Warning!

This is the PDF version of this presentation, which will be missing videos, fonts, and some formatting.

We highly recommend downloading the complete **sigcse2025_presentation.pptx** from GitHub rather than this PDF export.

UF Herbert Wertheim College of Engineering
UNIVERSITY of FLORIDA

Coordinate: A Virtual Classroom Management Tool For Large Computer Science Courses Using Discord

Thursday, February 27, 2025
ACM SIGCSE TS 2025, Pittsburgh, PA

Cameron Brown
Dr. Laura Cruz Castro

POWERING THE NEW ENGINEER TO TRANSFORM THE FUTURE

Introduction

Growing computer science courses and the need for classroom management

Classroom management

- **Classroom management** is critical for student experience (Korpershoek et al.) [1]
- **Virtual classroom management** is an important part of these students' experiences [2] [3]
- **What are some of the things that are consider classroom management?**
  - Communication with students
  - Discussion & Q&A
  - Attendance & Participation Tracking
  - Assignment extensions
  - … And many more tasks that someone less specialized could do
- Due to a large computer science enrollment, and hybrid and completely online education this is critical to our community
- However, classroom management is time consuming

Tools for classroom communication

Software tools are increasingly relied upon for classroom management.

- Among them communication tools such as: Slack [4][5], Piazza [7], and Microsoft Teams [6] help streamline the communication with students
- While they improve communication, they require continuous management and oversight
- Adopting these technologies benefits the classroom but adds to the instructor's workload [10]

The case of a large introductory CS class

- Managing a class 1 instructor, 600 students (approx), and 25+ peer mentors
- Key Classroom Management Tasks:
  - **Approving & Adjusting Deadlines** – Ensuring fairness and flexibility for students.
  - **Providing Accommodations** – Extending time for those in need.
  - **Managing Office Hours** – Coordinating schedules for 25+ peer mentors.
    - **Reducing Wait Times** – Addressing long queues for student support.
  - **Handling Repetitive Questions** – Improving communication efficiency on our platform.

While using a communication tool helped students, it did not have much benefit for the instructional team.

- Many students assume the instructional team is always accessible.
- Some inquiries were asked multiple times… yes, even five times!

At the end of Fall 2022, we transitioned to Discord as our communication platform.

- Accessibility and cost
- It has been used before and it has proven to be beneficial to CS students in the classroom, in engaging them and building community [8][9]
- Student prefer efficiency and familiarity
- 30% of Discord users today use the platform for non-gaming purposes [1]
- **Customization**

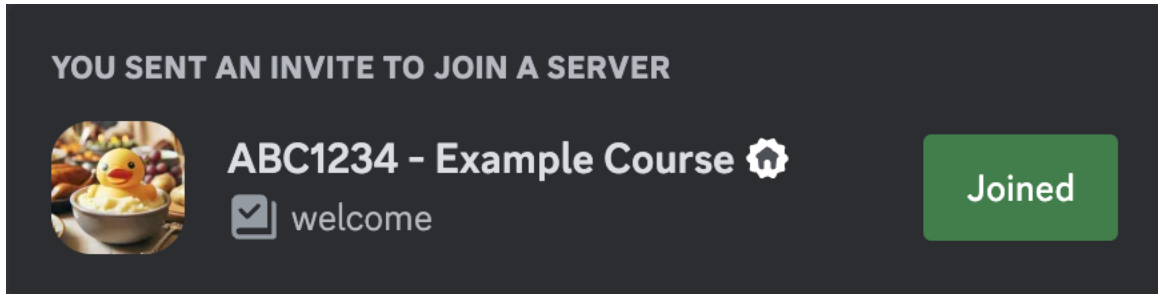
As a result, Coordinate was born.

- A generic educational platform using Discord, not intimately tied into a particular learning management system
- An easily-maintainable tool that everyone could contribute to

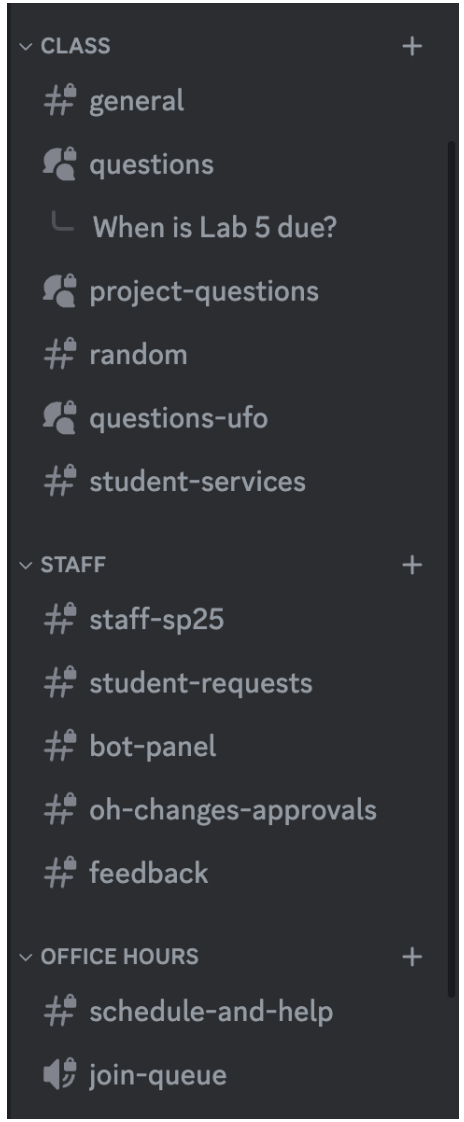
Introducing *Discord*

- **VoIP-based** chat-app created in 2015, originally focused on gaming content
- Several useful features:

