


SAGE Spring 2019 – UI, Learning Metrics, Scoring

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User Interface

Motivation

- Improve major UI bugs
- Get usability of SAGE ready for eventual field study



Instructor

Account 

Home 

Classes 

Mission Management 

Libraries 

Hide / Show 



Instructor

Classes 

Mission Management 



Games Library

Mission : test

Backstory :

Quests in the Mission:

[Update Order](#)

Add from following Quests in the Mission:

•
[Fun with Variables](#)

•
[Loopy Forest Quest!](#)

•
[Awesome New Quest](#)

•
[First Encounter](#)

•

Parson's Puzzles



Try this fun collection of brain teasers!

Loopy Forest Quest!



Stick Man is a simple and nice man, but his way of life often leads him to dangerous situations. His favorite pet line (indeed, it's an actual line) from Stickville got lost rooming through Loopy Forest, a dangerous place for those who aren't careful. Loopy Forest is full of twist, turns, and endless cycles, not to mention the evil erasers that feed on Stick People. Can you help Stick Man navigate Loopy Forest and find his pet line? Use your Computational Thinking tools to aid you!

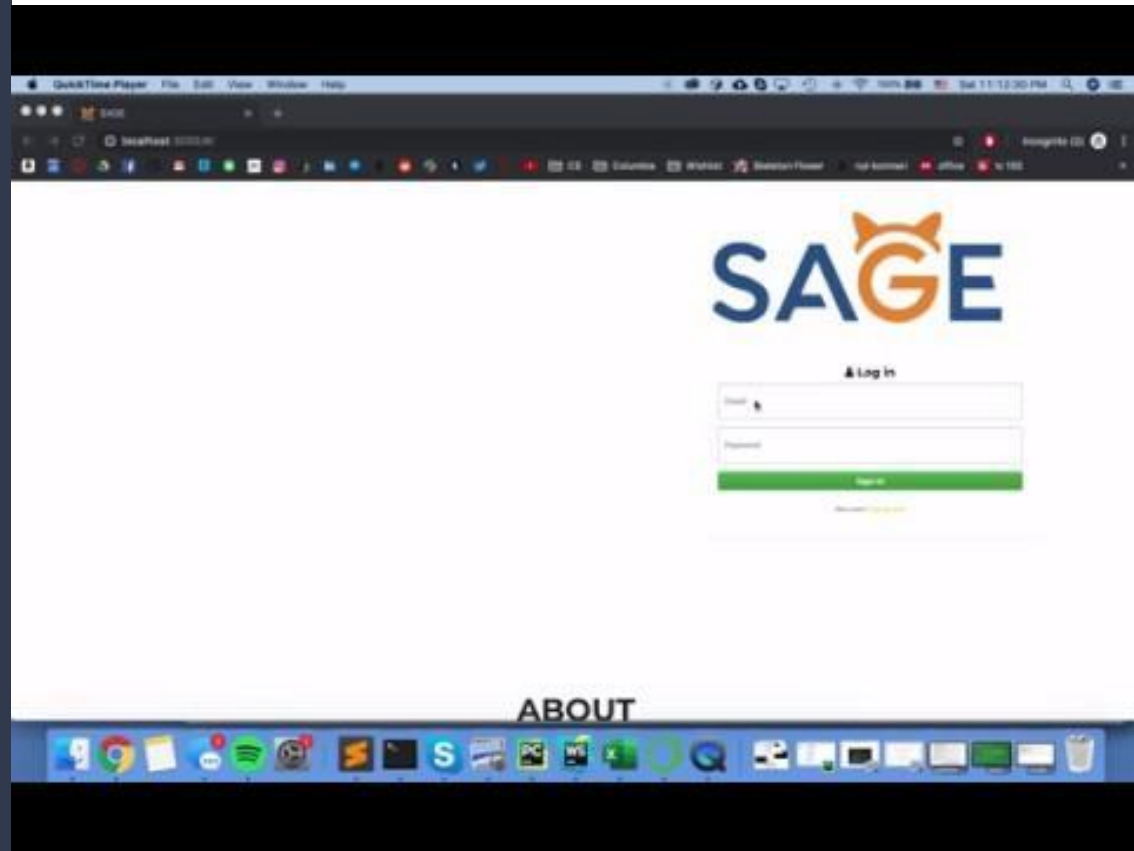
Fun with Variables




Create New Quest

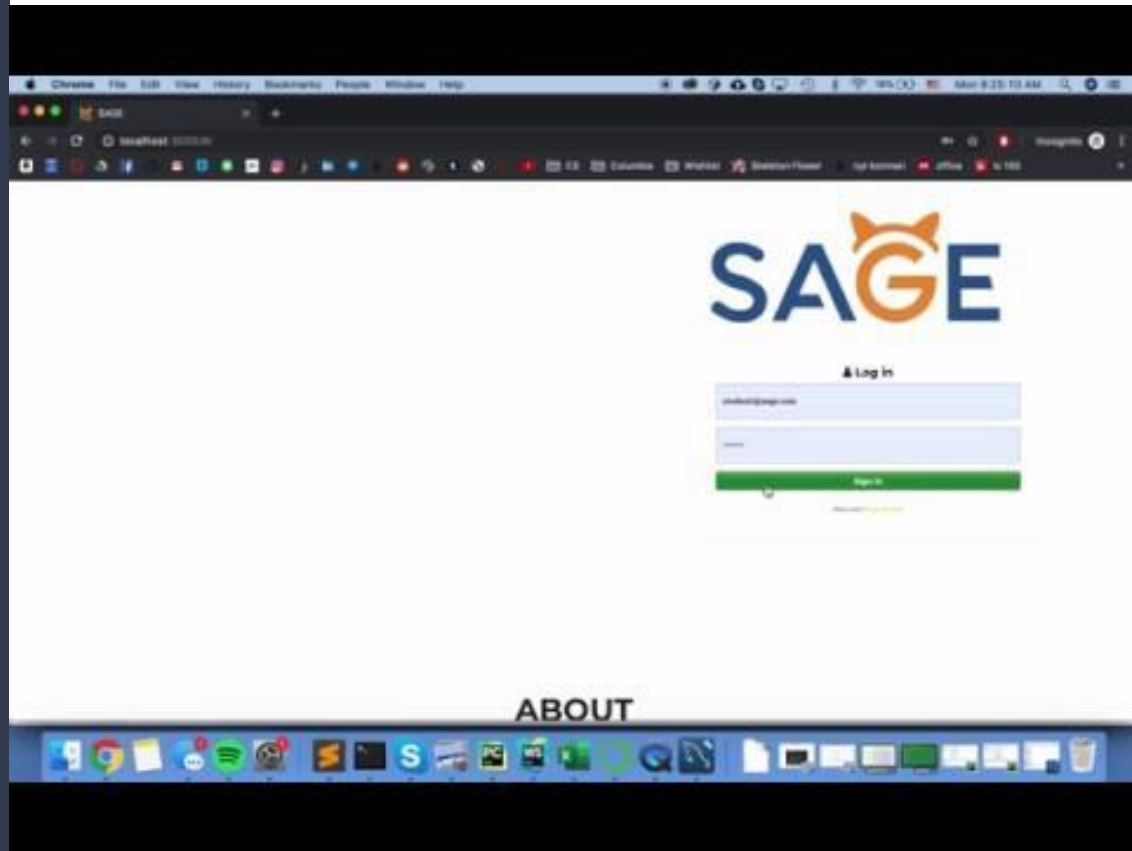
Login Error 1

- “Please enter your email/password” error message appearing after email and password are input



