Rating Metrics

Hack For Humanity 2025

Each metric is rated on a 1-5 scale.

1. Cognitive load - Estimates the difficulty and mental effort required

Question example: How challenging was the course content to understand and apply?

(1: Too Easy, 3: Balanced, 5: Overly Challenging)
Weight: Low (difficulty is important but subjective).

2. Engagement & enjoyment - Measures how captivating and enjoyable the course experience was

Question example: How engaging or enjoyable were the course activities and teaching methods?

(1: Very Poor, 5: Excellent)

Weight: Medium (student engagement is crucial for success).

3. Usefulness & relevance - Shows how well the course met expectations and provided valuable skills/knowledge

Question example: How well did this course meet your expectations and provide useful knowledge or skills?

(1: Poorly, 5: Extremely Well)

Weight: High (students want relevant, actionable outcomes).

4. Course delivery and support - Evaluates teaching quality and delivery of the course

Question example: How would you rate the effectiveness of the teaching methods and the overall support provided during the course?

(1: Very Poor, 5: Excellent)

Weight: Medium (a good instructor often makes or breaks a course).

The questionnaire should have an **open-ended review field**, where the student can write their experiences freely. This text would be displayed in the **review card**.

Overall Course Score Calculation - Analytic Hierarchy Process

Based on

https://www.1000minds.com/decision-making/analytic-hierarchy-process-ahp

The main idea of this metrics system is to evaluate and prioritize multiple alternatives based on a set of criteria.

(The criterias would be Cognitive Load, Engagement & Enjoyment, etc.)

We'd compare the pairs of criteria, asking how much more important one is over another, using a numerical scale (1 to 9) \rightarrow pairwise comparison matrix

The pairwise comparison matrix is used to calculate a priority vector (weights), which represents the relative importance of each criteria.

	Cognitive Load		Engagement & Enjoyment	Usefulness & Relevance	Course Delivery and Support
Cognitive Load		1	1/3	1/5	1/4
Engagement & Enjoyment		3	1	1/3	1
Usefulness & Relevance		5	3	1	3
Course Delivery and Support		4	1	1/3	1

Why these values:

Cognitive Load vs. Engagement & Enjoyment:

Balanced engagement is moderately more important than overly high or low cognitive load. Let's rate **Engagement & Enjoyment** as moderately more important (3).

Cognitive Load vs. Usefulness & Relevance:

Usefulness is significantly more critical than cognitive load for success. We'll assign **Usefulness & Relevance** a strong importance (5).

Cognitive Load vs. Course Delivery & Support:

Clear course delivery is vital to make high cognitive loads manageable. Let's rate Course Delivery & Support as moderately to strong more important (4).

Engagement & Enjoyment vs. Usefulness & Relevance:

Usefulness generally outweighs enjoyment, but they are interrelated. Assign **Usefulness & Relevance** as moderately more important (3).

Engagement & Enjoyment vs. Course Delivery & Support:

Good delivery ensures engagement. Weäll assign Course Delivery & Support as equally important (1).

Usefulness & Relevance vs. Course Delivery & Support:

Usefulness is slightly more critical since even excellent delivery won't compensate for irrelevant content. Assign **Usefulness & Relevance** a moderately more important (3).

The formula:

Multiply each number in each *row* by the corresponding number in the *column* and sum the products.

(Cognitive Load row's first number x cognitive load column's first number + cognitive load row's second number x cognitive load column's second number...)

When this has been done to all of the rows & columns, sum the rows (Row Total). Sum also the Row Total's values (Sum). The weights are calculated by dividing the row total with the sum (e.g., 127,9724.../1768,93166...)

	Engagement &	Usefulness &	Course Delivery		
Cognitive Load	Enjoyment /	Relevance	and Support	Row Total	
70 <mark>, 27# 778</mark>	24 <mark>,98</mark> 5185	9, 62222	28,247222	127,972407	7,23 %
190,433333	67,011111	26.485185	6 <mark>3</mark> ,122222	347,051852	19,62 %
5 02, <mark>277 778</mark>	176,766667	69,944444	1 <mark>65,433</mark> 333	915,422222	51,75 %
207,688889	73,077778	28,862953	68,855556	378,485185	21,40 %
	'		Sum:	1768,93166667	
	70 <mark>,27†778</mark> 190,433333 5 02 ,277778	Cognitive Load Enjoyment 70, 277,778 24,98,5185 190, 133,333 67,011111 502, 277,778 176,766,667	Cognitive Load Enjoyment Relevance 70, 277,778 24,385185 9, 62222 190, 133333 67, 011111 26,436185 502, 277,778 176,766667 69,9,11444	Cognitive Load Enjoyment Relevance and Support 70,277778 24,885185 9,162222 23,247222 190,438333 67,011111 26,435185 63,122222 502,277778 176,766667 69,5414444 163,433333 207,568689 73,977778 28,862953 68,855556	Cognitive Load Enjoyment Relevance and Support Row Total 70,277776 24,385185 9,162222 23,247222 127,972407 190,133333 67,011111 26,48185 63,122222 347,051852 502,277778 176,766667 69,244444 163,433333 915,422222 207,388889 73,977778 28,862963 68,855556 378,485185

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				Sum:	1768,93166667	

Weight Distribution

According to this iterative process, the weights would be:

Usefulness & relevance Course delivery & support

52% 21%

Engagement & Enjoyment Cognitive Load

20% 7%

Score Calculations

The subscores would be counted with the following formula:

Points given x weight

Example

Reviewer gives the following scores:

Cognitive Load: $\star\star\star\star$ \Leftrightarrow (4.0)

Engagement & Enjoyment: $\star\star\star\star\star$ (2.0) Usefulness & Relevance: $\star\star\star\star$ (3.5) Course Delivery & Support: $\star\star\star\star$ (4.2)

Cognitive Load $4 \times 0.07 = 0.28$

Engagement & Enjoyment $2 \times 0.2 = 0.4$

Usefulness & Relevance 3.5 x 0.52 = 1.82 Course Delivery & Support 4.2 x 0.21 = 0.882

Overall score: 3.4