Guild/Server



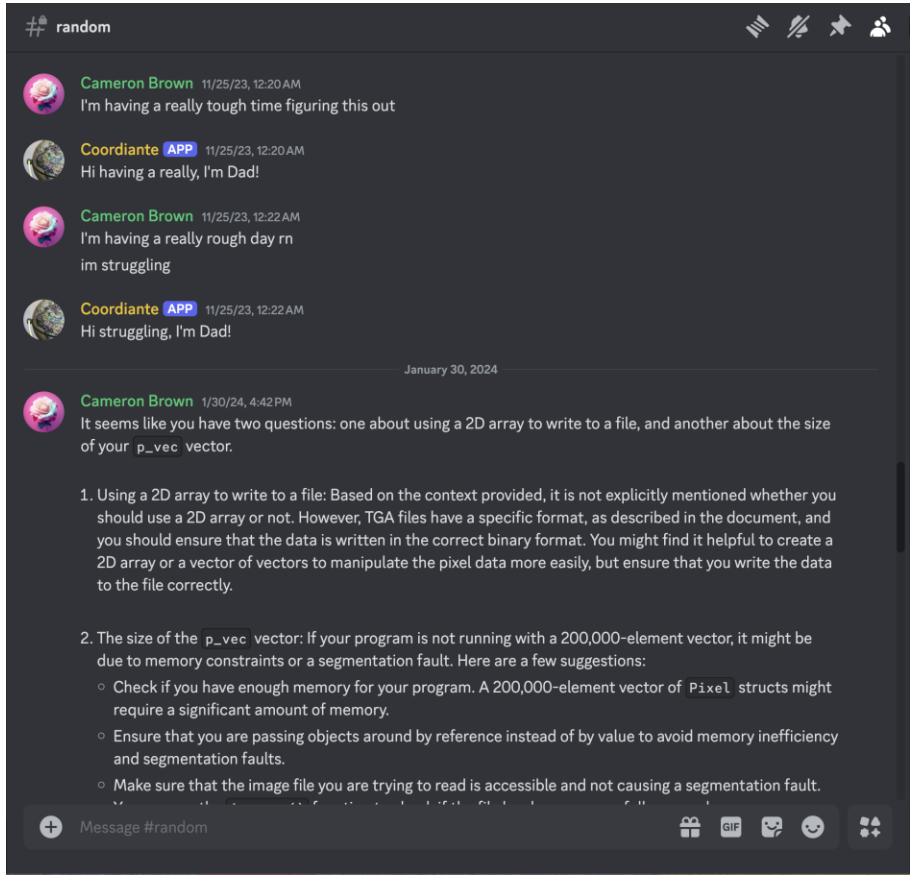
Channels



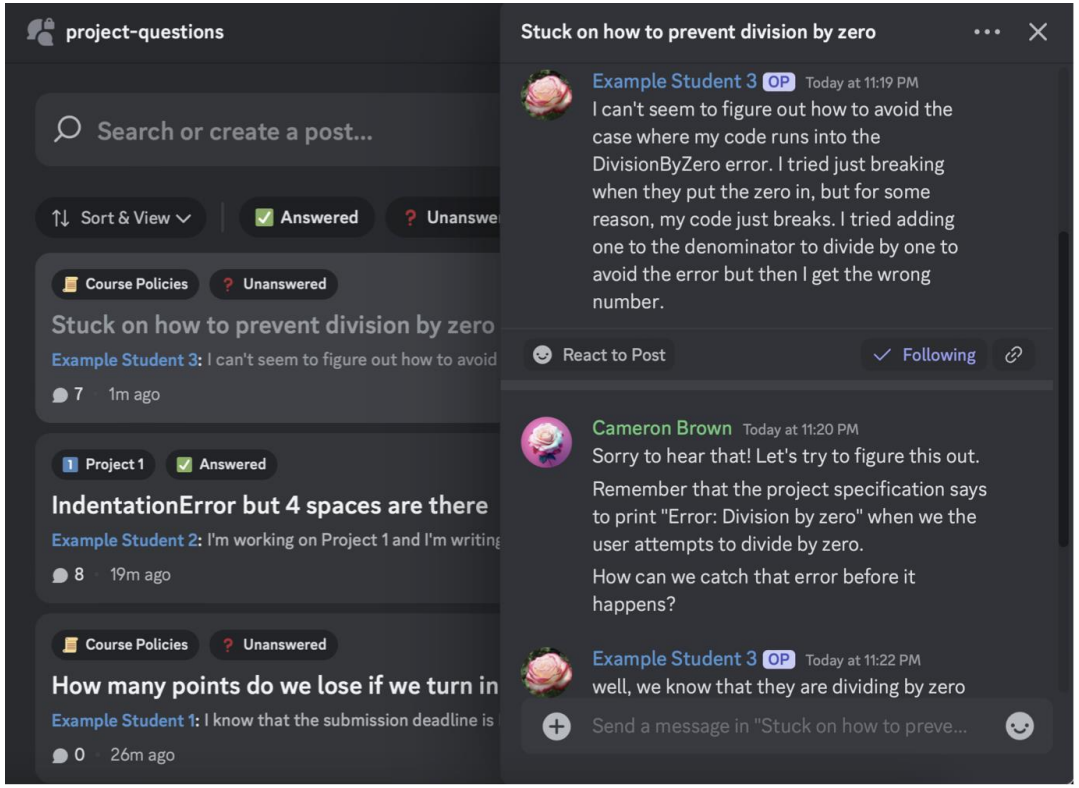
Categories

Introducing *Discord*

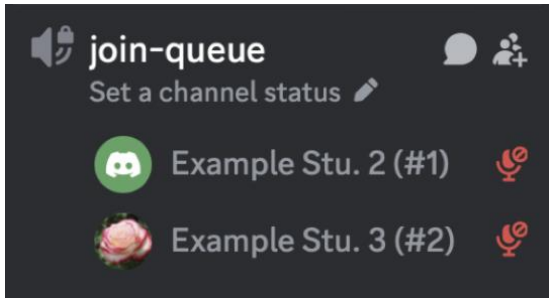
Text Channels



