# Mastery Grids: An Open-Source Social **Educational Progress Visualization**



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#### 1. MOTIVATION

- Many pieces of educational software are underused [1]
- Solutions
  - Open learning model [2]
  - Social visualization [3,4]
  - Combination thereof: Social progress visualization

#### 2. CLASSROOM EVALUATION

- Fall 2013 term
- School of Information Sciences, University of Pittsburgh
- Courses
  - Object Oriented Programming (Java; undergraduate)
  - Database Management (undergraduate)
  - Database Management (graduate)
- Two content-access and/or progress-visualization interfaces
  - Mastery Grids (MG)
  - Links
- Material
  - Questions (QuizJet [5] and SQLKnot [6])
  - Examples (WebEx [7])

Course	Students -	Sessions			Material	
		0	1-3	4+	Examples	Questions
O.O. Programming (undergrad)	35	4	18	13	75	94
Databases (undergrad)	83	54	26	3	64	46
Databases (grad)	35	24	9	2		
TOTAL	153	82	53	18	139	120

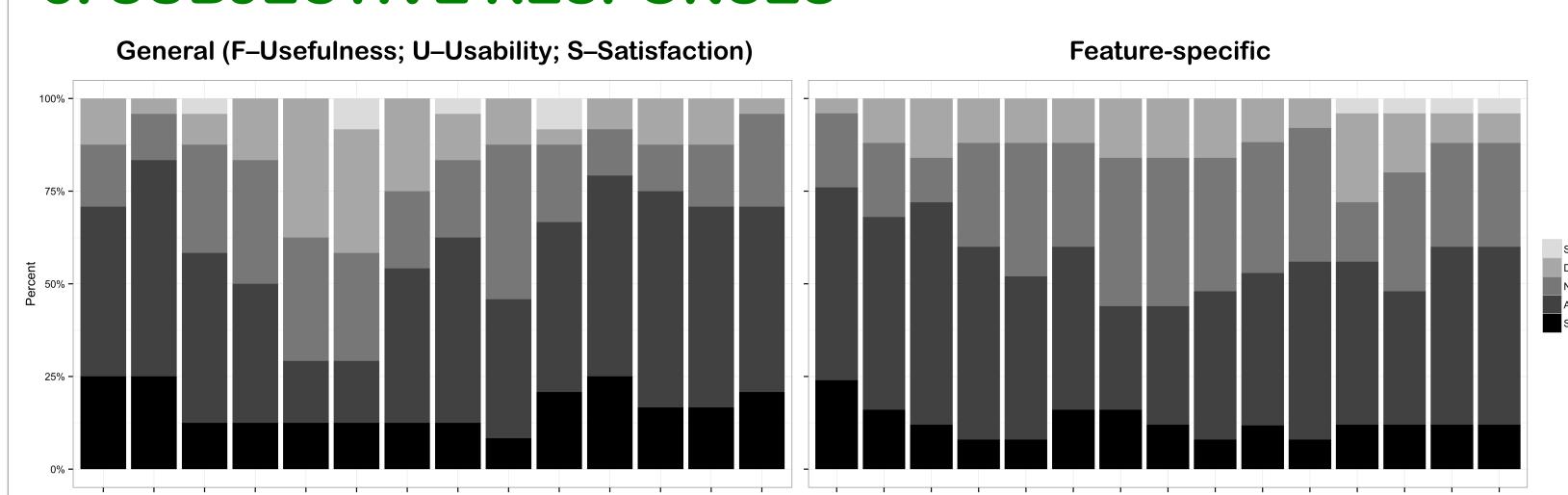
