

QuizCram: A Question-Directed Video Studying Interface

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ABSTRACT

TODO less than 150 words

Author Keywords

Guides; instructions; author's kit; conference publications; keywords should be separated by a semi-colon.

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ACM Classification Keywords

H.5.m. Information Interfaces and Presentation (e.g. HCI): Miscellaneous

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INTRODUCTION

Online courses on platforms such as Coursera and EdX focus heavily on viewing video content. However, a phenomenon known as the testing effect shows that actively engaging with the material and quizzing yourself on it is more effective for retention than simply passively watching the content. Platforms such as Coursera have in-video quizzes which attempt to bring the benefits of testing into the video context by asking the user a multiple-choice question at key points in the video about the content that they have just watched.

Our system, Quiz-driven Video Cramming (QuizCram), makes the quiz the focus of the review and doing the following:

Quizzes are shown before and alongside the associated video content, instead of after. A timeline of previously answered quizzes, along with associated videos, is shown. Quizzes can depend on video segments other than just the immediately preceding one.

However, there are some weaknesses with the standard in-video quiz format, which the system presented in our paper attempts to address:

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In-video quizzes are shown only after the viewer has viewed the video: The in-video quiz serves simply as an after-the-fact indication to the user of whether they understood the preceding section or not. It does not actually help the user with the task of deciding whether he needs to watch this section, or identifying the key parts of the video that they should pay attention to while watching.

No call-to-action if the user doesn't know the answer: The user is freely able to skip over the quiz, and if they answer the question incorrectly then they are simply told they are incorrect (with no other feedback), or if they answer incorrectly 3 times the answer is shown and the video advances onwards. This does not encourage the

Limited flexibility in writing questions: In-video quizzes imply that their answer is located

Limited density of questions:

We present a system which attempts to improve on these weaknesses of in-video quizzes in the following ways:

Show the quiz beforehand: Our interface encourages users to look at the associated question before watching the video, so that it serves as an advance organizer to prime them towards the key concepts they should focus on while watching the video.

Provide helpful feedback

However, because the in-video quiz tests the key concepts in the section, it can also serve as a summary of the video. It is useful to look at it prior to viewing, both to show the user whether or not they need to view the video. Our interface encourages users to look at the in-video quiz before watching the video, so that it serves as an advance organizer to prime them towards the key concepts they should focus on while watching the video.

No call-to-action if the user doesn't know the answer: The user is freely able to skip over the quiz, and if they answer the question incorrectly then they are simply told they are incorrect (with no other feedback), or if they answer incorrectly 3 times the answer is shown and the video advances onwards. Instead, our system more useful feedback in response to an incorrect answer, encourages the user to review the relevant portion of the video, and enforces that users can answer the question on their own before advancing them to the next portion of the video.

Users are not encouraged to review the portions of the video they do not understand: Our own independent analysis of

viewing logs on Coursera shows that among users who finish watching a video, less than a sixth will ever re-open it. To encourage people to review videos, our system keeps track of which video portions users need to review (using a score based on question scores on associated segments, percentage of the segment reviewed, and recency of reviewing), and gives them suggestions of portions to review once they have watched all the video segments.

RELATED WORK

We designed our system features around a set of phenomenon from the education literature, which are also exploited by many other systems.

Testing Effect: Traditional Quizzes and In-video Quizzes

The testing effect finds that repeated testing combined with fast, informative feedback helps students remember material [8]. Traditional courses already employ testing in the form of exams, but these are infrequent, are not repeated, and . Although in-video quizzes are more frequent, help resolve the delayed feedback issue by putting the quiz immediately after the relevant section of the video. However,

Our system attempts to make this more granular, making testing and quizzing at the video-clip level rather than the .

Pre-Testing Effect

Lindsey E. Richland: The Pretesting Effect: Do Unsuccessful Retrieval Attempts Enhance Learning?

Advance organizers: Video Transcript Summaries

Amy Pavel: Video Digests: A Browseable, Skimmable Format for Informational Lecture Videos

Visualizing progress within videos

Robert Mertens: Social navigation in web lectures

Juho Kim: Data-Driven Interaction Techniques for Improving Navigation of Educational Videos

Abir Al-Hajri: Video Navigation with a Personal Viewing History

Spaced repetition: Flashcards

Spaced repetition is a technique designed to help learners retain information by having them review items at regular intervals. A class of applications that exploit this are flashcards, where information is split into independent chunks that are scheduled for review based on factors such as mastery and recency of review. Flashcards can also have associated multimedia, such as video clips.