Forum Channels



Voice/VoIP Channels

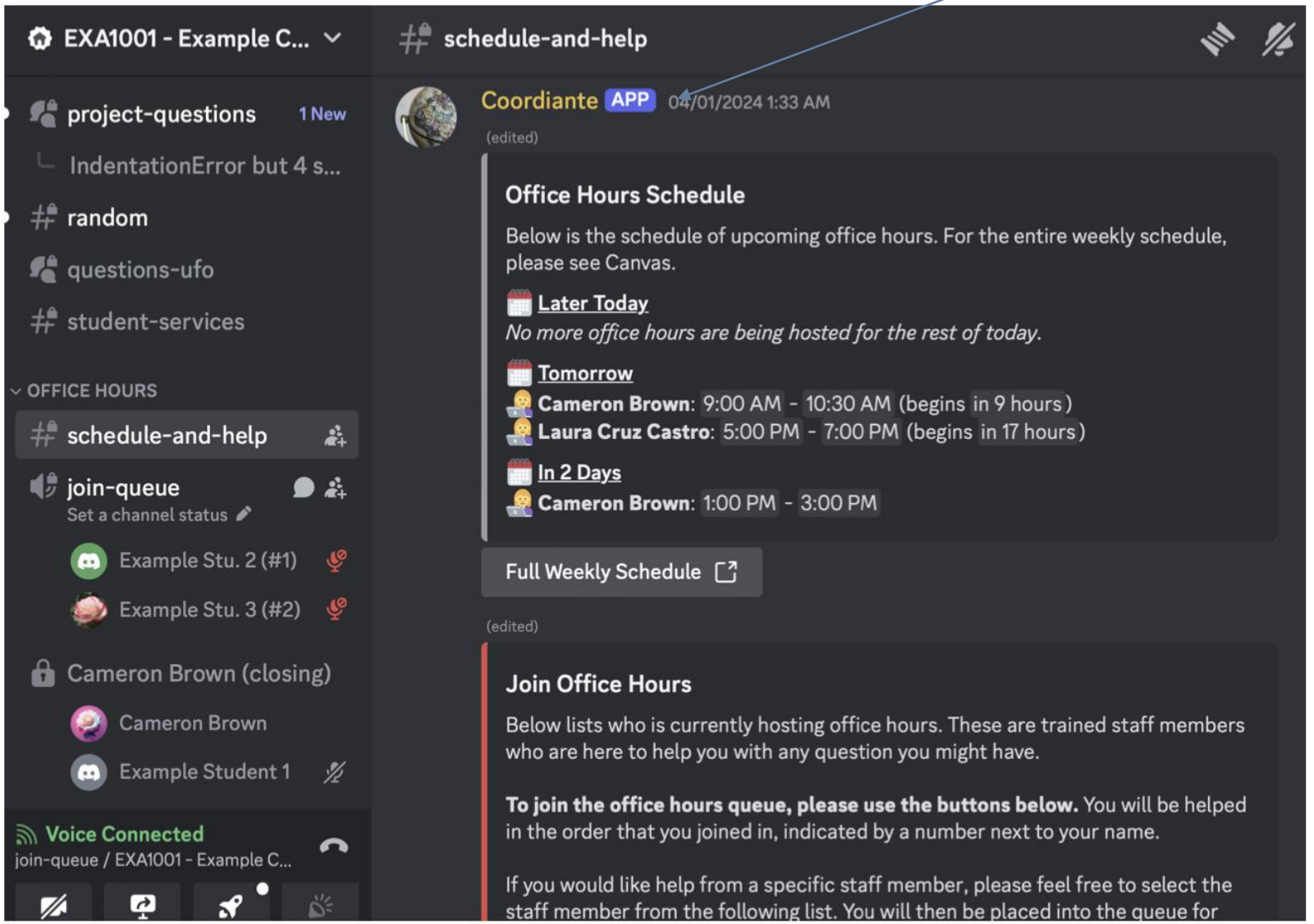


Introducing *Discord*

Bot integration

Several types of channels

Built-in VoIP



Free for all users!