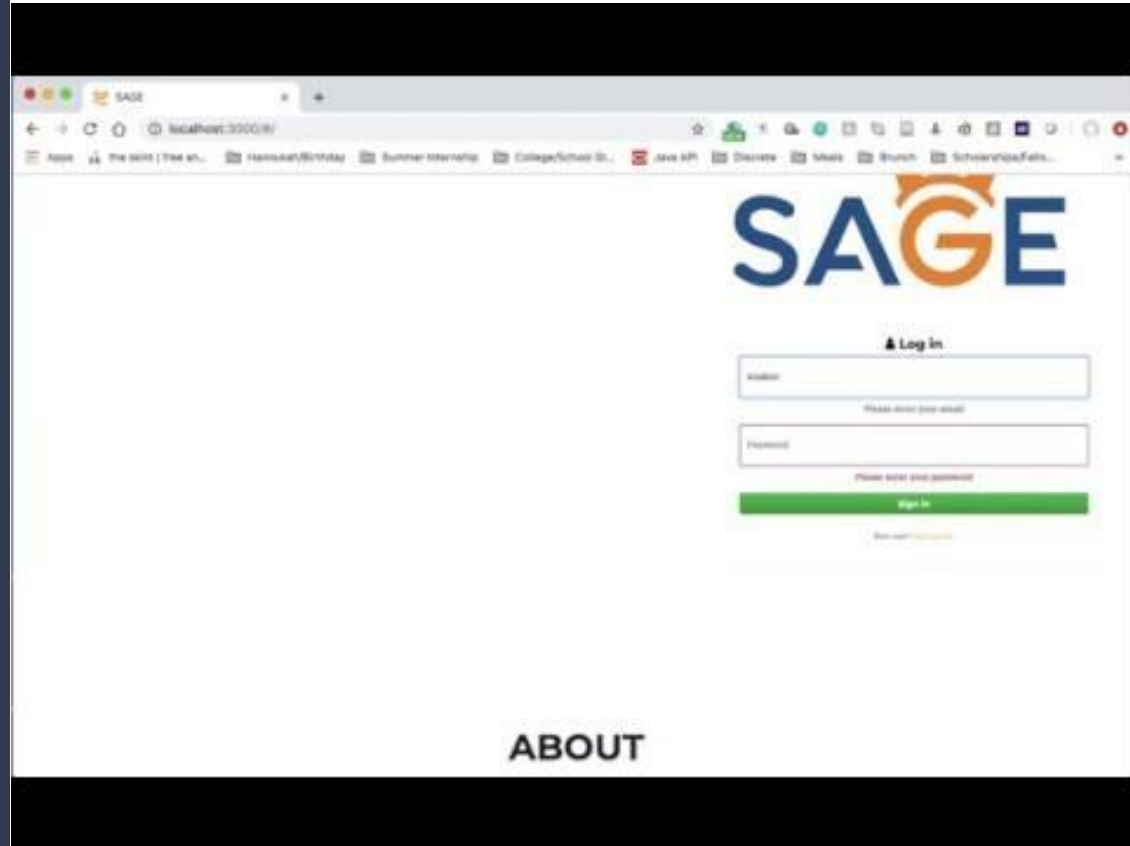
Login Fix 1

- Error message shows only when an email/password is input and subsequently deleted
- On filled form, there are no errors unless values are incorrect