Similar to flashcards, our system also schedules items (questions and associated video clips) for review according to mastery and recency of review. One key difference is that lecture videos build on each other, so this is an additional constraint for scheduling: the user needs to have covered the previous videos. Another key difference is the cost of review: a user memorizing vocabulary using flashcards only needs to spend a few seconds on each flashcard, while answering a question or reviewing a video clip takes an order of magnitude more

time. Hence, the user will make fewer review passes through the video content than they would with vocabulary flashcards.

Integration and assessment of streaming video content and API development into a spaced repetition service

The relevant portion of the video is not indicated by the quiz: the portion being tested is obviously

Density of In-video Quiz Questions

Is there any related work for this?

SYSTEM DESIGN

QuizCram's interface shows users a question to review, with an associated video segment. It also shows a scrollable timeline of previously answered questions and associated video segments below the current question. Questions are first scheduled in order, then once the user has made an initial pass, questions are selected for review algorithmically, based on historic correctness of responses, percentage of associated video that has been watched, and the recency of review. We also use the video progressbar to indicate the section of the video that is relevant to the current question, and portions of the video that the user has previously seen.

An existing course with in-video quizzes, such as MOOCs on Coursera, can be automatically transformed into the QuizCram format. This results in each video segment having one associated question. However, unlike in-video quizzes, the QuizCram format is also suitable for having multiple questions associated with a single video segment.

Question-Focused Video Viewing

For each section of the video in the course, we have one or more associated questions. We can get these question-video pairs automatically from existing videos with in-video quizzes, by associating the in-video quiz section with the immediately preceding video segment. For video segments that did not have an associated in-video quiz, we either automatically insert a generic "How well did you understand this video" question, (the format tested in our first study), or write a new question (the format tested in our second study).

Whenever the user advances to a new section, we show the question and video concurrently, with the question to the left of the video, as shown in Figure 1. The video does not autoplay, so that the user has time to read the question before they start watching the video. If the user already knows the answer, they can answer the question and move on to the next section. Even if the user does not already know the answer, reading the question before they watch the video serves as an advance organizer which summarizes the key points they should pay attention to when watching the video.

Unlike in-video quizzes, which users are freely able to skip over, in QuizCram the user must correctly answer the question before they can move on to the next question and associated video segment. This is designed to ensure that users learn the material before advancing onwards, as opposed to simply passively watching the videos without testing themselves.

Question 2 of 18

The Four Functions, part 2/4

Which of the following stimuli are sensed but not perceived?

- ☐ Skin warming
- ☐ An increase in blood oxygen concentration
- ☐ Skin incision
- ☐ Lung pressure
- ☐ Vibration

check answer

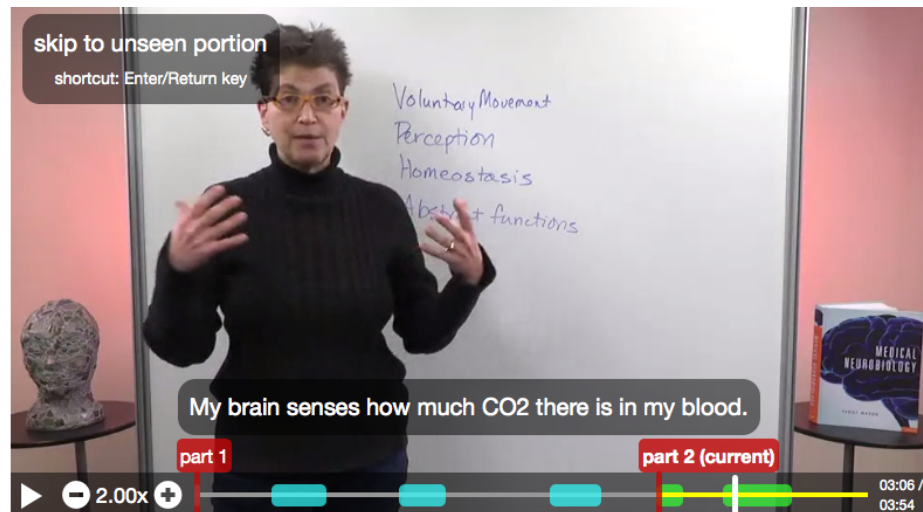


Figure 1. The QuizCram interface, showing the current video. The focus question is on left, and the associated video is on the right. The progressbar highlights the relevant portion of the video in yellow. Already-watched segments of previous sections is in blue, already-watched segments of the current part are in green. Because we are currently watching a section we have already viewed, an option to skip to the unseen portion is shown.