Coordinate

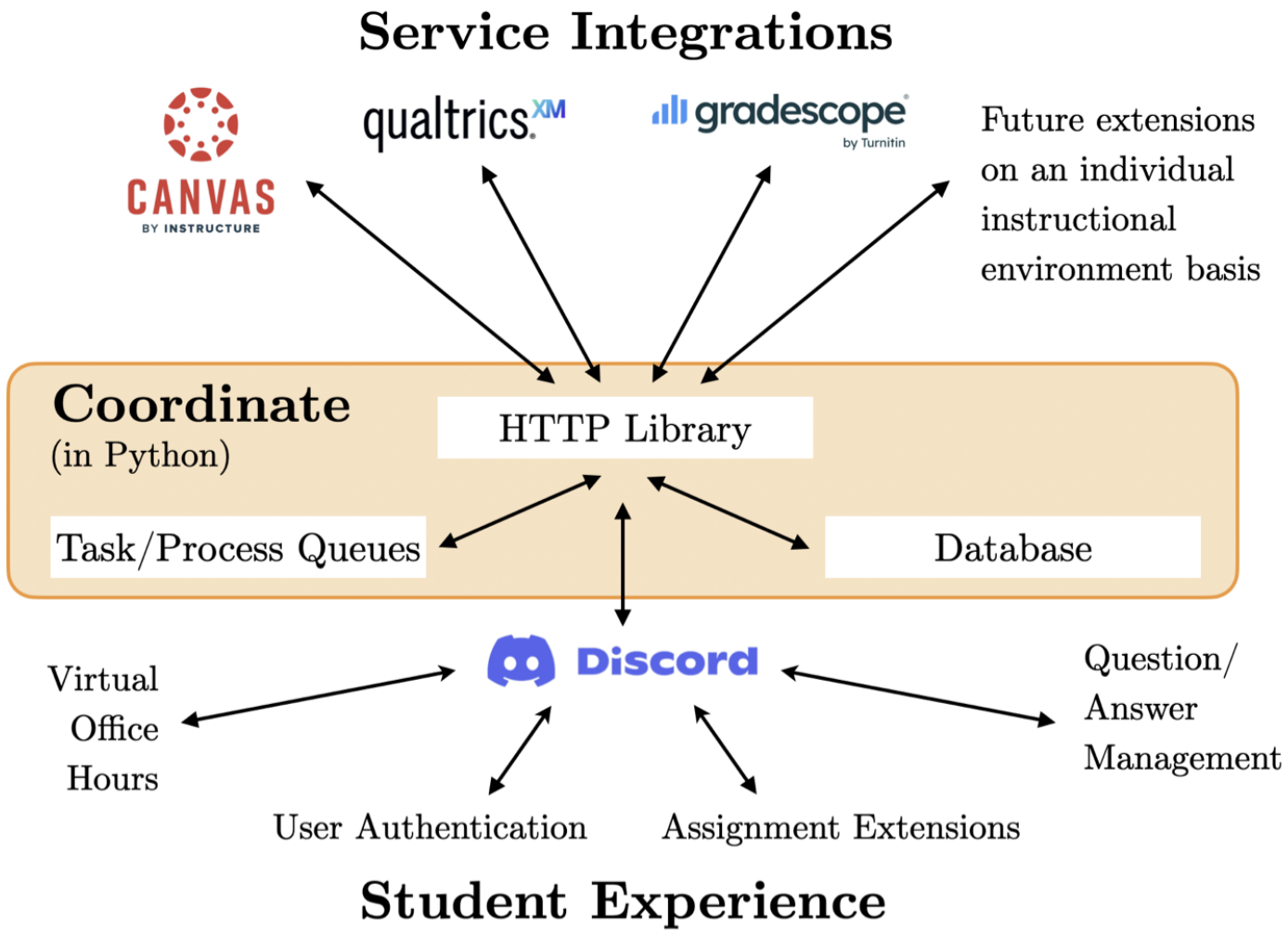
Discord *with extra goodies*!

- Authentication
- Office hours (schedule, breaks, feedback)
- Student services (extensions, late pass)
- Question management (thread management, staff participation, LLM integration)

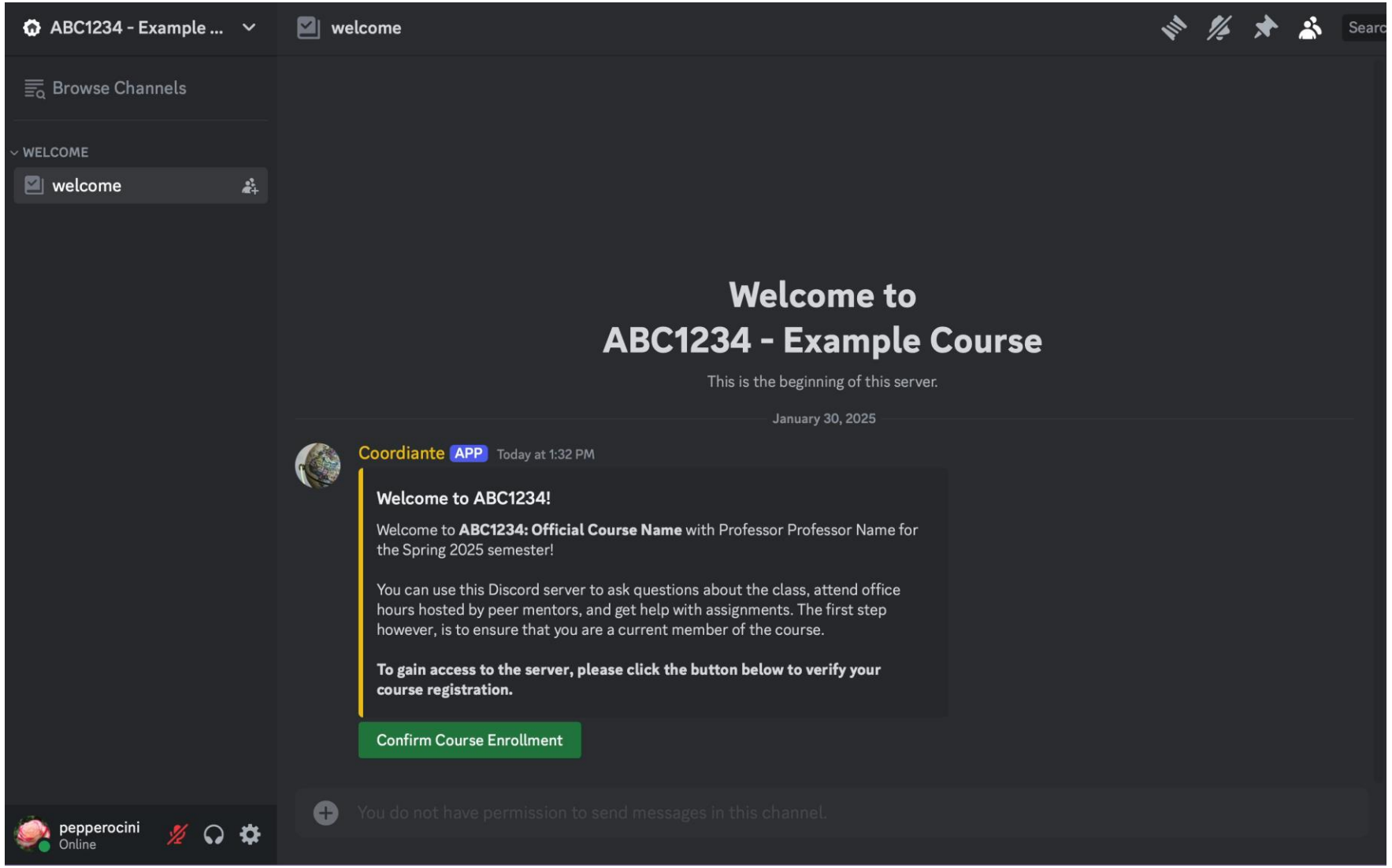
UF Herbert Wertheim College of Engineering
UNIVERSITY of FLORIDA

