## **Bootstrapping Virtuous Active Learning Cycles**

- "Inquizitiv" an online tool that provides:
  - continuous active learning & creative learning
  - continuous feedback to students
  - continuous signal of student understanding to instructor
  - semi-supervised learning from instructor interaction

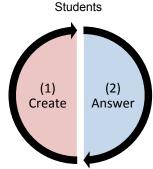
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# **Basic Solution: Students Create & Answer MCOs**



Connect both challenges in one solution:

(1) Students create challenging Multiple-Choice Questions (MCQs) based on topics discussed in class (2) Other students answer these MCQs maintaining continuous interaction and receiving feedback

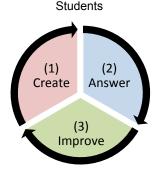
#### Remaining Problem:

How do we ensure high quality of the contributions?

### Challenge 1: Active Continuous Learning

- Actively engaging in solving problems is better than passively consuming learning material
- Continuous engagement with the current conduct of the class enhances learning
- Student's continuous involvement should be measurable, and easy to give feedback on
- Current Approaches
  - Occasional guizzes and tests → not continuous
  - Discussion boards and blogs → Uneven participation
  - Practice exercises → Hard to create and maintain

## 3<sup>rd</sup> Component: Students Improve & Finalize MCQs



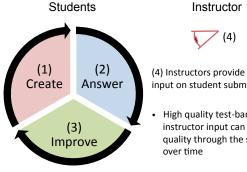
(3) Students improve MCQs and choose among best alternatives

- "Peer reviewing" other students and seeing other reviews is known to add to the learning of students
- resulting in a Virtuous Active Learning Cycle where each step helps students learn and enables the other 2 steps

### **Challenge 2: Creative Learning Experiences**

- Constructing a new artifact (creative problem solving) is as important as solving existing structured problems (deductive problem solving)
- Exercises should be made constructive rather than confirmable (choosing an existing solution)
- Current Approaches:
  - Journals and personal learning diaries → Hard to give feedback
  - Long-term projects → Hard to source and inappropriate for basic classes

## 4th Component: Instructor Bootstraps the Cycle



(4) Instructors provide selective input on student submissions

High quality test-banks and instructor input can propagate quality through the system

### **Additional Benefits**

#### Scale

 Machine Learning techniques surface most ambiguous MCQs to verify and focus limited instructor time for optimal use

#### Signal

- System calculates dynamic ranking of students giving instructors a continuous signal of student participation, and giving students continuous feedback

### **Current Prototype Design**





Students create

several MCQs



and make improvements



3. Answer & Finalize

Students vote on best improvements and finalize

4. Instructor seed interaction Instructor answers MCQs surfaced by

Student leaderboard system and chooses

System dynamically determines best contributors and participation