Forcing users to answer the question may lead to frustration if the user is unable to determine the correct answer even after watching the video. Hence, whenever the user answers the question incorrectly, we provide them with immediate, informative feedback by showing the answers and providing an explanation, as opposed to the model used by Coursera where it states that the answer is incorrect, and only shows the explanation and correct answer after 3 tries. We made this design choice based on literature that finds that specific feedback that explains the correct answer to learners is more helpful and motivates them more than simply stating that their answer is incorrect [10].

Of course, immediately showing the answer in response to an incorrect answer leads to the risk that learners may choose to immediately reveal the answer without attempting to answer the question themselves. To discourage such behavior, even though we show the user the answer and explanation in response to an incorrect response, we do not advance them automatically. Rather, we shuffle the answer options and require them to view an additional 10% of the video, which is roughly 20 seconds, before attempting to answer it again, as shown in Figure 2. We do not enforce the 10% viewing requirement if the user has already watched over 75% of the video. This viewing task encourages users to view unseen portions of the video, incentivizes users to answer questions correctly, and ensures they aren't simply storing the answers in short-term memory and reproducing them. Requiring users to view the video and then retesting them after an incorrect response creates an additional retrieval opportunity, which should improve retention of the material [8].

While shuffling the answers and requiring video watching in response to an incorrect response discourages users from simply submitting the incorrect response and memorizing the answers, it does not entirely eliminate the risk. We can further discourage memorization of answers by having multiple questions for each video segment, which we alternate be-

tween. For example, in an algebra context we could simply ask the question again with different variable values whenever the user responds incorrectly. However, we did not use this option in our user studies since it would require us to write additional questions.

Scheduling Questions and Video Sections for Review

We want users to spend their study time focusing on material that they have not yet mastered. Hence, we assign each question a *mastery score*, which represents how well the user currently knows the material, and show users the questions for which they have low mastery score. The question's mastery score is based on the following 3 factors:

- *Past performance on question*: This element of the score encourages users to review questions they answered incorrectly. Each time a user tries answering the question, we give them a score between 0 to 1 based on the percent of checkboxes they correctly checked (the questions used in our study were all multiple-check questions). We then do a weighted-mean of all historic scores, with each newer score assigned 2 times more weight than the previous score (so more recent performance is weighted more heavily). For those video segments that have no associated question, we obtain this score by asking users to rate "How well did you understand this video?". If the user has never answered the question before, this has a default score of 0.
- *Fraction of associated video segment watched*: This element of the score encourages users to view video segments they have not seen. For each section of video, we keep track of whether the user has ever watched it. This score is the number of seconds watched in the question's video segment, divided by the total length of that video segment.
- *Recency of review*: This element of the score encourages spaced repetition for the questions. It also ensures that users are not shown the same questions repeatedly, which



Figure 2. In response to an incorrect response, the user is asked to view an additional 10% of the video, the answer options are shuffled, and the user needs to re-answer the question correctly before moving on.

would make users bored. It is equal to $1 / \text{number of questions elapsed since this question was last seen by the user}$. If the question has never been seen, this has a default score of 0.

The mastery score is a weighted sum of these factors, where question correctness is $4/7$ of the score, fraction of the video watched is $2/7$ of the score, and recency of review is $1/7$ of the score. We assign question correctness the highest priority because users should all be able to answer the questions correctly, but some users may choose to not watch portions of video they consider irrelevant or already know.

Sorting by the mastery score alone does not enforce that users have met the prerequisites for understanding the video and answering the question, before we show them the video and question. Unlike flashcards, lecture videos are meant to be watched in order and build on each other, so each video segment has a set of prerequisite videos which need to be watched before students can understand them. In our implementation, we enforce prerequisites by requiring that the user has correctly answered the questions for preceding video segments, before we show them the next video segment and associated question.

Sorting questions by mastery score and enforcing the prerequisites effectively results in users first being shown questions that work them through the videos in the order the course covers them, then asking them to review the questions they got low scores for and videos did not finish watching.

Timeline of Previous Questions and Videos

Although QuizCram focuses the user's attention towards the current question and associated video segment, we also wish to make it easy to refer back to the previously answered questions and video segments. Whenever a question is correctly answered, we insert the next question and associated video segment at the top of the interface, and push the existing questions down. This results in a scrollable visual history of the previously answered questions and videos which we call the

timeline, shown in Figure 3. The timeline displays the question and its answer and a miniaturized version of the video which can be clicked to enlarge it to full size and play it. The miniaturized video displays the frame the user left off at, so it serves both as a visual summary, and also allows users to easily resume viewing progress of previous videos. We also show the historic correctness of the user's answers to that question, and percentage of the video they have watched, to help users identify questions they had trouble with and videos they did not fully watch.