Architecture and Features

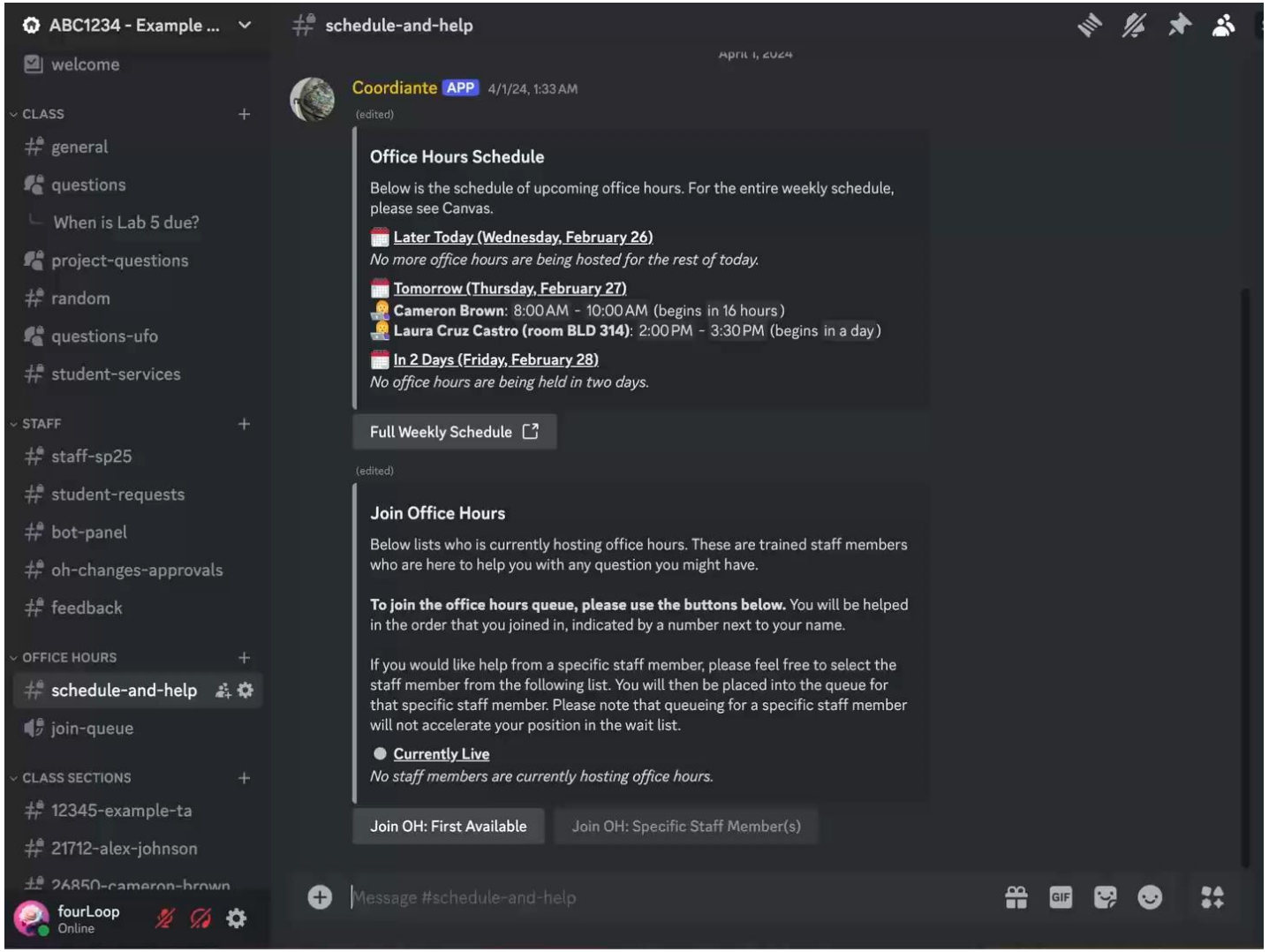
Architecture



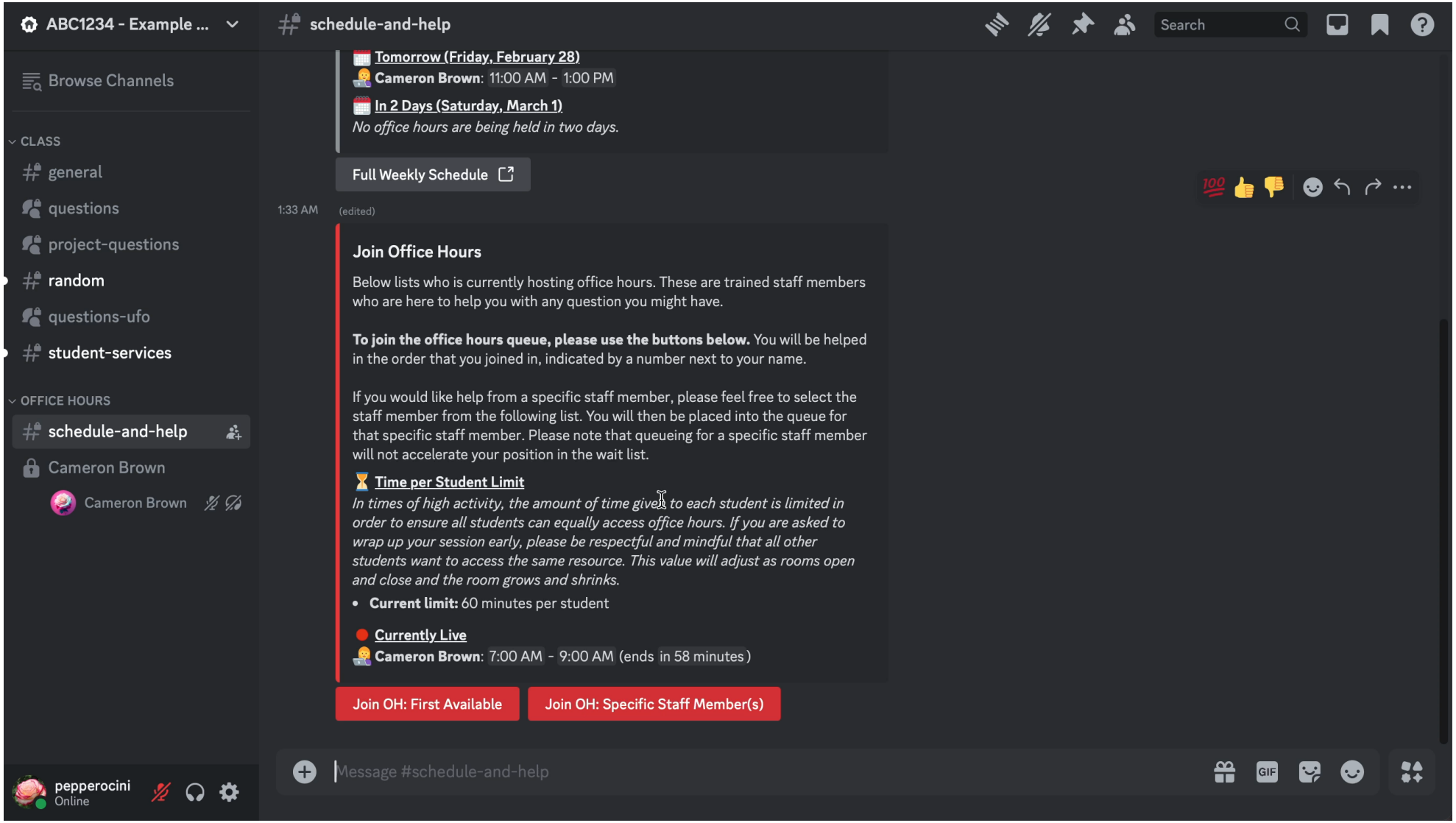
Authentication



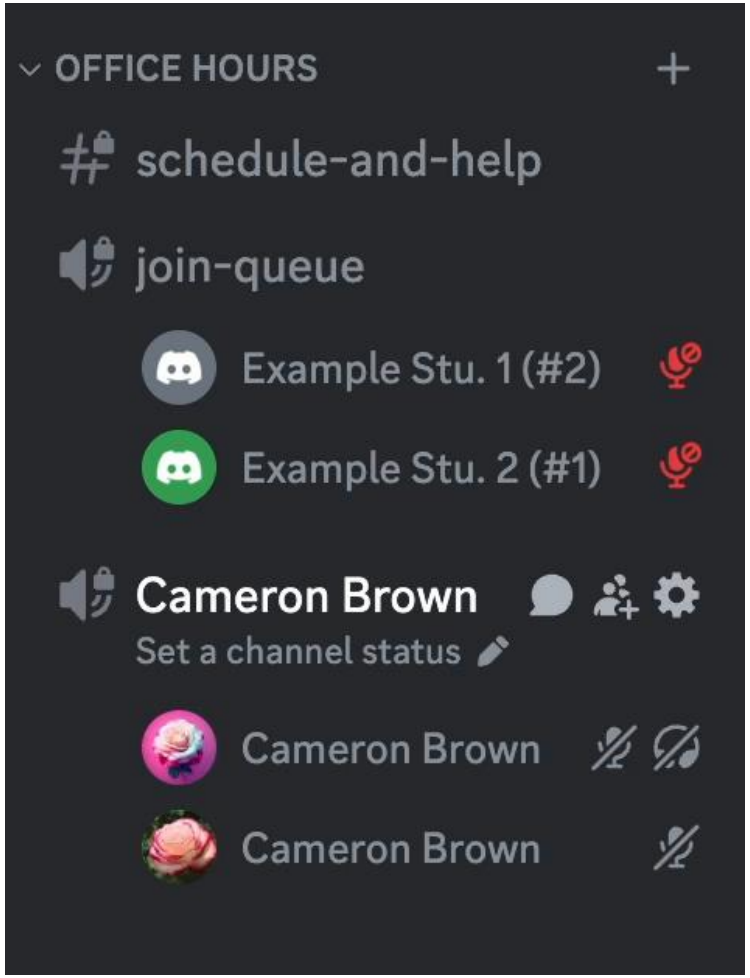
