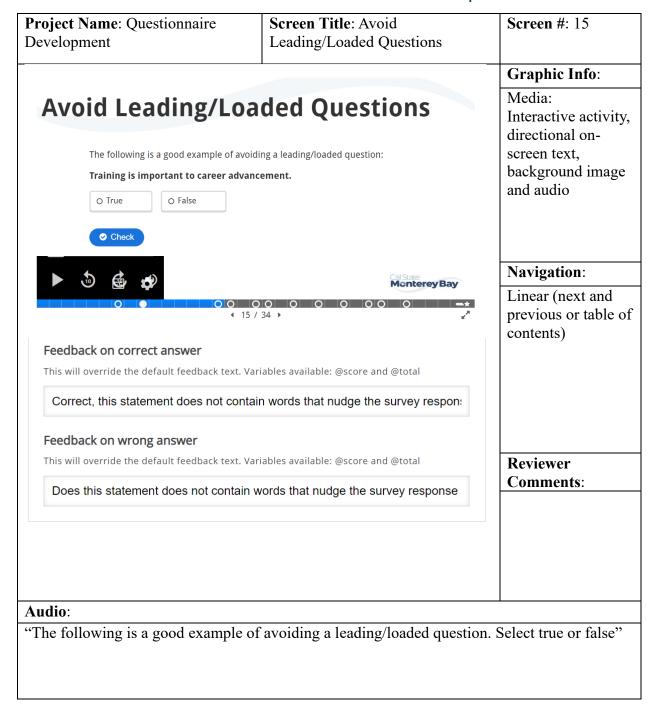


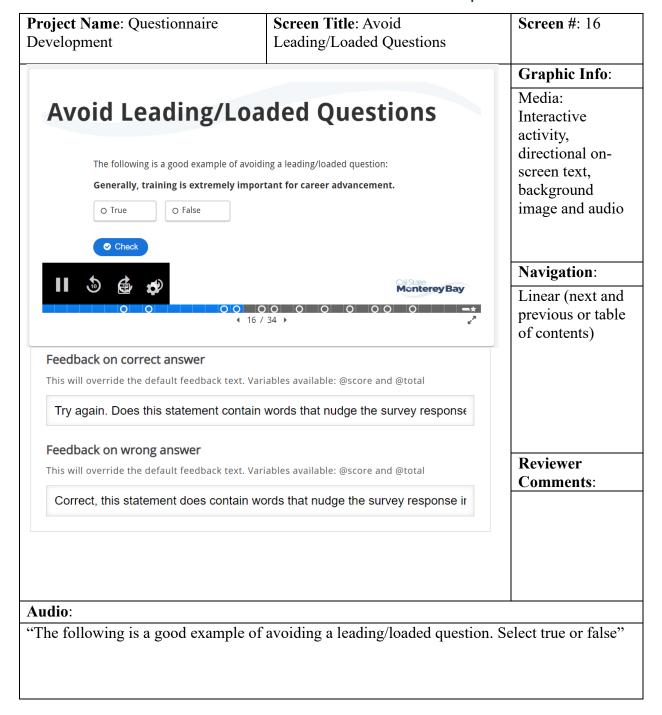






Project Name : Questionnaire Development	Screen Title: Avoid Leading/Loaded Questions	Screen #: 14
-		Graphic Info:
Rule: Avoid wording which response in one direction	th nudges the survey	Media: Instructional on- screen text, background image and audio
→ 5	Cal State Monterey Bay	Navigation:
	4 / 34)	Linear (next and previous or table of contents)
		Reviewer Comments:
Audio: Avoid Leading/Loaded Questions one direction or the other."	Rule, avoid wording which nudges the	survey response in