The timeline gives users the option to use a more traditional, self-directed reviewing strategy, in contrast to the flashcard-style reviewing that our question scheduling algorithm encourages. By organizing the list of previous video segments according to the associated question that users answered, this allows users to scan video segments with a more salient summary than just the title. Question-based video navigation also allows users to search at a higher granularity, as questions refer to a specific subsection of the video, while the title refers only to the entire video contents. Furthermore, re-reading the previously answered questions helps trigger the users' memory of the associated clip, giving learners another retrieval opportunity to solidify their memory of the video contents.

Directing Attention Within Videos

Standard in-video quiz viewers show the entire video at once. However, QuizCram shows only the part of the video relevant to answering the question, specifically, the start of the video up until the point where the question would be located (in an in-video context). We additionally highlight in yellow the section of the progressbar where question answer is located. For questions generated from in-video quizzes, this is the segment of the video that immediately preceded the in-video quiz, as shown in Figure 1. This is designed to focus the user's attention to the video segments that will help them answer the video.

Question 2 of 18 80% correct, 57% seen

The Four Functions, part 2/4

Which of the following stimuli are sensed but not perceived?

- ☐ Vibration
- ☒ An increase in blood oxygen concentration
- ☒ Lung pressure
- ☐ Skin incision
- ☐ Skin warming

Correct Our bodies are able to detect things (like carbon dioxide concentration in the blood) that we are not able to perceive. Perceivable stimuli are those we are capable of being aware of.

Question 1 of 18 100% correct, 28% seen

The Four Functions, part 1/4

Which of the following are voluntary movements?

- ☒ Laughing at a joke
- ☒ Crying when you hear bad news
- ☐ Moving food through the intestinal tract
- ☒ Breathing
- ☐ Pumping blood through the circulatory system

Correct Voluntary movements are self-generated actions driven by the brain. These can be deliberate movements or emotional reactions.

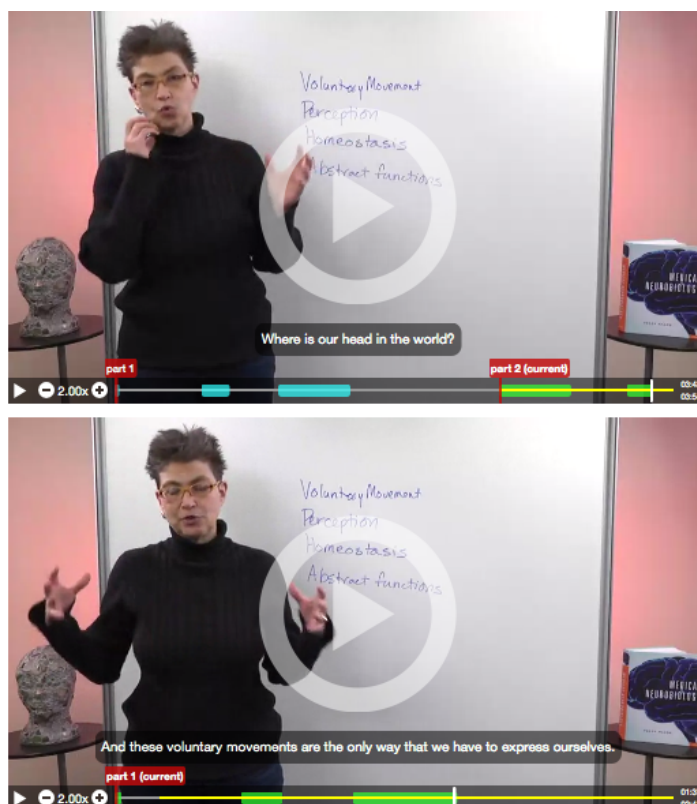


Figure 3. The scrollable timeline, shown immediately below the current question, displays the past set of questions the user has answered. We list the correctness score and video progress scores to help users locate the questions they had difficulty with, and videos they have not yet fully watched.

In addition, because QuizCram encourages reviewing videos, we wish to make it easy for users to keep track of what parts they have already watched. Hence, we highlight on the progressbar the already-seen parts in green (if it is from the part of the video relevant to the current question), or blue (if it is from a previous part of the video). If the user is viewing a section that has already been watched, we show a button at the top-left of the video that allows them to skip to the unseen portion. Similar techniques for visualizing the user's video viewing history have been presented in the literature [7] [4], though our system adds the novel feature of allowing users to skip to the next unseen portion.

USER STUDY 1

USER STUDY 2

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ACKNOWLEDGMENTS

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