Office Hours: Schedule



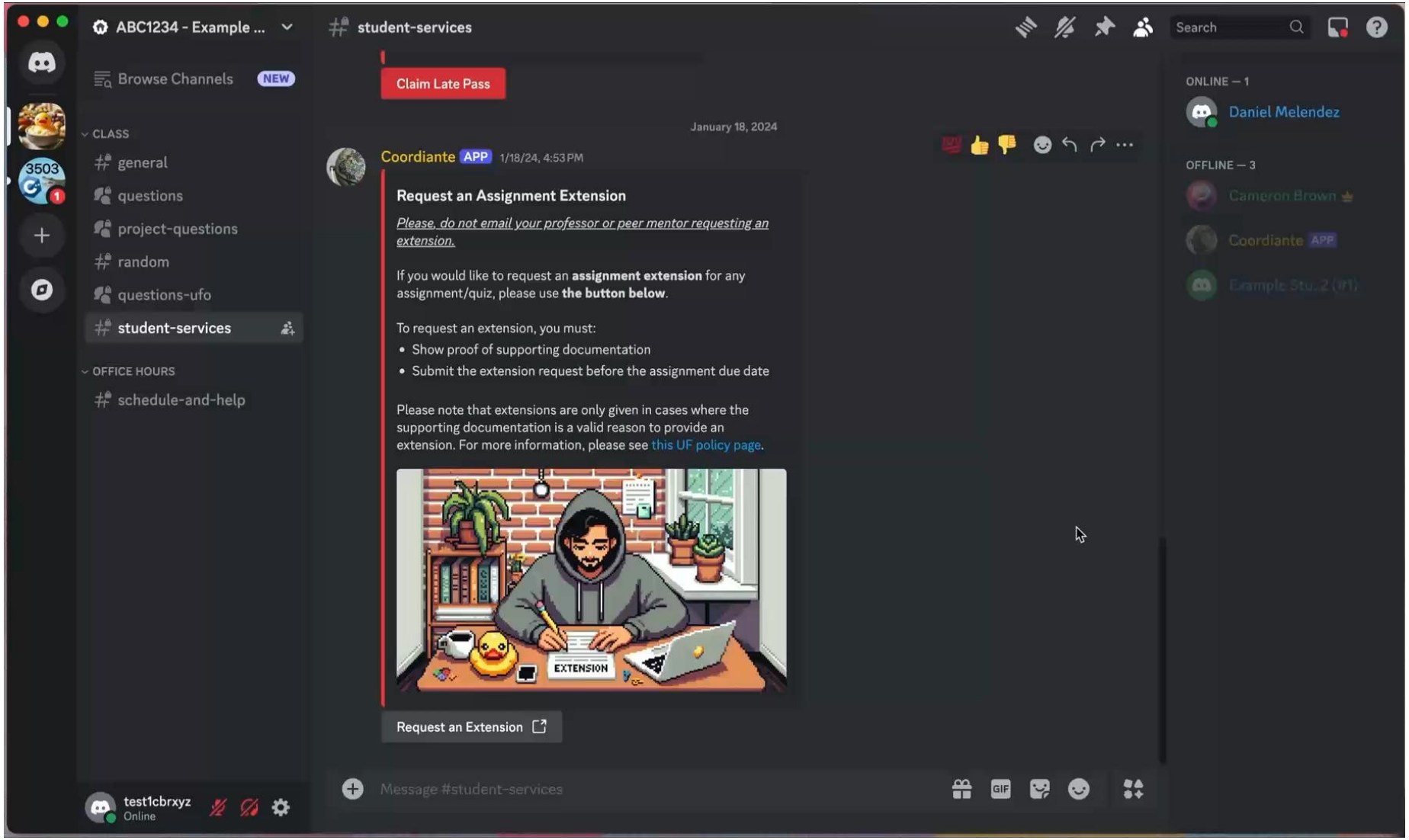
Office Hours: Accepting



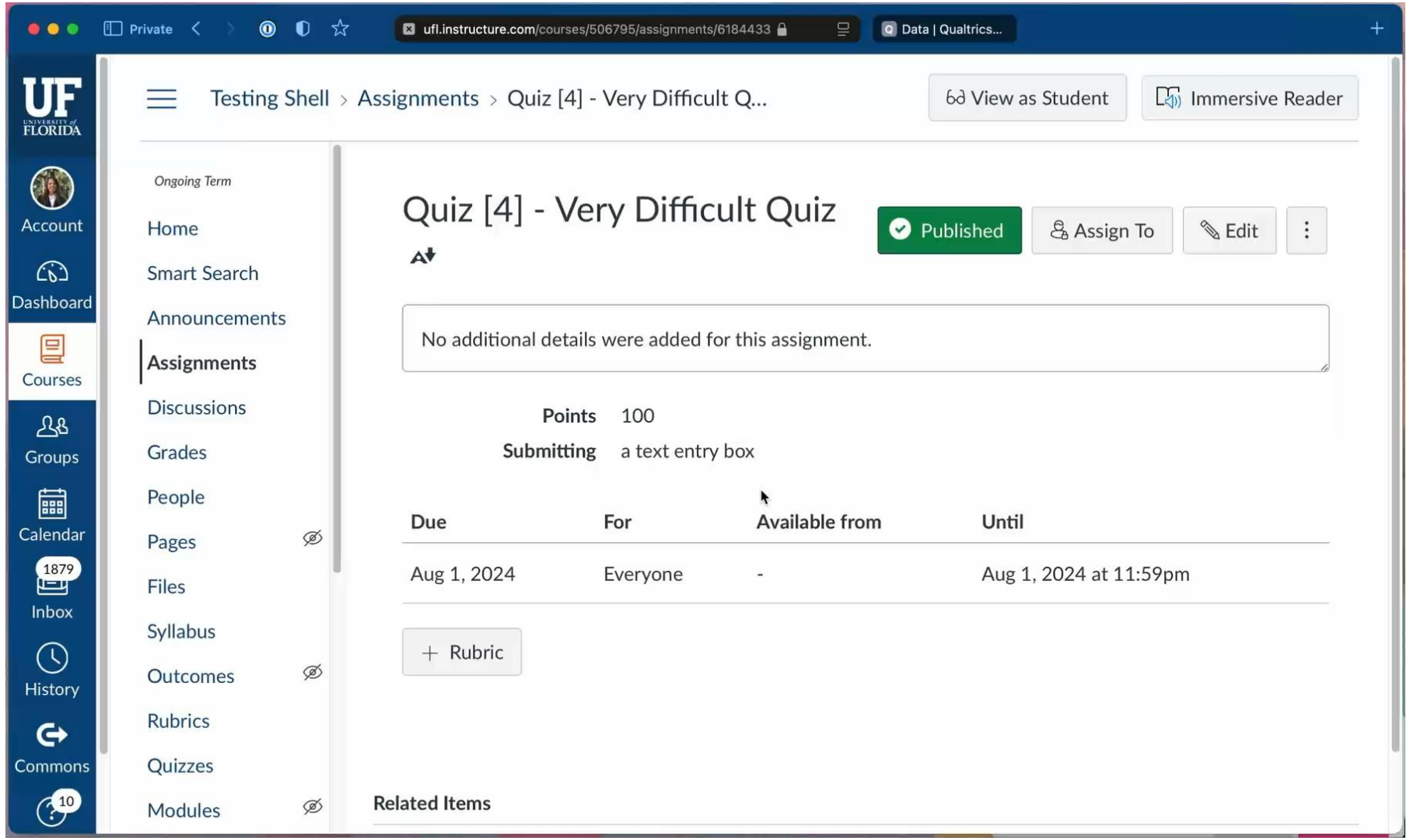
Office Hours: Room Movements



Assignment Extension: Student



Assignment Extension: Faculty



UF Herbert Wertheim College of Engineering
UNIVERSITY of FLORIDA

Tool Deployment

Deployment I (Spring 2023, 2024)

