

Mocktime

Designing a reliable mock examination system to enhance student learning experience and tutor interaction



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G400 BSc Computer Science

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Date: Tuesday, 19 April 2016

Total Pages:

Word Count:

# **Abstract**

Web-based mock examination will be used towards to educational institution, to help students prepare towards to their end of year/term exams. In addition, it is a way for the examiner to analyse and gather statistics on student’s knowledge. This could be seen as a way for lectures and students to interact with each other and to be able to build a stronger understand in the contents that has been delivered at the lecture. With the use of an online mock examination system it will be easier for the lecturer/teacher to add or modify any questions that they believe is related to the content which was taught at the lecture. This way, students will have the ability to log into the online mock examination with their login credential and access it from anywhere at any time to analyse their learning progress.

# **Declaration**

“I declare that this dissertation represents my own work except where otherwise stated.”

Jomin Kaitholil George

# **Acknowledgements**

I would first of all like to thank my project supervisor, Dr. Ellis Solaiman, for introducing this field to me and also for all the valuable support that he has provided throughout the process.

Last but not least, I would like to thank my parents for all the support they have given to me throughout my entire university life.

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# **Chapter 1: Introduction**

## **Introduction**

Examinations are used as a technique to judge someone else’s personality and knowledge in a particular area or field. Most of the examination systems provide the end user with their results as soon as the candidate finish the exam. Candidate is given a limited time to answer all the question in an exam which will be set by the examiner and after the time expires, candidate won’t be able to modify or answer any other questions. Examiner then will evaluate each candidate’s answers either by using automated or manual marking process and then the results will be published or sent to the candidate through the website. (Tests, 2012)

Web-based mock examination is aimed for Educational Institute to prepare an exam and to enhance student learning by helping them prepare towards to their end of year/term exams.

Most of the examination system which are available requires the examiner to manually mark or go through each question in order to ensure that the system has marked each question for the student accurately. In most of the online examination system there would be an additional check in place for question types which are hard to mark (such as fill-in-blank, essay based questions) by the system. For example, a question like “what is a router?” can have many answer and the examiner wouldn’t be able to place a mark scheme for the online examination software to check since it is impossible (students can answer in many ways). Also it would take up more time if the examiner has to mark it manually (roughly 200 students).

Solution to this would be, not requiring examiner to manually mark the mock examination questions instead the student mark their self-based on a mark scheme that will be given at the end of the mock exam. Each student will be asked to mark their answer based on a set of marking scheme which will be provided by the examiner. This way the examiner can see how well the students understood the material which was taught at the lecture. The key point here is that it’s a mock exam and whatever the student scores would not take in consider for their assessment criteria’s instead it’s a way for the student to tell the examiner what they have not understand or did understand within a topic (each question will be linked into a topic from the lecture) from the lecture material.

I believe it is vital to provide the examiner with detailed reports and analytics on the performance of each student. There will be a wide range of reports that can be collected after an exam to show the examiner which questions are poorly answered by the majority of the students and that will give the examiner/lecturer an idea of which topics should be covered in more detail.

## **Motivation**

Introducing a mock examination system into curriculum will encourage students to learn from their mistakes and progress towards to a target set by their selves. With the help of internet, it create opportunities for creating and managing exams more reliably and consistently.

Research suggests that around 75% of students consider themselves to be procrastinator (Busch, 2015), researcher Pier Steel states “the further away an event is, the less impact it has on people’s decisions.” Mock exam is seen as the best practice for revision and there are several memory strategies which have been found to be effective. Testing yourself over and over again with the help of Mock Exam is a way to improve your knowledge and having that ability to improve your understanding.

Pressure can lead into nervousness, anxiety problems, frustrations and also results in making poor performances (Nhs.uk, 2016). However this is not the case for everyone, some people concentrate more when they are under pressure. Mock exam is a great prospect from student’s side, for them to figure out and practise an exam within an exam condition (e.g. time limit).

## **Project Aim and Objectives**

### **Aim**

To develop a mock examination engine that enables student’s self-assessment and to give the examiner ways of analysing the performance of each student.

### **Objectives**

1. **To explore current mock examination software used by educational centres.**

This involves in researching into current software’s or project related to mock examination software and then looking at what sort of features and functions that they have in place to support with the end user.

1. **To understand how current mock examination software which can be improved to enhance student learning.**

I will be looking at what the current systems offer for the end user (e.g. different functions and features) and then coming up with ideas on how it can be improved to enhance student learning from using my system.

1. **To implement an improved mock examination software that help examiners to analyse students’ performance.**

This will be looking into ways that I could improve the system for the examiner to provide them with logical data analyses which would offer wide range of possibilities on how well the student is doing and what they are struggling on.

1. **To evaluate the effectiveness of the system in terms of quality characteristics (e.g. maintainability, reliability).**

Once I implement the system, I will ensure that I have evaluate the system in terms of quality characteristics (e.g. would the system be running 24/7 and would it be reliable from errors to occur).

## **Deliverables**

Upon completion of this project, the following deliverables will be presented:

* Detailed report on each stages of the project.
* Fully functional website which will be designed both for examiner and student.

## **Relevance to Degree**

This project requires knowledge gained from the modules over the three years of study at Newcastle University. The creation of database within this project clearly points out Database Technology (CSC2024) to be as a beneficial module since it contains examples of good practice in Database Design and UML. Another module which is relevant would be the Web Technology which give an overview of current languages for the within the website field and their features. Overall, the skills developed and gained throughout studying computing are strongly tested throughout this project.

