What are they assessing? what is the research question?

What data did they collect? What analyses did they do? Do those analyses make sense?

Do you believe their results?

Do lightweight teams allow for more social and more effective CS classes?

* In the presence of flipped classes & gamification

Best practices (seems to be established): Media computation, peer instruction & Pair programming

LT and gamification provide structure & motivation flipped classes require

LTs: Teammates have minimal impact on each other’s grades, stay together for the semester, work on “low stakes” tasks, no assignments or exams taken together

LTs designed to remove stress from teaming up while retaining benefits

Assigned seating (no anxiety of where to sit, pattern of increased socialization before classes)

Gamification through quiz ranking

Stamp rewards tied through grading

Data: Likert survey (used t-test?)

The team should have investigated LTs in a traditional setting first given that flipped classes are not a proven practice yet.

How effective are flipped classes?

Data: used wilcox rank sum on likert data (comparing traditional responses to flipped class responses)

Reports in % that responded in a fashion

Used t-test for grades

How effective are flipped classes?

Used linear regression & complete-case analysis

Pearson chi-squared test to see if there was a significant difference in student proportions (including demographics and attendance)

t-test used to see if video methods benefitted non-native speakers

used wilcox rank sum to compare test difficulty

multiple regression test used to test relationships between final grades and experience (beginners vs non beginner), course offering (traditional vs flipped) and interaction of experience and offering