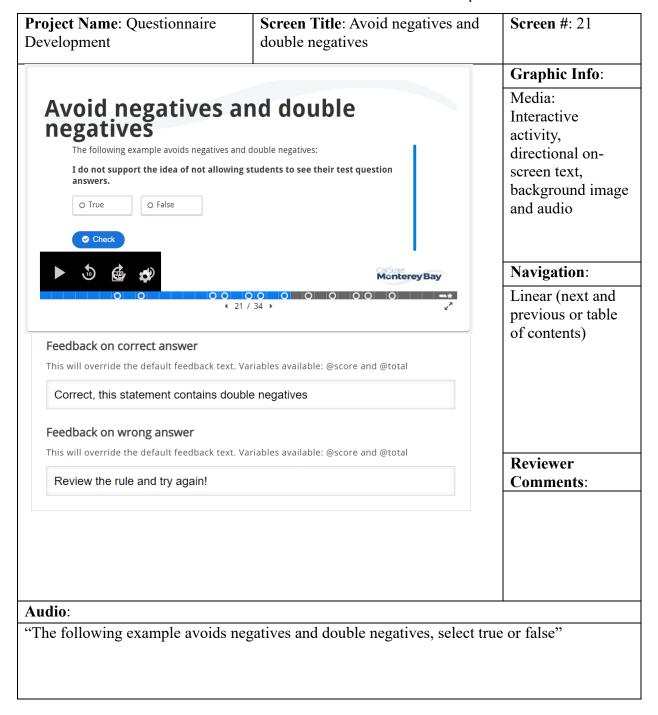


Project Name : Questionnaire Development	Screen Title: Use Neutral Wording	Screen #: 17
		Graphic Info:
	ing Introduces bias and slants Indiscredits the objectivity	Media: Instructional onscreen text, background image and audio
→ 5 € →	Cal State Monterey Bay	Navigation:
O O 17	/ 34 · · · · · · · · · · · · · · · · · ·	Linear (next and previous or table of contents)
		Reviewer Comments:
Audio: "Use neutral wording. Rule: a subject or discredits the objectivity of the i	ective tone introduces bias and slants renstrument."	spondents' answer

Project Name: Questionnaire Development	Screen Title: Use Neutral Wording	Screen #: 18
		Graphic Info:
Use Neutral Word	ing	Media: Interactive
Fill in the missing words with "good" or "bad" "The colorful annual report accurately described the rol neutral wording use. "The annual report accurately described the role of the neutral wording. Check		activity, directional on- screen text, background image and audio
▶ 5	Cal State Monterey Bay	Navigation:
◆ Overall Feedback	0 0 0 0 0 0 0 -*	Linear (next and previous or table of contents)
Define custom feedback for any score ra Click the "Add range" button to add as many rang 21-91% Average Score, 91-100% Great Score! Score Range * Feedback for def		
0 % - 50 % Does the tone in	ntroduce bias? Review the ru	Reviewer Comments:
51 % - 100 % Correct, the use	of the word colorful discredit	
ADD RANGE Distribute Evenly		
Audio:		. <u>I</u>
"Fill in the missing words with go	od or bad"	

Project Name : Questionnaire Development	Screen Title: Avoid negatives and double negatives	Screen #: 19
		Graphic Info:
Avoid negatives a negatives Fill in the missing words with "good" or "bad"	nd double	Media: Interactive activity, directional on-
"My department is ready to conduct a program revieuge "My department is not ready to conduct a program revieuge Check		screen text, background image and audio
▶ ★ ★	Monterey Bay	Navigation:
	_	Linear (next and previous or table of contents)
Score Range * Feedback for d	efined score range	
0 % - 50 % Review the ne	ext slide and try again	Reviewer Comments:
51 % - 100 % Double negati	ves could introduce bias avoid	
ADD RANGE Distribute Evenly		
Audio:		
"Fill in the missing words with g	ood or bad"	

Project Name : Questionnaire Development	Screen Title: Avoid negatives and double negatives	Screen #: 20
		Graphic Info:
Avoid negatives are double negatives Rule: Double negatives are under any circumstances. fail to notice there are two give an answer opposite to	not to be used Respondents may negatives and will	Media: Instructional onscreen text, background image and audio
	Cal State Monterey Bay	Navigation:
◆ 20 /	34 b	Linear (next and previous or table of contents)
		Reviewer Comments:
Audio:		
	atives. Rule, double negatives are not to fail to notice there are two negatives are	