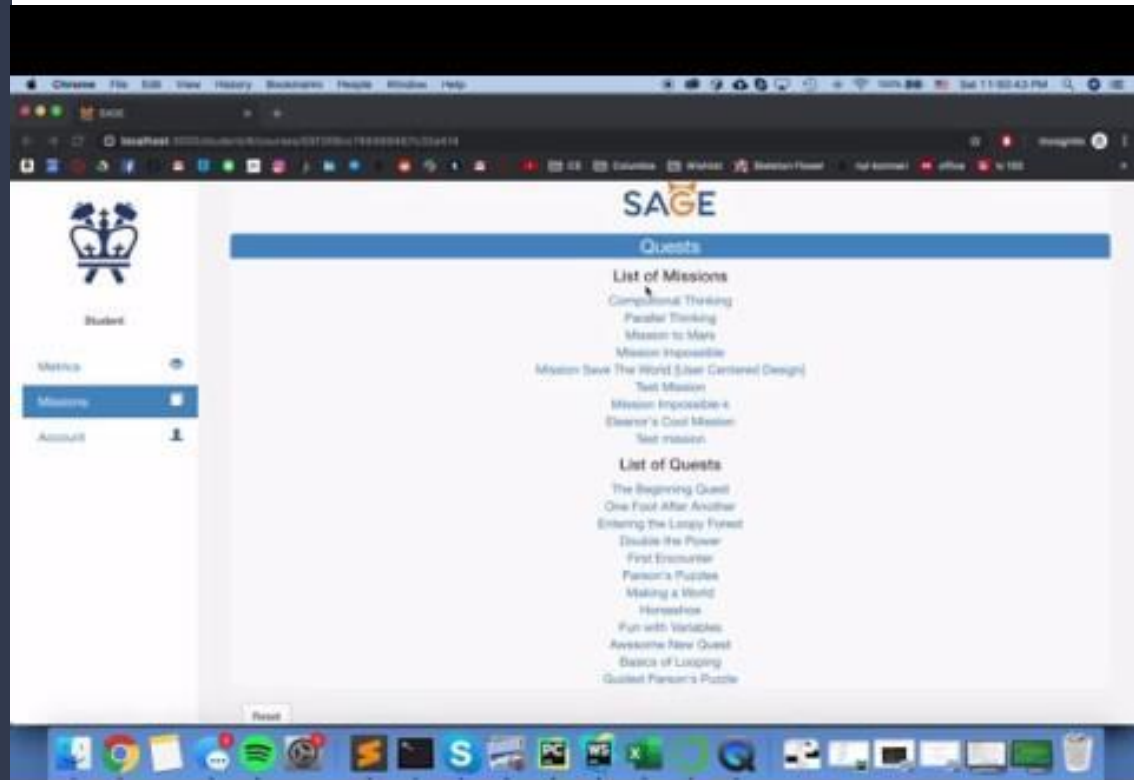
Login Error 2 Fix

- After one failed login attempt, sign in button disabled and reload needed to re-enable button



Missions/Quests Error

- Incorrect “Quests” heading for “Missions” page
- Incorrect routes upon clicking on mission/quest links, lead to empty page



Missions/Quests Fix

- Restructured student missions/quests page to be analogous to instructor's mission management page
- Fixed paths to correct mission/quest pages

Game Objective Editor Issues

- Objective and Game IDs listed instead of names



Instructor

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Home



Classes



Mission
Management



Objective Design

Game 5aab2ee4f4c9043f288d1eb1

Objective Linked: None

Create new Objective

or Choose from existing Objectives:

Link to Game

Game Objective Editor Fixes

- Added Name entry to sage-node
- Replace list of Ids with list of Names, and [Name] placeholder if name does not exist



