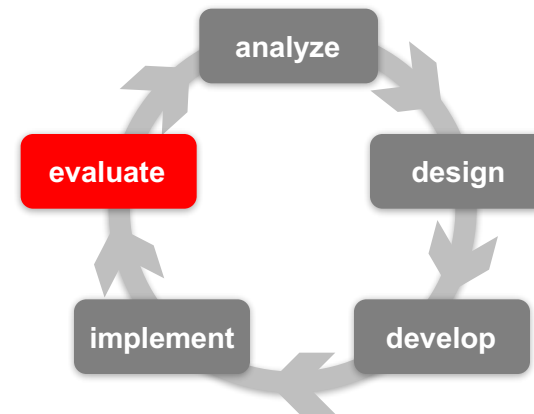




## S6: So you ran your course ...

Rachel H Ellaway

## Approaches to ID: ADDIE



## Evaluation challenges

- Anxiety about new models of medical education - using new technologies amplifies it
- Usability, accessibility of materials and learning environment often overlooked in mainstream evaluation practice
- Technology-mediated activities do not yield the same opportunities for informal evaluation and feedback that traditional forms do
- TEL can generate much more data (and different kinds of data) than can generated by traditional approaches
- Evaluating technologies, activities that use technology, or the use of technology in activities?

Cook DA, Ellaway RH. 2014. Evaluating technology enhanced medical learning. Medical Teacher (in review).

## What do you want to know?

- Efficacy - Kirkpatrick levels:
  - Reaction – happy sheets
  - Learning: increase in knowledge and/or skills, change in attitudes.
  - Behavior - transfer of knowledge, skills, and/or attitudes from training to practice
  - System-level change – patient outcomes, learning outcomes
- Effectiveness – economics, ecologies

## Evaluation activities

1. Needs analysis and environmental scan
2. Documentation: processes, decisions, and final product
3. Usability testing
4. Observation of implementation
5. Participant experience and satisfaction
6. Learning outcomes
7. Cost, reusability, and sustainability

Cook DA, Ellaway RH. 2014. Evaluating technology enhanced medical learning. Medical Teacher (in review).

## Evaluation activities

- Evaluation might include:
  - needs analyses
  - documentation of processes, decisions, and final product
  - usability testing
  - observation of implementation
  - assessment of participant experience
  - Assessment of learning outcomes
  - evaluation of cost, reusability, and sustainability
- So, who is the intended audience?
- What is the audience likely to do with the information?"

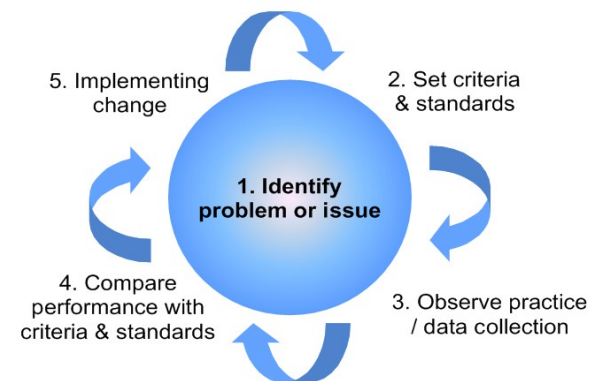
Cook DA, Ellaway RH. 2014. Evaluating technology enhanced medical learning. Medical Teacher (in review).

## Minimal evaluation

- Who is the intended audience for the evaluation?
- What will they do with this information?
- Evaluation ingredients:
  - Usability testing
  - Document key elements of the final product (operations, activities)
  - Capture the perceptions of both students and instructors
  - Assess Kirkpatrick Level 2 outcomes (knowledge, skills, attitudes)

Cook DA, Ellaway RH. 2014. Evaluating technology enhanced medical learning. Medical Teacher (in review).

## What do you do with it?



Source: Wikimedia Commons - [http://en.wikipedia.org/wiki/File:Clinical\\_audit\\_cycle.jpg](http://en.wikipedia.org/wiki/File:Clinical_audit_cycle.jpg)

## Educational analytics

- Educational data – learner profiles and trajectories, benchmarks and program requirements, support options
- Activity data – who did what when
- Used for individual learner support and guidance
- Used to improve tutor awareness of learners' activity
- Used for class, school, institutional reporting and planning

## Analytics

- Logfiles – what events are recorded?
- Computer trackable events
- Google Analytics
- What you get ...
- What you give ...



## YouTube Analytics



Topps D, Ellavey R, Helmer J (2012). YouTube as a Platform for Publishing Clinical Skills Videos. Academic Medicine, 88(2); pp192-197.

## Analytics

- Analytics of evaluation
  - pattern recognition
  - ambient tracking
- Analytics tell you what people did
- Analytics based on what the machines see ...
- Time on page = study, snooze or snacks?
- Analytics don't tell you why they did it
- Still need to ask people the why ...

### ... and why activity is critical

- How are activities encoded/represented in analytics?
- Does a click = learning?
- Current models based on access, view time, completion
- No sense of what was happening outside of the machine
- We know learners game online learning to satisfy analytics
- What is useful, what is real?

### ACTIVITY 4

How will you know what happened?

A large, faint, light gray gear graphic is centered in the background of the slide. It has a circular center with concentric rings and a gear-like outer edge.

### ACTIVITY 5

Usability testing

Laptops:

<https://www.nobelprize.org/educational/medicine/bloodtypinggame/>

iPad: <http://www.learningnurse.org/index.php/assessment/games>

A large, faint, light gray gear graphic is centered in the background of the slide. It has a circular center with concentric rings and a gear-like outer edge.