



# Assessing & Tracking General Capabilities/ Graduate Attributes

ReView platform scaffolds rigorous assessment design and development of student evaluative judgement

UTS R&D → SaaS <a href="http://academ.com.au/review">http://academ.com.au/review</a>

Illustrated powerfully by Liverpool Boys High School

# ReView platform

Helping students see how they're developing transferable Graduate Attributes, mapped against a Subject's Learning Outcomes

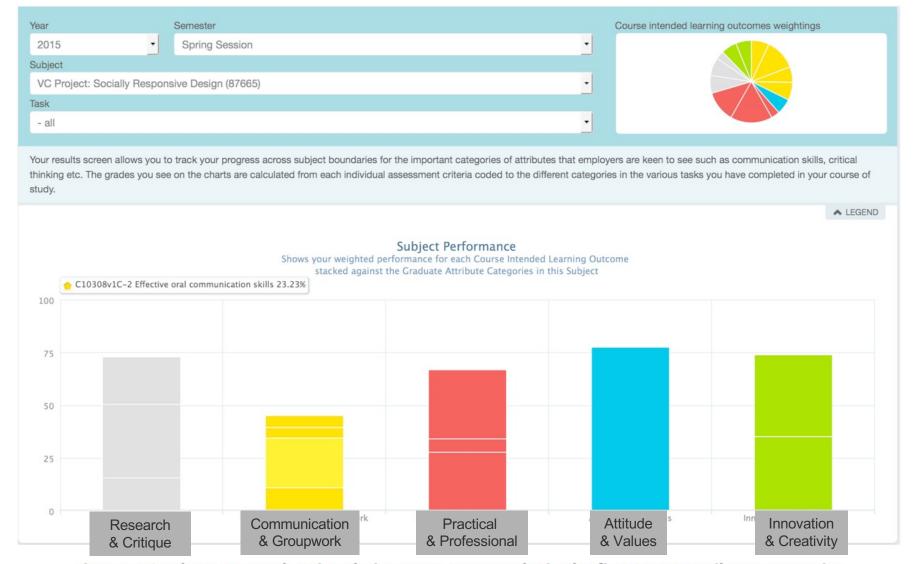


Figure 5: Student screen showing their assessment results in the five CAPRI attribute categories in one subject or unit of study

# ReView platform

Visual interface for selfassessment, enabling benchmarking against cohort average, and the tutor's assessment

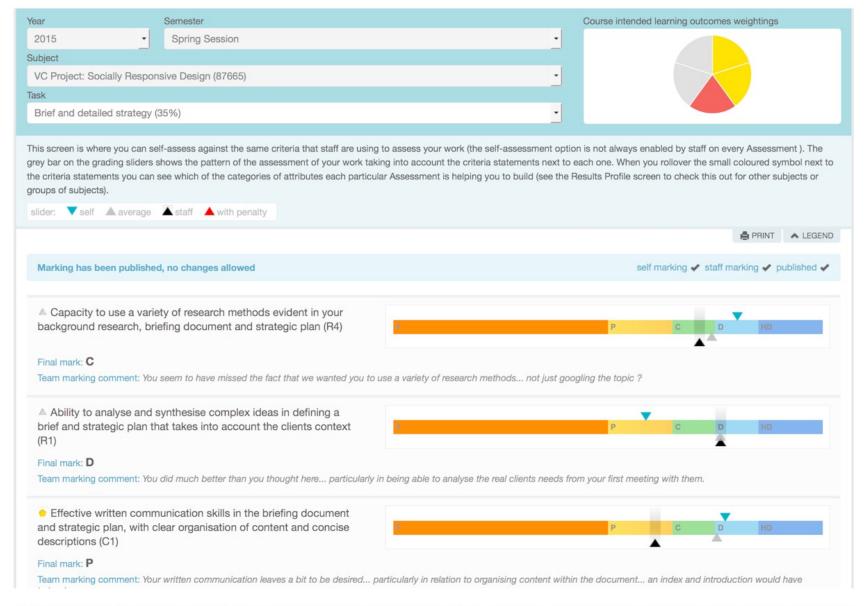


Figure 4: Student view of the marking screen for a task after a staff member has marked and published their own gradings and comments