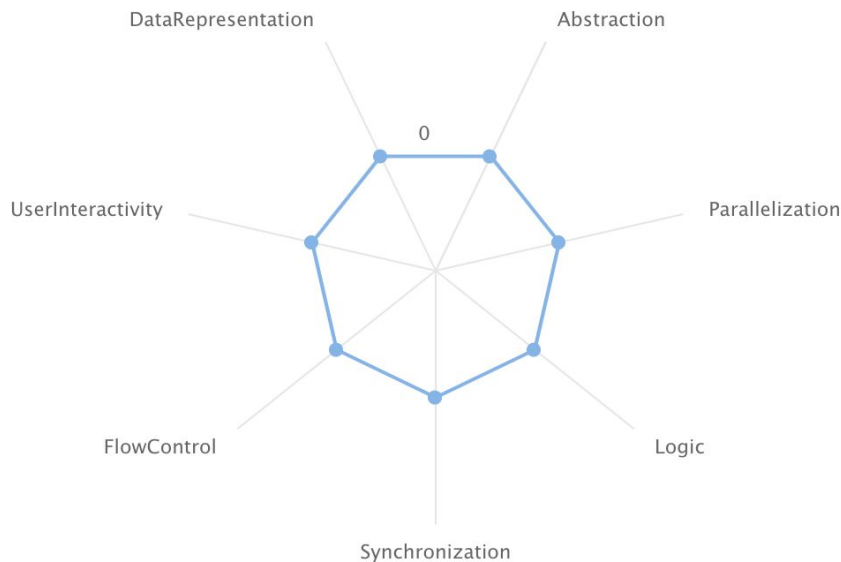
Learning Metrics

Motivation

- Measure students' CT scores after game submission
- Display metrics onto visual representation
- Only dummy data available at start

```
Cheries-MacBook-Pro:sage-node cheriechu$ hairball -p mastery /Users/cheriechu/Desktop/coding-projects/sage/test.sb2
/Users/cheriechu/Desktop/coding-projects/sage/test.sb2
{'Abstraction': 0, 'Parallelization': 0, 'Logic': 0, 'Synchronization': 0, 'FlowControl': 0, 'UserInteractivity': 0, 'DataRepresentation': 0}
Total mastery points: 0/21
Average mastery points: 0.00/3
Overall programming competence: Basic
```

Quest CT scores



[illegible]

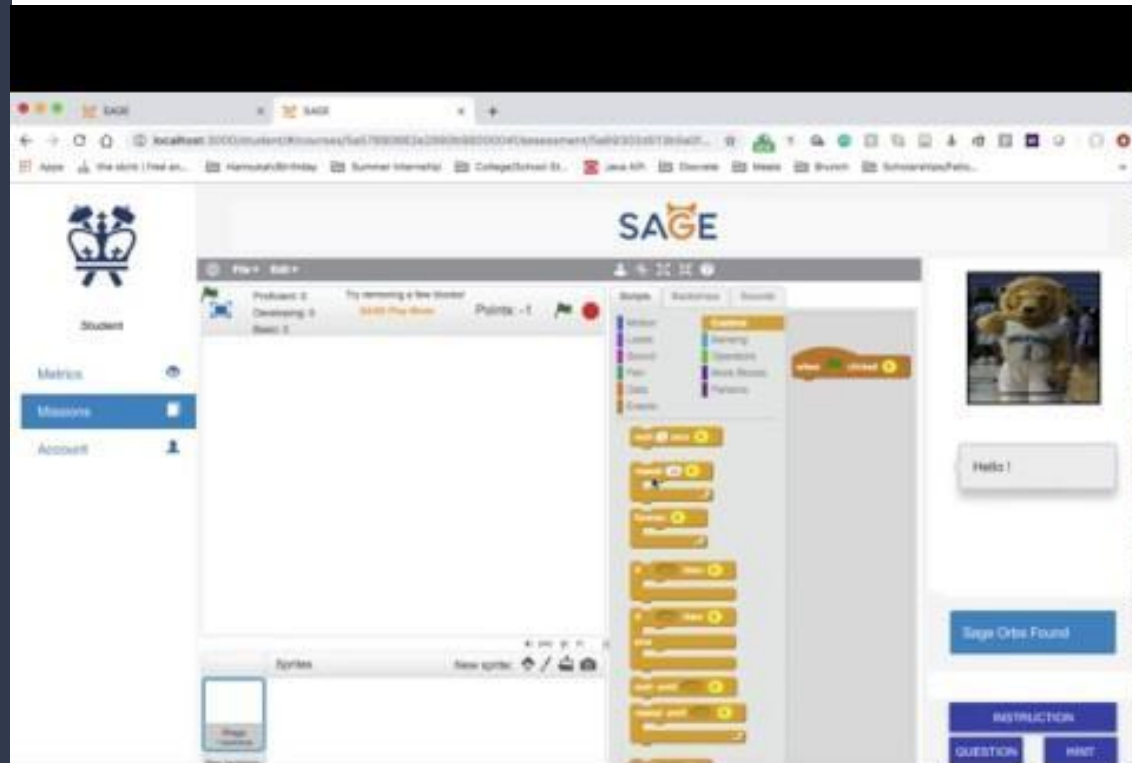
- ```
Traceback (most recent call last):
 File "/usr/local/bin/haiball", line 11, in <module>
 load_entry_point('haiball==0.1rc3', 'console_scripts', 'haiball')({})
 File "build/bdist.macosx-10.12-x86_64/egg/haiball/__init__.py", line 149, in main
 self.path = None
 File "build/bdist.macosx-10.12-x86_64/egg/haiball/__init__.py", line 148, in process
 def __init__(self):
 File "/usr/local/Cellar/python/2.7.14/Frameworks/Python.framework/Versions/2.7/1ib/python2.7/site-packages/kurt-2.0.7-py2.7.egg/kurt/__init__.py", line 268, in load
 project = plugin.load(fp)
 File "/usr/local/Cellar/python/2.7.14/Frameworks/Python.framework/Versions/2.7/1ib/python2.7/site-packages/kurt-2.0.7-py2.7.egg/kurt/scratch20/__init__.py", line 588, in load
 z1 = ZipReader(fp)
 File "/usr/local/Cellar/python/2.7.14/Frameworks/Python.framework/Versions/2.7/1ib/python2.7/site-packages/kurt-2.0.7-py2.7.egg/kurt/scratch20/__init__.py", line 95, in __init__