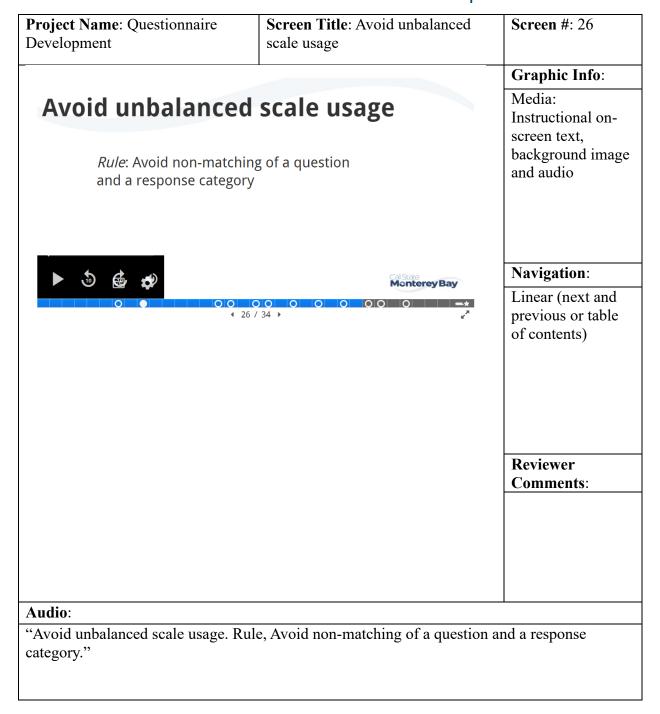


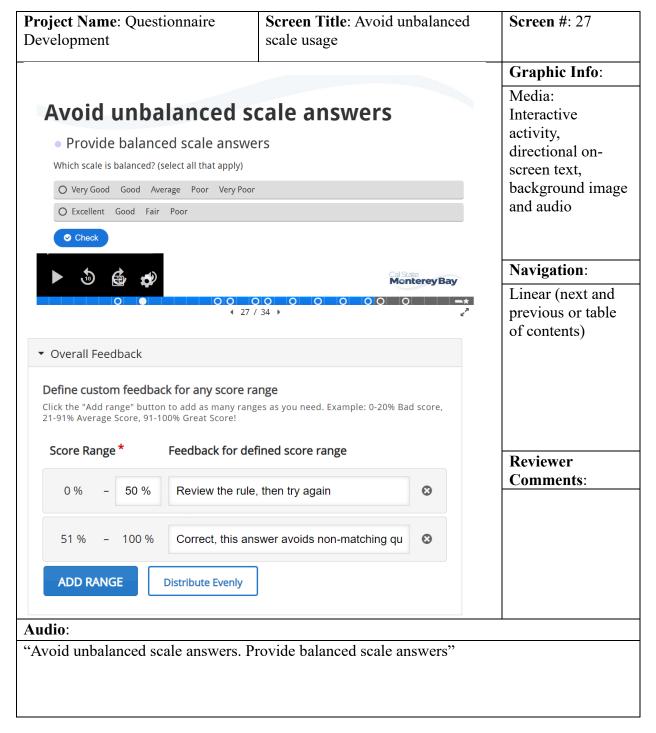
Project Name : Questionnaire Development	Screen Title: Avoid providing answers that are not mutually exclusive	Screen #: 22
		Graphic Info:
Avoid providing ar not mutually exclusion. Rule: Make certain that there possible response to a quest	e is only one	Media: Instructional onscreen text, background image and audio
▶ 5 € 5	Cal State Monterey Bay	Navigation:
4 22	7 34)	Linear (next and previous or table of contents)
		Reviewer Comments:
Audio:		
	e not mutually exclusive. Rule, make cert on"	ain that there is only