- Deployed to one large CS2 class at a public state university
  - Spring 2023: n = 556
  - Spring 2024: n = 669
- Students were primarily **freshmen** and **sophomores**
- Prior to this, Slack (chat) and Zoom (office hours) were being used

Spring 2023

78.9% preferred Coordinate to Slack

- 85% believed it was “easy to use and friendly”
- 79% preferred Coordinate automated office hours to Zoom office hours

Students' perception:

- One student noted, “It boots up quickly, is organized, looks clean,”
- Another adds that one benefit is “the questions tab where any TA could help”
- One says, “I liked how the queue for all office hours was automatic.”
- “I like that other students can answer questions posed in chat. It makes the class feel more collaborative.”

However, they also mention that there were areas for improvement:

- “improved management of office hours” and a “more user-friendly interface”

Spring 2024

- 95.7% of the students preferred using the Coordinate
- 97.8% believed the platform was user-friendly. In
- 96.7% of students liked Coordinate over Zoom for office hours.

Students' perception:

- “It’s convenient. Most people, myself included, already have Discord open throughout the day, so seeing notifications near instantaneously really helps.”
- They like that “It allowed for fast response time”
- They find the “office hours system” useful

Deployment 2 (Summer 2024)

- Deployed to five smaller summer computer science classes at a public state university
- Focusing on primarily instructor feedback
- Prior to Coordinate, Slack and Microsoft Teams were being used
- All faculty were “highly” or “somewhat satisfied” with Coordinate
- 3/4 said they would not consider moving to another platform

Conclusion

Conclusion

- Students and professors overwhelmingly enjoyed using Coordinate
  - Students enjoyed the **familiarity** of the platform
  - Instructors enjoyed features **that reduced their workload**
- Tools like Coordinate have the potential of off-set the tradeoffs between adopting technology that improves students' engagement and instructional teams benefiting from it
- Future work
  - Adding additional easy course to course customization
  - LLM-related features
  - Collaborating with other institutions
- Feel free to try out the tool for yourself at your own institution!

Use in your own institution

- All our code is open-source, and can be deployed in your own institution:
  https://github.com/cbrxyz/coordinate
- Documentation (including setup guides) is available as well:
  https://coordinate.cbrxyz.com
- Build it yourself, or use Docker

GitHub

Acknowledgements

- University of Florida Research Foundation (licensing)
- HiPerGator at UF (hosting)
- Kaleb Smith, NVIDIA (advising)
- CISE at University of Florida and ACM-W (funding)

References

1. Hanke Korpershoek, Truus Harms, Hester de Boer, Mechteld van Kuijk, and Simone Doolaard. 2016. A Meta-Analysis of the Effects of Classroom Management Strategies and Classroom Management Programs on Students' Academic, Behavioral, Emotional, and Motivational Outcomes. Review of Educational Research 86, 3 (2016), 643–680. https://doi.org/10.3102/0034654315626799
2. Robert B Kvavik and Michael N Handberg. 2000. Transforming student services. Educause Quarterly 23, 2 (2000), 30–37.
3. Robert M Bernard, Eugene Borokhovski, Richard F Schmid, Rana M Tamim, and Philip C Abrami. 2014. A meta-analysis of blended learning and technology use in higher education: From the general to the applied. Journal of Computing in Higher Education 26 (2014), 87–122.

References

4. Rachel Menzies and Mark Zarb. 2020. Professional communication tools in higher education: A case study in implementing Slack in the curriculum. In 2020 IEEE Frontiers in Education Conference (FIE). IEEE, 1–8.
5. Ari Tuhkala and Tommi Kärkkäinen. 2018. Using Slack for computer-mediated communication to support higher education students' peer interactions during Master's thesis seminar. Education and Information Technologies 23, 6 (2018), 2379–2397.
6. Louis Martin and Dave Tapp. 2019. Teaching with Teams: An introduction to teaching an undergraduate law module using Microsoft Teams. Innovative Practice in Higher Education Journal 3, 3 (2019), 58–66.
7. Nicolae Dorel Constantinescu. 2015. Piazza–a tool for class discussion. Benefits of its use and future requirements. J Sci Arts (2015), 19–24.
8. Kathryn Bridson, Jeffrey Atkinson, and Scott D Fleming. 2022. Delivering Roundthe-Clock Help to Software Engineering Students Using Discord: An Experience Report. In Proceedings of the 53rd ACM Technical Symposium on Computer Science Education-Volume 1. 759–765.
9. Kenrick Mock. 2019. Experiences using Discord as platform for online tutoring and building a CS community. In Proceedings of the 50th ACM technical symposium on computer science education. 1284–1284.

References

10. Mary Sarah-Jane Gregory and Jason Michael Lodge. 2015. Academic workload: the silent barrier to the implementation of technology-enhanced learning strategies in higher education. Distance Education 36, 2 (2015), 210–230. https://doi.org/10.1080/01587919.2015.1055056

UF | Herbert Wertheim College of Engineering
UNIVERSITY of FLORIDA

POWERING THE NEW ENGINEER TO TRANSFORM THE FUTURE