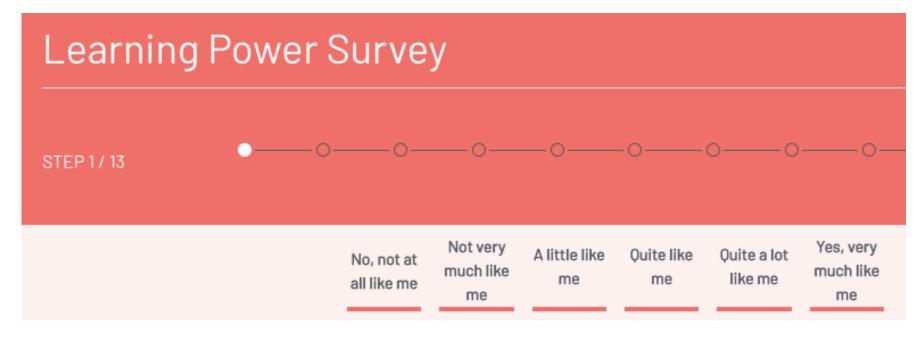


## Learning Journeys -

Learner self-report: scaffolding for a personal inquiry project, including personalised formative feedback on learning dispositions → peer/mentor coaching conversations

Student/staff orientation site: <a href="https://LearningJourneys.uts.edu.au">https://LearningJourneys.uts.edu.au</a>

CIC Homepage: <a href="https://cic.uts.edu.au/tools/learning-power">https://cic.uts.edu.au/tools/learning-power</a>



### **Learning Power**

~20min 65 item survey Validated through 20 years' research

l like to find	d my own wa	ays of doing	things		
0	0	0	0	0	0
l have at le in my learn	ast one pers ing	son close to	me who I c	an turn to fo	or guidance
0	0	0	0	0	0
l like to try	out new lea	rning in diff	erent ways		
0	0	0	0	0	0

Deakin Crick, R., Huang, S., Ahmed Shafi, A. and Goldspink, C. (2015). **Developing Resilient Agency in Learning: The Internal Structure of Learning Power**. *British Journal of Educational Studies*: 62, (2), 121-160. http://dx.doi.org/10.1080/00071005.2015.1006574

I make connections between what I am learning and what I have



## Setting a **stretch target** on your Learning Power profile

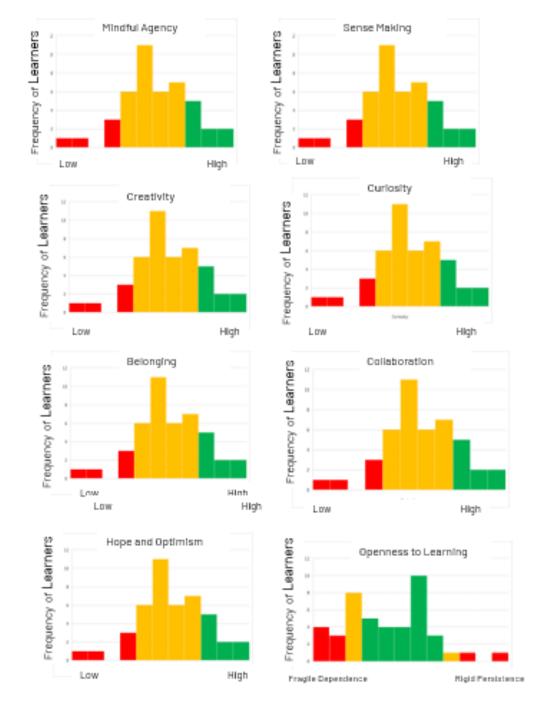


# Anonymised cohort analytics for the subject coordinator

Distribution across each LP dimension for the cohort

A heads-up on how the cohort sees themselves...

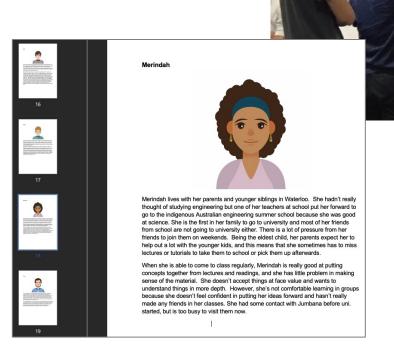
In a larger cohort comparisons may be statistically meaningful