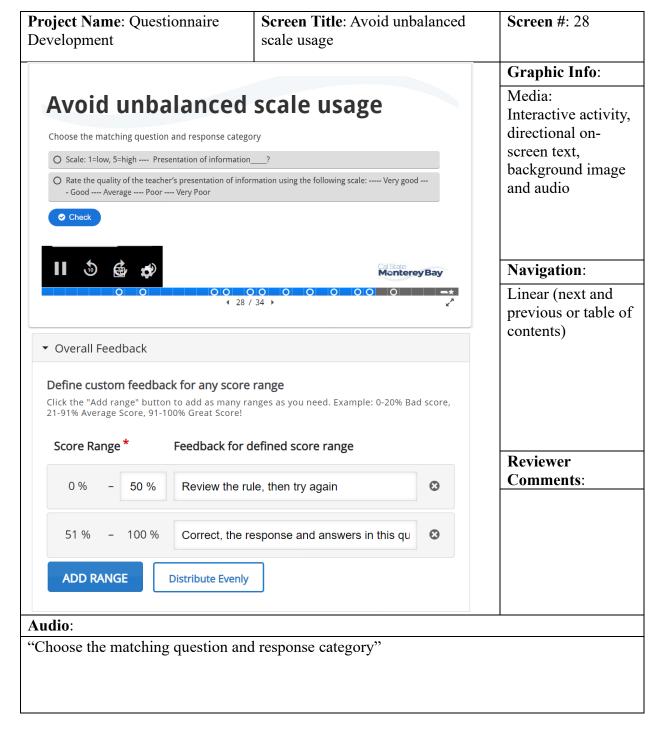
Project Name: Questionnaire	Screen Title: Avoid providing	Screen #: 23
Development	answers that are not mutually	
-	exclusive	
		Graphic Info:
Avoid providing at not mutually exclusive? Which choice is mutually exclusive? O Prompt: How many hours of training have you come.		Media: Interactive activity, directional on-
O Prompt : How many hours of training have you co		screen text,
⊘ Check	, , , , , , , , , , , , , , , , , , ,	background image and audio
▶ 5	Cal State Monterey Bay	
0 0 1 22	0 0 0 0 0 0 - *	Navigation:
¥ 23	/ 34 F	Linear (next and
	2 Correct	previous or table
Consider: do these categories overlap? Tip text	Consider: do these categories overlap?	of contents)
Hint for the user. This will appear before user checks his answer/answers.	Tip text Hint for the user. This will appear before user checks his answer/answers.	
Consider: do these categories overlap?	Consider: do these categories overlap?	
Message displayed if answer is selected Message will appear below the answer on "check" if this answer is selected. Message will appear below the answer on "theck" if this answer is selected.		
Review the categories and try again Correct, this option is mutually exclusive		
Message displayed if answer is not selected Message will appear below the answer on "check" if this answer is not selected.	Message displayed if answer is not selected Message will appear below the answer on "check" if this answer is not selected.	
Correct, this option is not mutually exclusive	Review the categories and try again	D .
▼ Overall Feedback		Reviewer Comments:
Define custom feedback for any score range Click the "Add range" button to add as many ranges as you 21-91% Average Score, 91-100% Great Score! Score Range * Feedback for defined score		
0 % - 50 % Review the rule and cate	egories then try agair	
51 % - 100 % Correct, this option is mu	utually exclusive	
ADD RANGE Distribute Evenly		
Audio:		
"Select the answer that is mutu	ally exclusive"	
Sciect the answer that is illutu	arry exclusive	

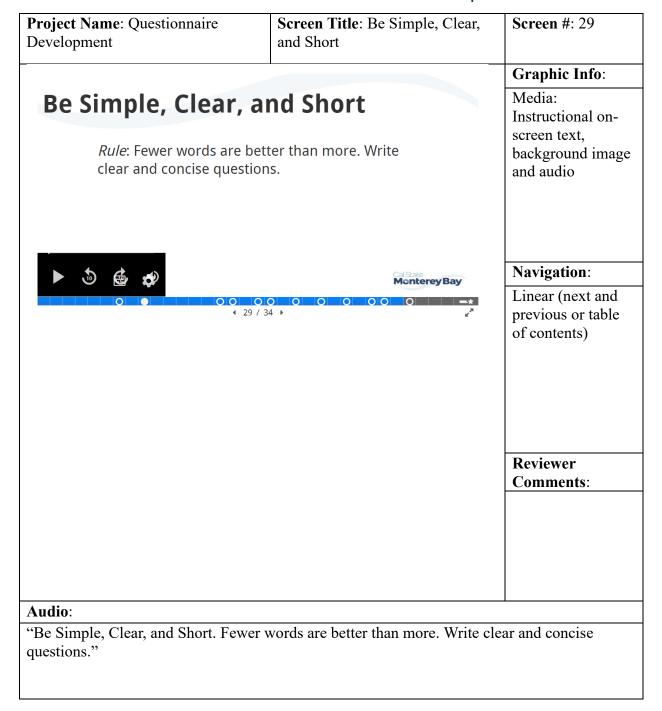
	Graphic Info:
d scale usage	Media: Instructional onscreen text, background
on-conventional scale	image and audio
Cal State Monterey Bay	Navigation: Linear (next and
24 / 34)	previous or table of contents)
	Reviewer Comments:
1 1 1 2 2 1 1	
	on-conventional scale Calculation Mannerey Bay

