STUDENT GROUP WORK

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OPPORTUNITIES

- students
- teams
- communication
- teamwork
- assessment
- technology

CHALLENGES

- **feisty** students
- **creating and managing** teams
- **quality** communication
- **facilitating good** teamwork
- **fair and balanced** assessment
- **useable and useful** technology

FACETS OF GROUP WORK

- students
- groups
- teaching assistants
- communication
- technology
- project choice
- assessment

STUDENTS

- generational issues
  - the Facebook and YouTube generation
- national characters
  - cooperative
  - competitive
- individual biases
  - the loner
  - sharp students with little patience

GROUPS

- creating groups
  - let students pick teams
  - random assignment
  - choose teams, or facilitating letting students choose teams, based upon background/measured skills
  - speed dating, personality profiling, and pheromones
- evolving groups
  - what to do when students drop out
  - resolving intra-group conflict

TEACHING ASSISTANTS

- the role of teaching assistants
  - leader/manager
  - facilitator
  - advisor
  - assessor
- group-TA relations
  - randomly assign a specific TA per team
  - let students choose a particular TA

COMMUNICATION

- synchronous teamwork
  - face-to-face interactions
  - instant messaging, audio/vidchat
  - screen sharing, document sharing
- asynchronous teamwork
  - email, blogs, virtual learning environments
  - collaborative development environments
  - shared spaces and blackboards

TECHNOLOGY

- facilitating communication and assessment
  - archived communication and artifacts
  - record all activities of project over time
- facilitating asynchronous teamwork
  - distributed/concurrent version control
  - sharing distributed filesystems
  - shared permanent studios (via charettes)

PROJECT CHOICE

- topical fun facilitates learning
  - social networking, gaming, "web 2.0"
- choice models
  - one fixed project per class
  - choose one of a small set of projects
  - guided project self-definition
- project reuse challenges
  - inter-year plagiarism

ASSESSMENT

- artifacts for assessment
  - reports, presentations, systems, demos
- group vs. individual assessment
  - instructor, TA, and peer evaluation
- continuous vs. final assessment
  - evaluation load, principle of least surprise
- ensuring fairness
  - multiple independent evaluations

FOR MORE INFORMATION

- virtual learning environments: Moodle
- collaborative development environments: Trac
- blogging: Wordpress or Blogger
- social networking: Facebook
- email: Google Groups
- sharing documents: Google Docs
- screen sharing: Adobe Connect, Windows Desktop Sharing, iChat, Skype, Yuuguu, or VNC
- realtime sharing: Google Wave or its successor
- audio/vidchat: Skype or iChat
- version control: Subversion or Dropbox

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