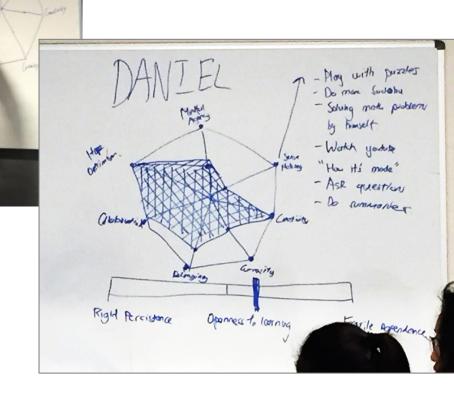


### Making Learning Power profiles focal objects for learning

UTS Engineering (Anne Gardner)







Workshop: http://aaee-scholar.pbworks.com/w/page/117254061/Adelaide%20workshop%2021st%20April

AAEE 2017 paper: <a href="https://www.researchgate.net/publication/322244152">https://www.researchgate.net/publication/322244152</a> Characterising the learning dispositions of first year engineering students



## TRACK Skills Analytics-

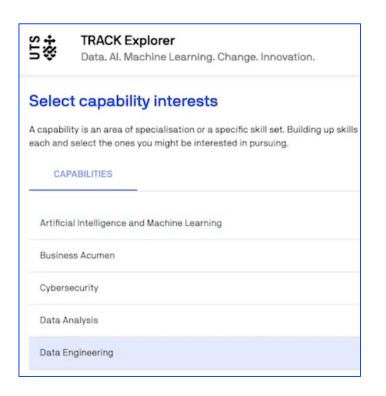
Scaffolding for personal skills diagnosis, including personalised feedback on learning/career pathways

CIC Homepage: https://cic.uts.edu.au/tools/track-skills-analytics

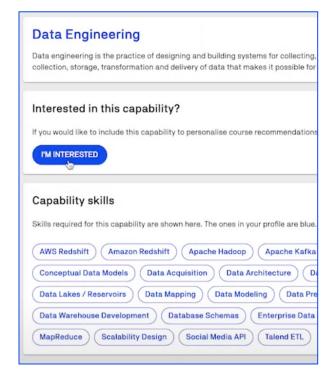
### Skills Analytics:

### Tailored feedback on learning/career path choices

Upload your CV, and build your skills profile. Then...





