WebRTC Experiment

Group 3

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Github Repository

https://github.com/dlee658/uoa-webrtc-customize

Research Experiment

This experiment has been developed to conduct a study on the factors that contribute to user participation in remote learning through video conferencing tools at universities. The motivation of the study was due to the lack of video sharing of participants (students) which has made it more difficult for hosts (lecturers) to communicate and receive visual feedback from the participants. The research aims to improve the experience for users by implementing selective video and audio sharing.

The experiment will involve a video presentation session that will involve 1 host and 4 participants. The session will involve up to 10 minute sessions which will involve presentation, quizzes and discussions to provide lecture-like settings. The participants will get a chance to play around with the settings to get familiar with the interface before the session. The research will collect quantitative and qualitative data from the participants' experience and when and how long they turn on their camera and audio.

Video session

Part 1: 1 minute introduction
Part 2: 5 minute presentation
Part 2: 2 minutes quiz
Part 3: 2 minute discussion

Participant

1 host
4 audience

Recruitment:

Size: 5-10 participants
Target: University students and staff
Prerequisite:

- Must have a mic, camera, computer and internet that is capable of zoom meetings.
- Must be available to participate on between 6th to the 10th of October

Survey:

- Recruitment Survey
  https://docs.google.com/forms/d/e/1FAIpQLScA97m-W4Ldqf0jAaBBpIZsAQtbTH-ob DVRL5scr7PC9-ufHg/viewform
- Pre study Survey
  https://docs.google.com/forms/d/e/1FAIpQLScInG-8gZSaH4rsXIvfRAhehyOxAgTdLs 8Tz-f-OvUsJktJEA/viewform
- Post study Survey
  https://docs.google.com/forms/d/e/1FAIpQLSf1RJqPrKvdx6yqlYcPTZLEXydJEXuYaA 3UrCsziV7DK-UTEg/viewform

Data

1. Number of users shared the camera
2. What percentage of participants shared video to the host?
3. The length of time users shared their camera
4. The point in time video shared: part 1-3, percentage in time shared
5. Number of participants for quiz - method of participation
6. Number of participants for discussion - method of participation