 self.project.stage = self.load_scriptable(self.json, is_stage=True)
 File "/usr/local/Cellar/python/2.7.14/Frameworks/Python.framework/Versions/2.7/1ib/python2.7/site-packages/kurt-2.0.7-py2.7.egg/kurt/scratch20/__init__.py", line 286, in load_scriptable
 scriptables.append(self.load_script(script_array))
 File "/usr/local/Cellar/python/2.7.14/Frameworks/Python.framework/Versions/2.7/1ib/python2.7/site-packages/kurt-2.0.7-py2.7.egg/kurt/scratch20/__init__.py", line 290, in load_script
 blocks = map(self.load_block, blocks)
 File "/usr/local/Cellar/python/2.7.14/Frameworks/Python.framework/Versions/2.7/1ib/python2.7/site-packages/kurt-2.0.7-py2.7.egg/kurt/scratch20/__init__.py", line 261, in load_block
 block_type = kurt.BlockType.get(command)
 File "/usr/local/Cellar/python/2.7.14/Frameworks/Python.framework/Versions/2.7/1ib/python2.7/site-packages/kurt-2.0.7-py2.7.egg/kurt/__init__.py", line 1653, in get
 raise UnknownBlock, repr(block_type)
Kurt.UnknownBlock: u'444EF468-F617-D22A-850E-6FFFE58B1A96'

mongodb.createConnection({"mongodb://sage-login:sag3-login@ds133328.mlab.com:33328/sage-login"});
studentSubmissionModel.find({"studentID": studentId, "assignmentID" : gameId}).exec()
.then((submissions, error) => {
 console.log(submissions[submissions.length-1])

 var data = submissions[submissions.length-1]['sb2File'];
 fs.writeFile(gameId+".sb2.zip", data, function(err, data){
 if(err) {console.log("error occurred in writing file: ", err);}
 else {console.log("successfully wrote file " + gameId + ".sb2.zip")}
 });
});
return fs.writeFile(gameId+".sb2.zip");
console.log("we returning: ", gameId+".sb2.zip");
return (gameId+".sb2.zip");
return './'+gameId+"."
```