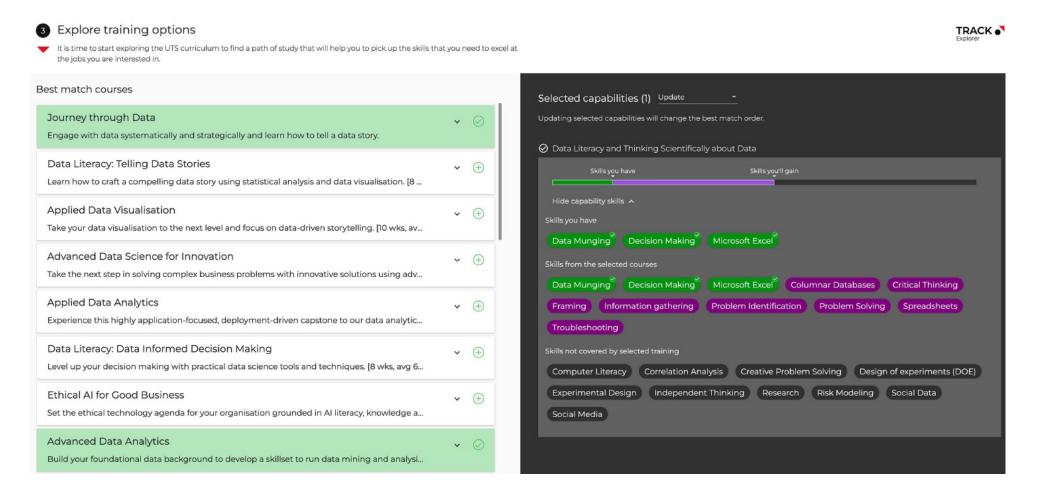




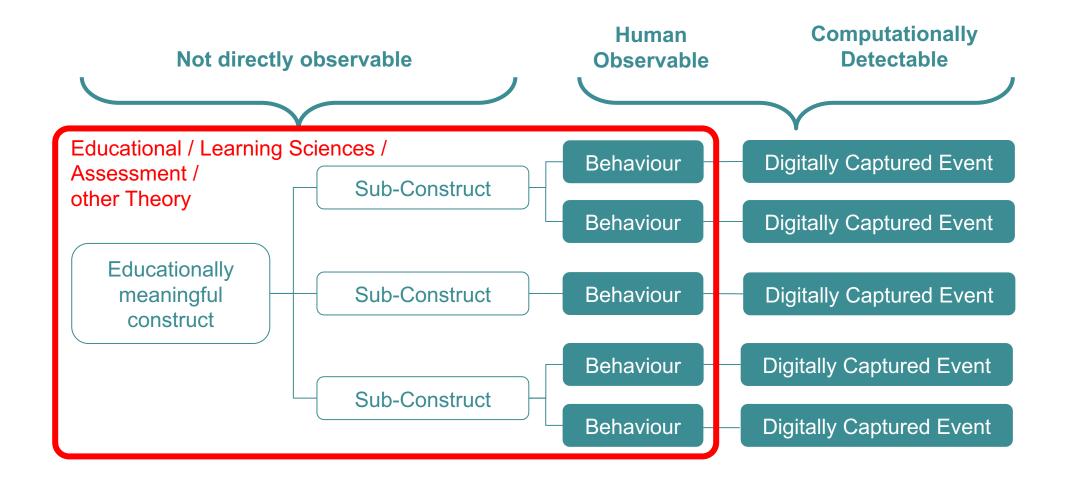
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Select U	ITS Open courses			
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Ethical Al fo	or Good Business			
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Applied Da	ta Analytics for Cybersecurity			
Data Analy	tics Foundations			
Advanced I	Data Science for Innovation			
What Does Facebook Know about You?				

### Skills profile matching from NLP and jobs data:

→ tailored feedback on learning/career path choices



### "From clicks to constructs"



## Validating LA behavioural indicators as evidence for learner capability

New Bond

In addition to the work of University of Melbourne Assessment Research Centre...

https://education.unimelb.edu.au/arc

Towards Strengthening Links between Learning Analytics and Assessment: Challenges and Potentials of a Promising



# Metrics for **spatial** and **inductive ability** in Minecraft correlated with other validated measures



Peters, H., Kyngdon, A., & Stillwell, D. (2021). Construction and validation of a game-based intelligence assessment in minecraft. *Computers in Human Behavior, 119*, 106701. https://doi.org/10.1016/j.chb.2021.106701



### Computers in Human Behavior

Volume 119, June 2021, 106701



### Construction and validation of a game-based intelligence assessment in minecraft

Heinrich Peters <sup>a</sup> ♠ ☒, Andrew Kyngdon <sup>b</sup> ☒, David Stillwell <sup>c, d</sup> ☒

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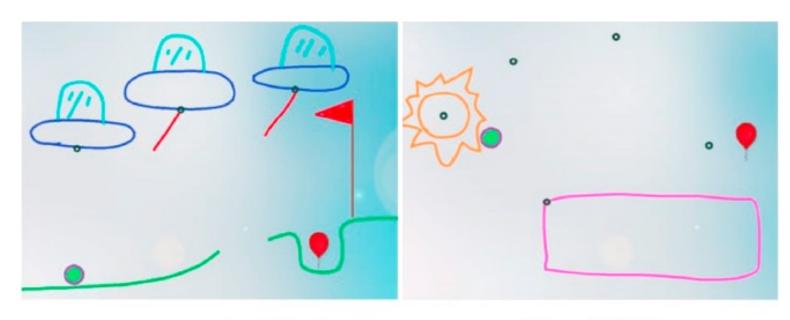
https://doi.org/10.1016/j.chb.2021.106701

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#### Abstract

Video games are a promising tool for the <u>psychometric assessment</u> of cognitive abilities. They can present novel task types and answer formats, they can record process data, and they can be highly motivating for test takers. This paper introduces the first game-based intelligence assessment implemented in Minecraft, an exceptionally popular video game with more than 200 m copies sold. A matrix-based pattern completion task (PC), a mental rotation task (MR) and a spatial construction task (SC) were implemented in the three-dimensional, immersive environment of the game. PC was intended as a measure of inductive reasoning, whereas MR and SC were measures of spatial ability. We tested 129 children aged 10-12 years old on the Minecraft-based tests as well as equivalent pen-and-paper tests. All three scales fit the Rasch model and were moderately reliable. Factorial validity was good with regard to the distinction between PC and SC, but no distinct factor was found for MR. Convergent validity was good as abilities measured with *Minecraft* and conventional tests were highly correlated at the latent level (r = 0.72). Subtest-level correlations were in the moderate range. Furthermore, we found that behavioral log-data collected from the game environment was highly predictive of performance in the Minecraft test and, to a lesser extent, also predicted scores in conventional tests. We identify a number of behavioral features associated with spatial reasoning ability, demonstrating the utility of analyzing granular