#### 3. USAGE PATTERN ANALYSIS

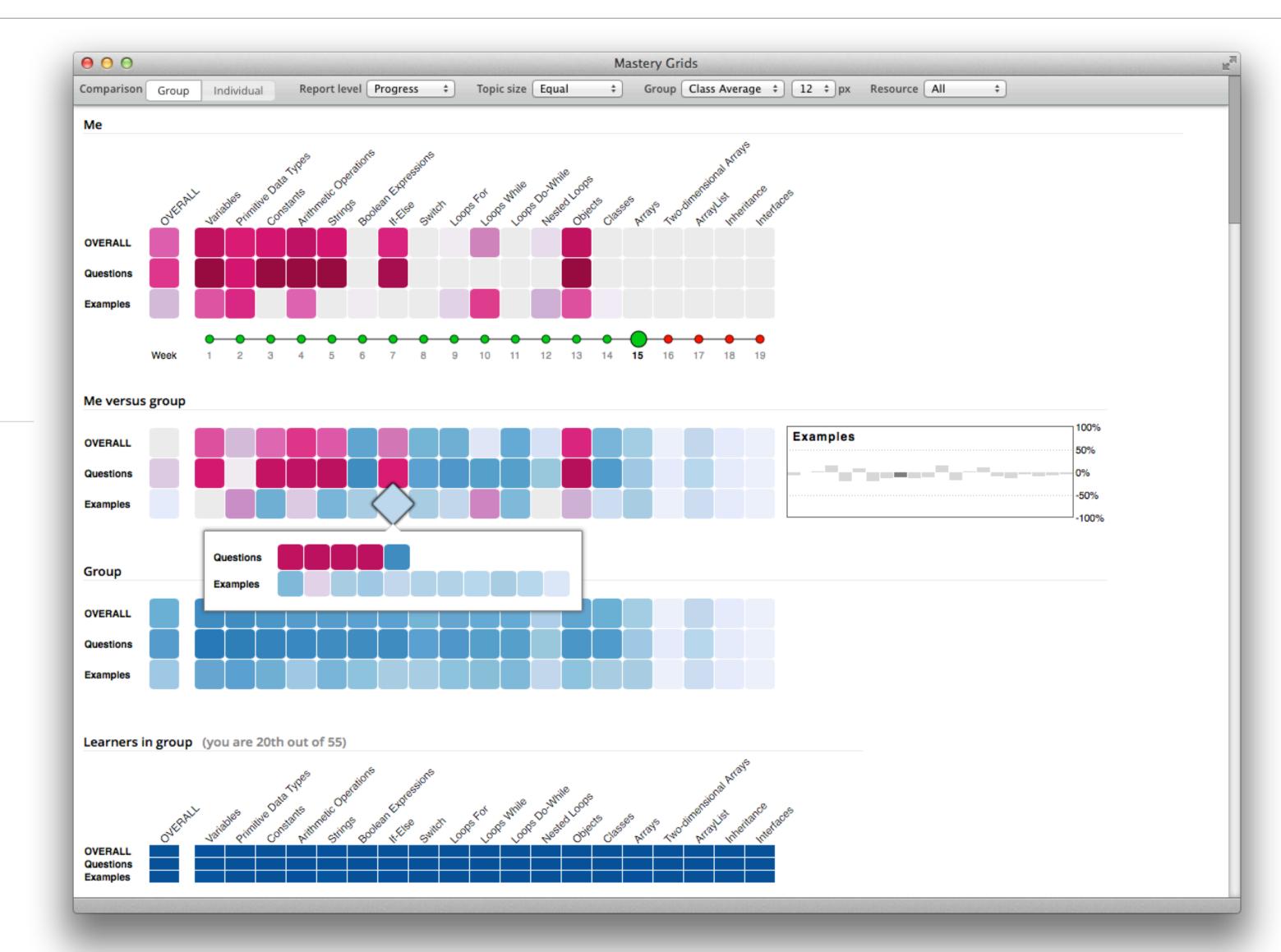
- Java course only
- Preliminary results
- Students who used MG seemed to get more engaged with selfstudy content in that
  - They answered more questions
  - Tried more examples
  - Inspected more example line comments
  - Got a higher correct question answer ratio
- The groups did not differ with respect to how quickly they explored the material space (activity access per minute)
- The MG group worked with the content more productively by accessing questions (both those they had already seen and those they had not) at a higher rate [8]

## 4. MATERIAL EXPOSITION AND FINAL GRADES

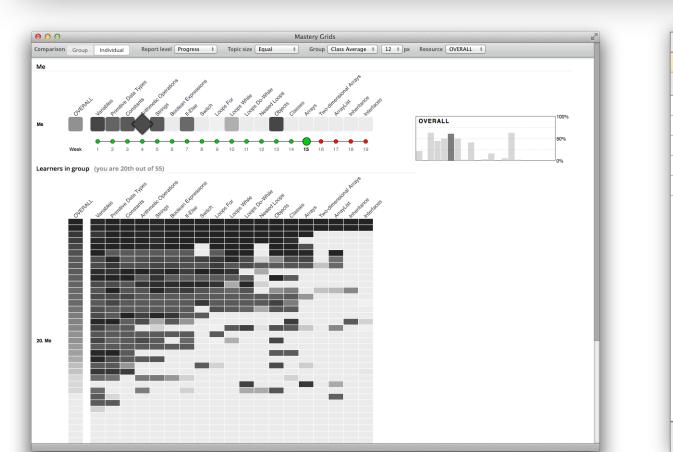
- All three courses
- Alternative explanations
  - Performing one educational action was associated with an increase of 0.016 in the final grade (SE=0.007; p=.0187)
  - Students which ended up getting a better grade were also the ones more likely to be engaged with supplementary educational tools