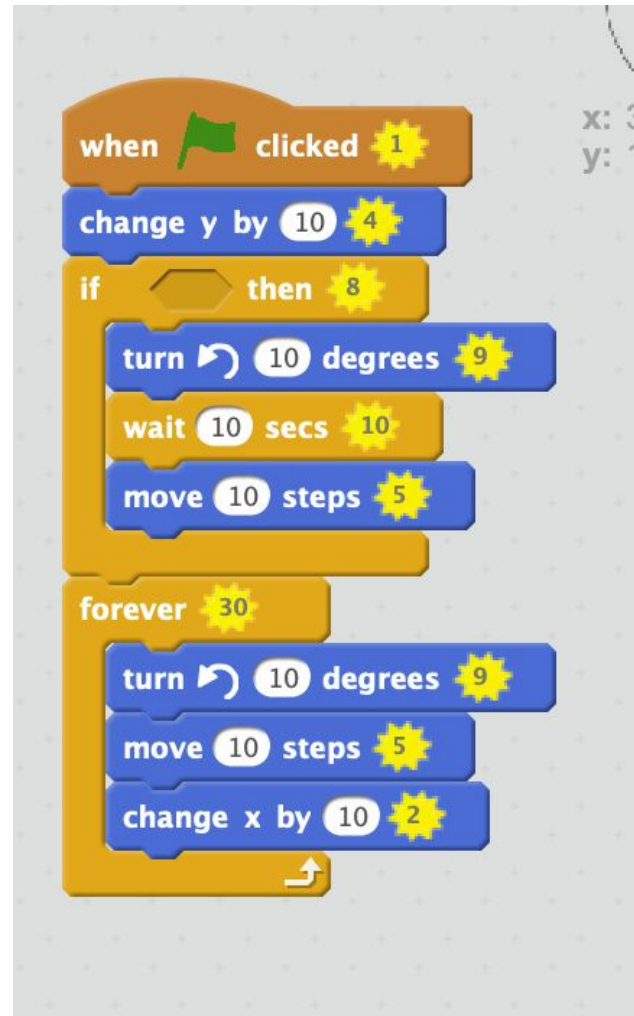
# Quest Metrics Display

- Manually download and run hairball on sb2
- Inserting analysis results into database
- Display on quest metrics spider graph



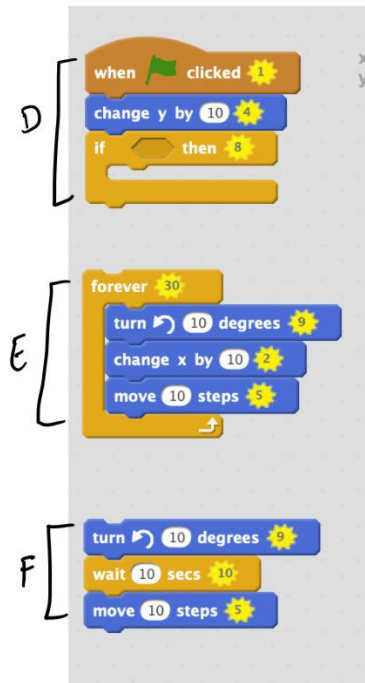
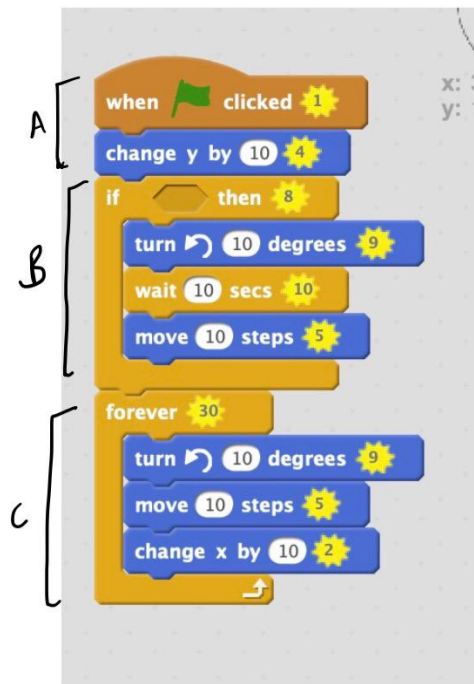
# Parson's Scoring

- Allow students to work non-linearly
- Give meaning to scores



# Parson's Scoring

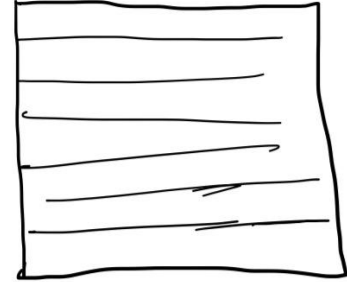
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# Parson's Scoring

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- Allow students to work non-linearly
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# Future Work

# User Interface

- Continue to get rid of non-user friendly data on frontend
- Replace IDs with Names, create Name fields in sage-node

Select focus for CT



Instructor Id : 5ae3b35129db6d32acef8164

Game Id : 5a5f0b3afea5741bac5cbe95

- Sequences
- Conditionals
- Loops
- Parallelism
- Event
- Operators
- Data

Objective Id: 5cd0f70e61c9e108d813cdf8

Blocks

XML

# Learning Metrics

- Uploading sb2 project file to server upon submission
- Retrieving file from server to display metrics
- Determining objective points and completion