# Metrics for **creativity** in a game correlated with other validated measures of creativity



"Derp Invasion" (9/11)

"Sunny" (3/11)

Shute, V. J., & Rahimi, S. (2021). Stealth assessment of creativity in a physics video game. *Computers in Human Behavior*, *116*, 106647. https://doi.org/10.1016/j.chb.2020.106647



### Computers in Human Behavior

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Volume 116, March 2021, 106647

### Stealth assessment of creativity in a physics video game

Valerie J. Shute <a> ☒, Seyedahmad Rahimi</a>

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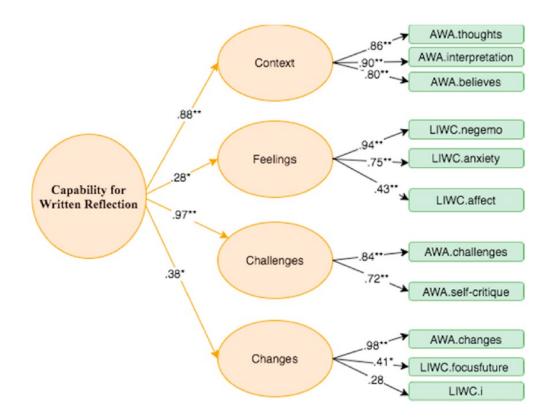
https://doi.org/10.1016/j.chb.2020.106647

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#### Abstract

Creativity has been of research interest to psychologists dating back many decades, and is currently recognized as one of the essential skills needed to succeed in our complex, interconnected world. One medium that has affordances to assess and support creativity in young people is video games. In this paper, we briefly discuss the literature on video games and creativity and provide an example of current work being done relative to measuring creativity in the context of a game called *Physics* <u>Playground</u> using stealth assessment. To validate the stealth assessment of creativity, we conducted a one-group pretest-posttest study with 167 8th and 9th graders from a K-12 school in Florida. Results suggest that our stealth assessment of creativity is valid (i.e., our stealth assessment estimate significantly correlated with our external performance-based measures of creativity). Additional analyses revealed that creativity (i.e., estimated using our stealth assessment of creativity) significantly predicts in-game performance (e.g., number of levels solved), game enjoyment, and learning of physics content. We conclude with a discussion of future directions in this line of creativity research.

# A model of reflective writing ability validated against graded student writing



Liu, M., Kitto, K., & Buckingham Shum, S. (2021). Combining factor analysis with writing analytics for the formative assessment of written reflection. *Computers in Human Behavior, 120*, 106733. <a href="https://doi.org/10.1016/j.chb.2021.106733">https://doi.org/10.1016/j.chb.2021.106733</a>



### Computers in Human Behavior

Volume 120, July 2021, 106733



Full length article

## Combining factor analysis with writing analytics for the formative assessment of written reflection

Ming Liu a, b ∠ ☑, Kirsty Kitto b, Simon Buckingham Shum b

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https://doi.org/10.1016/j.chb.2021.106733 Get rights and content

The <u>formative assessment</u> of written reflection provides opportunities for

#### Abstract

students to improve their practice in an iterative manner using reflective writing. However, manual formative assessment of written reflection is time consuming and subjective. While progress has been made in deploying writing analytics tools to provide automated, formative feedback, few approaches to automated assessment are grounded in a validated, theory-based, formative assessment model. To address this, we propose a five-factor model of the Capability for Written Reflection (CWRef), grounded in the scholarship of reflective writing pedagogy. This paper uses Confirmatory Factor Analysis to validate the CWRef model by examining the relative contributions of textual features, derived from writing analytics, to each factor in the model, and their contributions to CWRef. The model was evaluated with two reflective writing corpora, showing which textual features, derived using Academic Writing Analytics and Linguistic Inquiry & Word Count, were significant indicators of factors in both corpora. In addition, it was found that the reflective writing context was an important factor influencing the validity of the CWRef model. Finally, we consider how this new analytical assessment model could enable improved tracking of progression in reflective writing, providing the basis for improved formative feedback.

### Summary

Learner Profiles can be derived from theoretically-grounded analytics applied to digital traces from learner activity.

They're beginning to be validated in the research labs, opening new possibilities for sustainable, rigorous profiles.

They should be combined with current indicators derived from rigorous assessment, teacher observation, and learner self-report.