Project Name : Questionnaire Development	Screen Title: Avoid unbalanced scale usage	Screen #: 25
		Graphic Info:
Avoid unbalanced scale usage		Media: Interactive
Which scale is conventional?	Which scale is conventional?	
OVery SatisfiedSatisfiedDissatisfiedVery Dissatisfied		directional on-
OUnsatisfactoryMarginalSatisfactoryVery good	ISuperior	screen text,
⊘ Check		background
		_
▶ 5 € €	Cal State	image and audio
	MontereyBay	
4 25 / 34 ▶	,	
Correct		Navigation:
Hint: Conventional scales repeat wording Co		Linear (next and
Hint for the user. This will appear before user checks his answer/answers.	flint: Conventional scales repeat wording p text	previous or table
	nt for the user. This will appear before user checks his answer/answers.	_
	Hint: Conventional scales repeat wording	of contents)
	essage displayed if answer is selected ssage will appear below the answer on "check" if this answer is selected.	
Review the options then try again	Correct, the words satisfied and dissatisfied are repeated	
	message displayed it allower is not selected	
Me Me	assage will appear below the answer on "check" if this answer is not selected. Review the options then try again.	
▼ Overall Feedback		
Define custom feedback for any score range Click the "Add range" button to add as many ranges as you 21-91% Average Score, 91-100% Great Score!	u need. Example: 0-20% Bad score,	Reviewer Comments:
Score Range * Feedback for defined sc	ore range	
0 % - 50 % Review the rule and opt	tions then try again	
51 % - 100 % Excellent job recognizing	ng the answer wording	
ADD RANGE Distribute Evenly		
Audio:		
	1 , 22	
"Which scale is conventional? S	elect your answer.	

