Lessons Learned from Running A Distance-Based Course in Data Visualization

Cramér Society Fall Meeting 2021

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Overview

Course Design

Course Content

Lessons Learned

Course Design

Motivation

- Data visualization is an integral part of statistics
 - Exploring data
 - Understanding theory
 - Diagnosing models
 - o Presenting results
- Useful in many other professions

Aims

Overall Aim

Teach data visualization using modern tools, focusing on both theory and practice but with emphasis on the former.

Design-Specific Specific Aims

- Focus teacher resources on feedback and guidance
- Allow asynchronous progress
- Enable the course to scale well to many students
- Use free (but modern) tools and literature
- Encourage student interaction

Format

- 4 credits, half semester ($\approx 10 \text{ hours/week}$)
- Distance-based
- Uses R and the R-package ggplot2
- Platform: Canvas
- Slack workspace for discussions
- Zoom for workshops
- Freely available literature and tools





Course Content

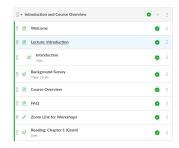
Course Components

Course Activities

- Pre-Recorded Lectures
- Reading Assignments
- Worked Examples
- Online Workshops

Examination

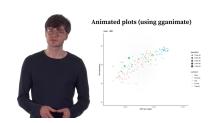
- Quizzes
- Assignments
- Project





Lectures

- Pre-recorded
- Short (5–10 minutes)
- Scripted
- High production values



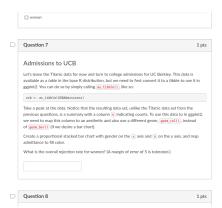
Workshops

- 1-hour online sessions on Zoom, once per week
- Instruction and help with course content



Quizzes

- Three types
 - o Lecture quizzes
 - \circ Reading quizzes
 - Practice quizzes
- Mostly automatically graded



Assignments

Assignment 1 At Published % Edit : Overview In your first assignment you will work on tidying up data using the tidyverse approach. Please see the Assignment and Project Instructions & 0 Tasks Task 1 Begin by loading the tidyverse library, which will make the data set starwars, which contains characteristics of many of the characters in the Star Wars universe, available to you. Spend some time browsing through the data set, for instance using head(starwars) or glimpse(starwars). library(tidyverse)

head(starwars)

- Short
- Progressively freer (and more challenging)
- Peer feedback
- Reproducible submissions (R Markdown) are encouraged

Project

- Free choice of "research question"
- Free choice of data set (under certain restrictions)
- Large variation in results

Lessons Learned

Pre-Recorded Lectures: Costly but Worthwhile

- Excellent student response
- Frees up time for real interaction
- Play, pause, slow down/speed up
- Large time investment up-front
- Lock-in effects

Peer Feedback: Great Value

- Saves time
- Fast feedback
- From student perspective works best when assignments are free. Opposite situation from teacher perspective.
- Mixed engagement



Quizzes: Hard to Design, but Useful

- Hard to design automatically graded quizzes (at least for data visualization)
- Easy to lose track of students.
 - o Solution: use a few manually graded tasks
- One second attempt seems appropriate, but leads to inflation
- "Encourages" students to actually read course literature
- Gamifies the course (collect points)

Using R and R Markdown: Feasible but not Frictionless

- Anyone can learn how to use R
- Makes assisting students easier
- Speeds up revisions
- Needs introduction
- Student background matters
- R Markdown is fantastic for assignments



Workshops: Great (Provided Someone Shows Up)

- Works great
- Remote control and sharing is effective
- Flexible (drop-in, drop-out)
- Problem is that few people show up

Asynchronicity: A Mixed Bag

- Great for some students
- Does not combine so well with peer feedback
- Access to everything at once may not suit everyone

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Conclusions

- Pre-recorded lectures: high costs up-front, but large rewards down the road
- Peer reviews are great
- Quizzes are useful, but making well-made automatically graded quizzes is hard
- R Markdown is fantastic for student assignments
- Expect large variation in ambition and engagement
- Expect high drop-out rates