

Abstract

The text of your abstract. 200 or fewer words.

Keywords:

1 Introduction

Kaggle is well-known for the richly funded data competitions, where participants compete to score the lowest error in their model fitting. Recently, they have made it possible to run in-class competitions, private and limited to members of a university course. This work explores how student participation in these challenges improves performance, engagement, interest

Campbell & Austin (2002) Schubert et al. (2013; Chi et al. 1981)

2 Data collection

3 Methodology

4 Results

4.1 Test scores

4.2 Participation

4.3 Interest

5 Discussion

References

Campbell, J. I. & Austin, S. (2002), ‘Effects of response time deadlines on adults’ strategy choices for simple addition’, *Memory & Cognition* **30**(6), 988–994.

Chi, M. T., Feltovich, P. J. & Glaser, R. (1981), ‘Categorization and representation of physics problems by experts and novices’, *Cognitive science* **5**(2), 121–152.

Schubert, C. C., Denmark, T. K., Crandall, B., Grome, A. & Pappas, J. (2013), ‘Charac-

terizing novice-expert differences in macrocognition: an exploratory study of cognitive work in the emergency department', *Annals of emergency medicine* **61**(1), 96–109.