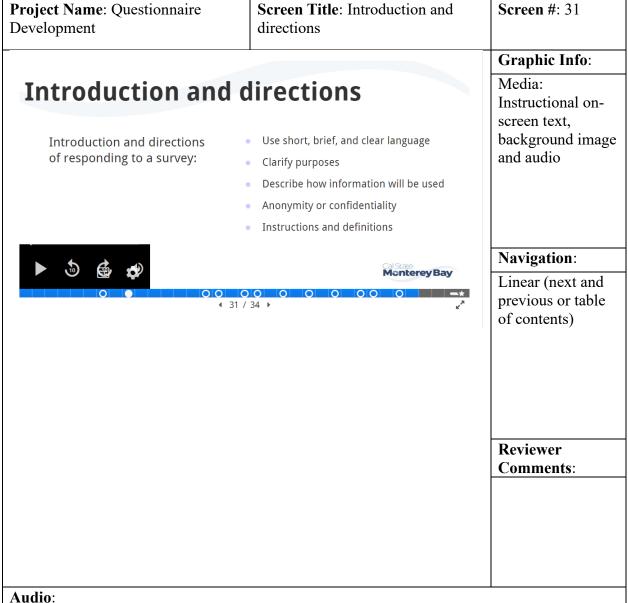






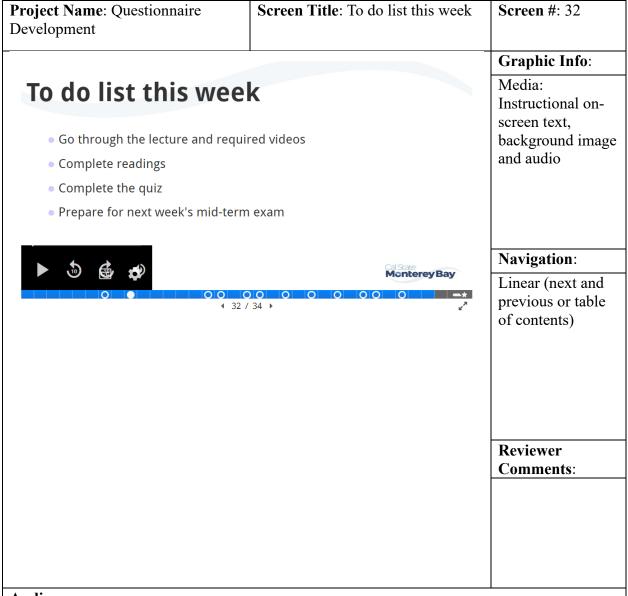


Project Name : Questionnaire Development	Screen Title: Be and Short	Simple, Clear,	Screen #: 30
	and Short		C 1: I C
			Graphic Info:
Be Simple, Clear,	and Short		Media:
•			Interactive
Fill in the missing words with "good" or "bad	"		activity, directional on-
"The unit question construction was useful," is a	simple, clear, and short	wording.	screen text,
			background image
"The unit presented on the first day which dealt w evaluations was useful," is a example	ith question construction for level 1 of simple, clear, and short wording.		and audio
	or simple, clear, and short wording.		una audio
⊘ Check			
			Navigation:
		Cal State Monterey Bay	Linear (next and
0 0	000000	0 0 -*	previous or table
4 3	0 / 34 🕨	×*	of contents)
			,
▼ Overall Feedback			
Define custom feedback for any score rang			
Click the "Add range" button to add as many ranges		d score,	
21-91% Average Score, 91-100% Great Score!			
Score Range * Feedback for defin	ed score range		Reviewer
			Comments:
0 % - 50 % Review the rule ar	nd try again!	€	Comments.
51 % - 100 % Correct, this answ	er is Simple, Clear, and Sh	8	
ADD RANGE Distribute Evenly			
Audio:			
"Fill in the missing words with goo	d or had"		
I in the missing words with goo	d of odd		



[&]quot;Besides developing good survey questions, having a clear introduction and directions of responding, is also important as shown on this slide. Other things you want to pay attention to include: 1. when to administer the questionnaire, 2. who should administer, 3. how much time to allow, 4. anonymity or confidentiality, 5. how to ensure a high response rate."

IST622 Questionnaire Development



Audio:

[&]quot;Reliability, validity, and data collection methods are very useful and practical topics that you face a lot in your professional career. Having a good grasp on this week's content will benefit you lifelong. If you have any questions post in the instructor Q&A forum; unless they are specific to you only. Have a nice week."

Project Name: Questionnaire Development	Screen Title: Appendix	Screen #: 33
		Graphic Info:
	Appendix	Media: (on-screen text, images, videos, audio, etc.)
	Cal State Monterey Bay	Navigation:
		Linear (next and
4 33 /	34 >	previous or table of contents)
		Reviewer Comments:
Audio:		
N/A		

Project Name : Questionnaire Development	Screen Title: Score / Total	Screen #: 34
Development		
		Graphic Info:
Slide	Score/	ivicula. (on
Slide 7: Mutually Exclusive Multiple Choice		screen text,
Slide 9: .		images, videos,
Slide 15: Leading/Loaded True/False Question		audio, etc.)
Slide 16: Leading/Loaded True/False Question		1/1
Slide 18: Neutral Wording Fill in the Blanks		2/2
Slide 19: Neutral Wording Fill in the Blanks		2/2
Slide 21: Avoid negatives and double negatives True/Fal	se Question	1/1
Clista 22 Advantalla Cualinaina Adulainta Chaine		* · · · · · · · · · · · · · · · · · · ·
	Total Score	Navigation:
		Linear (next and previous or table of contents) Reviewer Comments:
Audio:		
N/A		