

### The Targeted Course

- Each outcome is assessed using a comprehensive, in-lab practical exam consisting of:
  - standardized multiple-choice questions that gauge understanding of content
  - analysis/design questions that gauge basic skills
  - application programming questions that gauge
- more advanced (synthesis) skills

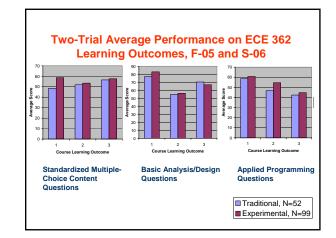
  Standardized examination questions and
- procedures facilitate meaningful comparisons among cohort groups

# **Experimental Course Format (DPS)**

- Lecture content delivered via video streaming
- Contact hours used for collaborative problem solving in small-group settings (multiple sections)
- Conducted in lab so that a variety of hands-on exercises could be completed (DPS page)
- Instructor walk-through of solution (via Net Meeting) once sufficient time given to work each problem
- Students' "homework" score based on attendance and participation in DPS sessions
- Traditional lecture division run in parallel with experimental division (students were given choice of course format)

### Preliminary Results (F-05 / S-06)

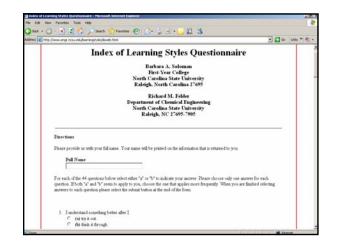
- For each trial, approximately 2/3 of the students selected the experimental course format
- Based on survey results, a significant majority (78% F05, 93% S06) believed that the on-line lecture and directed problem solving combination *helped them learn the course material better*
- A majority (67% F05, 79% S06) also said they would choose the experimental format in another ECE course
- An adjustment made for the S-06 trial was to schedule the DPS sessions prior to students' lab periods
- The directed problem solving cohort exam average was generally higher than that of the traditional lecture cohort (most notably for higher-order problem solving skills)



#### Advantages and Challenges Advantages and Challenges Challenges Advantages - ensuring students "keep up" with virtual lecture - direct, immediate feedback on problem solving methodology ("bi-directional") • on-line quizzes and/or resource utilization tracking tools are often easy for students to circumvent - ability of students to employ "cognitive rehearsal" • in-class quizzes to track progress take time away (talking through how to solve a problem with their from problem solving ("useful work") and incur partner) additional overhead significantly less day-to-day overhead (handling - ensuring students use the collaborative problem homework and giving lecture) solving sessions "wisely" students have more control over their education • coming to class with their annotated notes (can attend "virtual lecture" when best for them) • not just "sitting there" and attempting to learn by osmosis

# Current Work

- Third trial in ECE 362 currently underway, again with parallel divisions
- Similar model developed for sophomore-level prerequisite course (ECE 270 *Introduction to Digital System Design*) – first trial with parallel divisions currently underway
- Used on-line ILS Questionnaire to help students
   decide which course format might be best for them



## How ILS Survey Results Utilized

- On-line 44-item questionnaire that assesses preferences on four dimensions
  - Active / Reflective
  - Sensing / Intuitive
  - Visual / Verbal
  - Sequential / Global
- The traditional lecture division was recommended for students with some combination of reflective, verbal, and/or sequential preferences
- The directed problem solving division was recommended for students with some combination of active, visual, and/or global preferences

### Tips for Potential Adopters

- On-line lecture content doesn't need to be "super fancy" to be reasonably effective
- Employ some mechanism to help ensure students "keep current" with on-line content
- Give students a choice of course format if possible this will give them perhaps their first opportunity to think about (and hopefully discover) how they best learn