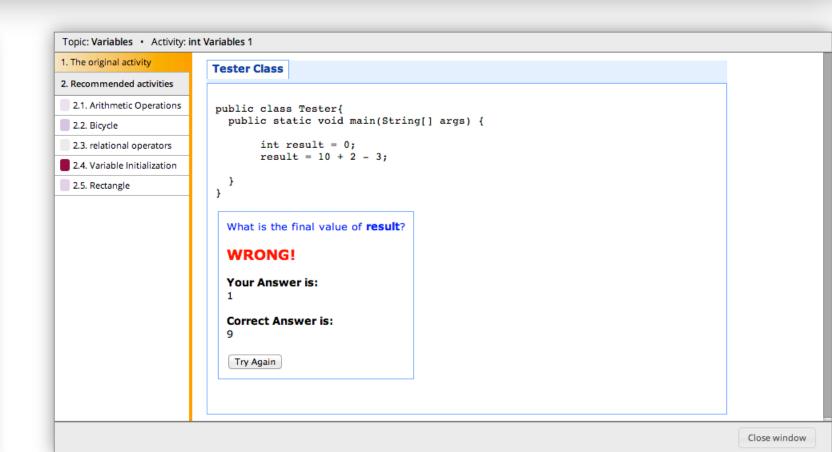
### 5. SUBJECTIVE RESPONSES

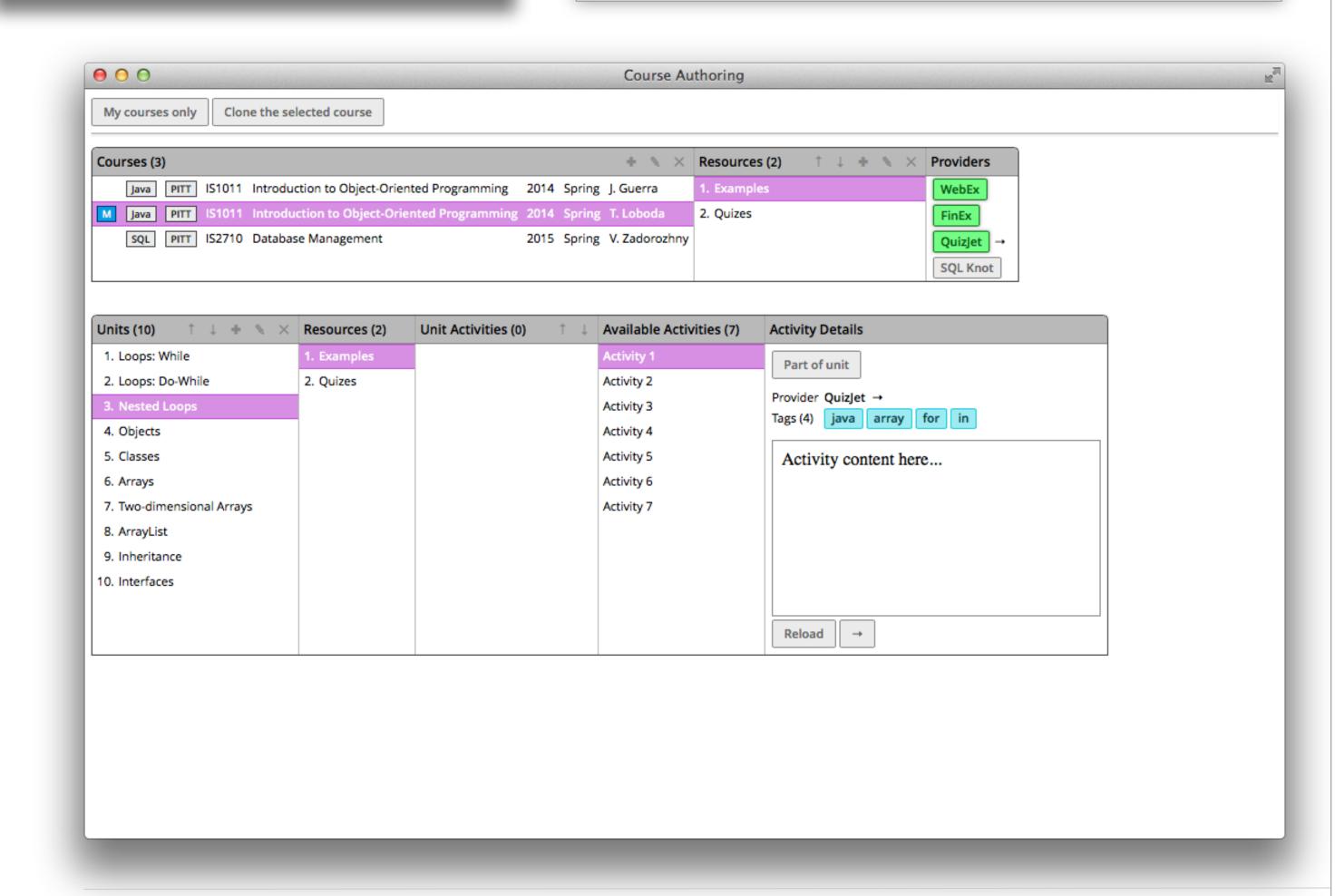












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