

Evaluation Information Sheet

In this session, you will be working with an online worked examples viewer (WEAVE). The main characteristic of worked examples is that their text is revealed gradually as you work through different steps of the example.

Context

WEAVE is intended to be a new tool which can be used to enhance the teaching process of Computing Science in schools across the UK.

Teachers

WEAVE enables teachers to make use of worked examples created by them or by their colleagues. They will be able to work with their students on selected examples in the classroom or set them as homework. The benefit WEAVE brings to them is that they can monitor how their students interact with these worked examples. In order to do so, teachers are encouraged to organise their classes into groups. After selecting the number of students for each group, the tool will generate IDs for each student. The teacher is responsible for passing their own username, which serves as a teacher ID, the group ID and the student ID to the students they want to monitor usage data for. WEAVE will enable them to see such data at a class and at an individual level. The data is visualised as graphs and tables for easier analysis.

Students

For students WEAVE serves as a worked examples viewer. They need to identify themselves by the teacher ID, group ID and student ID provided by their teacher in order to be able to view examples. The system also allows access to examples to individuals who are not assigned to any group- they need to identify themselves as anonymous users. When they choose an example to work on, students go through the different steps of the example and read the explanation for the step they are on. Some steps involve questions to check student's knowledge.

The evaluation

Instructions on what you are supposed to achieve during interacting with WEAVE are provided below. These instructions, however, are minimal because one of the aspects of the evaluation is to evaluate how self-explanatory WEAVE is.

The evaluation consists of three stages.

Stage 1

In the first stage you will act as teacher. You need to imagine that you want to monitor the progress for a class as well as the progress of one of your students. Make sure that you create a group for this purpose.

Stage 2

In the second stage you will act as a student. You have received a teacher ID, group ID and a student ID and you need to choose one or more examples to work on. Note that you don't need to understand the example(s) as you go through the steps so you should not worry if you don't. The focus of the evaluation is the user interface.

Stage 3

You act as a teacher again. You want to check how your class worked with the example(s) used in the previous stage. You also want to check how the particular student (the one you chose for your second stage of the evaluation) has worked with this example(s).

Comments

Please note that this is evaluation on how effective the application is in achieving its goals and so you should identify any potential issues preventing you from working with WEAVE in an effective manner. It is not evaluating you or your skills. You may withdraw from the evaluation at any time and any information recorded will be discarded.

Questions

Usability Evaluation

1. What is your overall impression on the application?
2. Is there anything in particular about which you have a strong opinion - either good or bad?
3. Did the prototype provide enough guidance and help on what you needed to do at each stage?
4. Do you think you would need special training on how to use WEAVE? If yes, can you specify what parts of the application should be the focus of such training?
5. Were there any parts of interaction when you were confused or unsure what you need to do next? If yes:

5.1 How did you act to find out what you needed to do?

5.2. How difficult was it to find out what you needed to do?

5.3. How certain you felt that your actions are appropriate?

6. Is there anything that could improve your experience?

7. Do you have any final thoughts or opinion about WEAVE?