## **Project Plan**

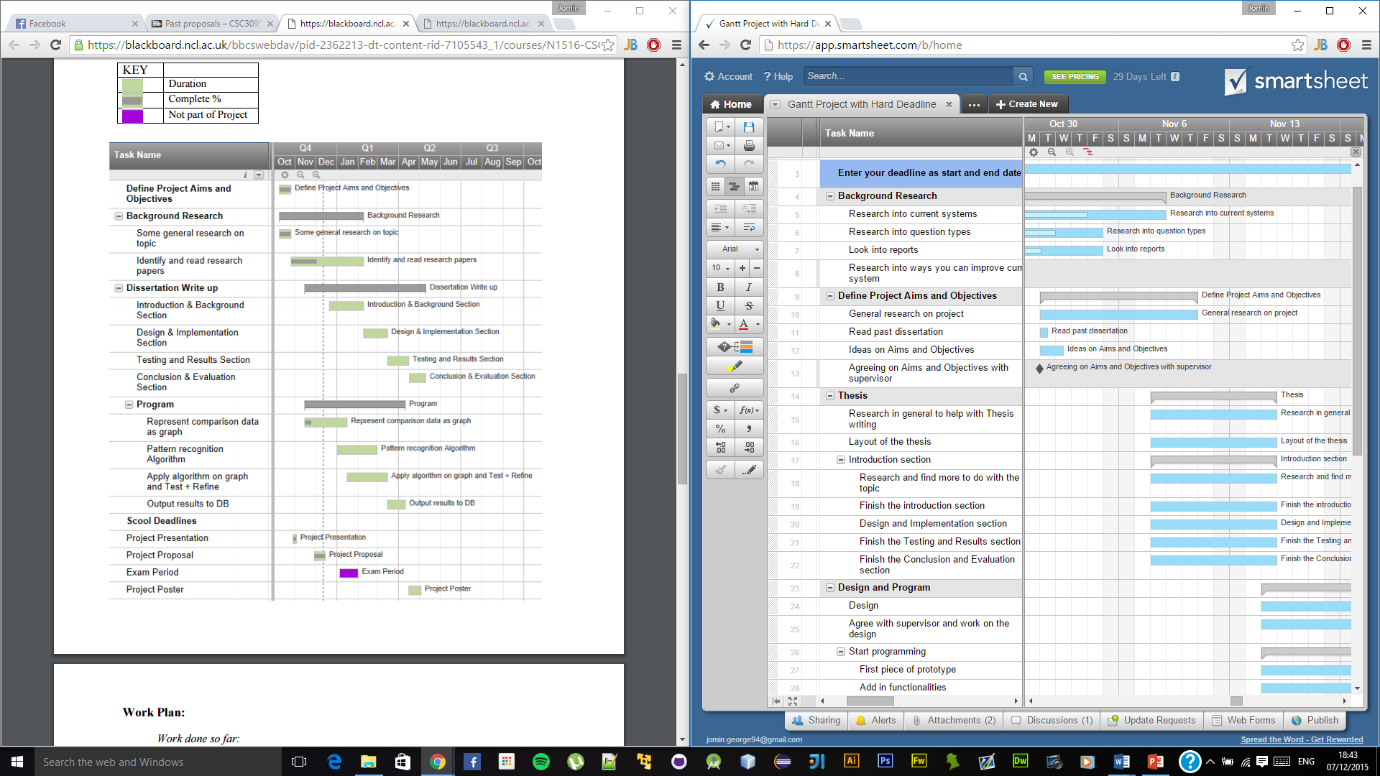
Figure 1 shows a snippet of the Gantt chart, showing the work plans that is proposed for this project.

Figure 1: Gantt chart

## **Project Structure**

Chapter one will be the **Introduction**¸ details the motivation behind this project as well as identifying the current problems within an existing project/area. In addition, within this section it will state the research aims and objectives as well as identifying the importance of the proposed research area.

Chapter two provides **Background Research** which involves in review of a detailed study of the current systems/projects that are available and then analysing each one against this project.

Chapter three is **Methodology** which clearly points out which methodology is suitable for this project and showing a comparison against other methodologies. In addition, there will be detailed explanation on what made to decide on a methodology and why is that better for this project.

Chapter four will be **Requirement Gathering and Analysis**¸ within this section, there will be a complete analysis of the current system and what the new system will have in order to solve the issue (e.g. functional requirements, non-functional requirements). In addition, this chapter will also include preliminary research (interviews to find what different users found about a system).

Chapter three is **Design** which will present diagrams and datagram models of my system. This will be done by taking reviews of the system design in a detail to ensure that every core aspect of this project has been met.

Chapter four is **Implementation**, within this section it will give an overview of the tasks and process to reach goal of the research. In addition, this chapter will explain and discuss all the implementation decisions that had to be taken for this project, for example the various elements of the language learning course.

Chapter five is **Testing,** which outlines all the testing’s which has been carried out throughout the entire process of this project. With the help of this chapter, it will help to identify issues within the new built system.

Finally, Chapter six will be **Evaluation**, provides an overall evaluation on the project based on the evidence gathered and how the project has met the criteria. In addition, this chapter also talks about what possible works can be done in the future for this project.

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