Classroom Application, and Assessing Educationals Impacts of Geoscience Video Animations

Jeffrey G. Ryan Victor J. Ricchezza Christy Bebeau University of South Florida, School of Geosciences

About Using Videos/Animations in the Classroom:



Showing them is good. But using them (and assessing your students' learning outcomes) is better

Frequent, low-stakes assessments foster student learning...

- "Just in time..." assignments
 - have students watch them and answer questions ahead of class, toward addressing misconceptions/ challenges during class time
- Combine with "clicker question" classroom prompts (e.g Crouch and Mazur 2001)
 - Show video, ask a "meaty" question, have students vote on the answer, and brainstorm on correct response
 - "Think-pair-share" strategies can work here...

Using Videos/Animations in the Classroom:

Continental rifts, New Oceans, & Passive Continental Margins: For Beginners

Science Rehin

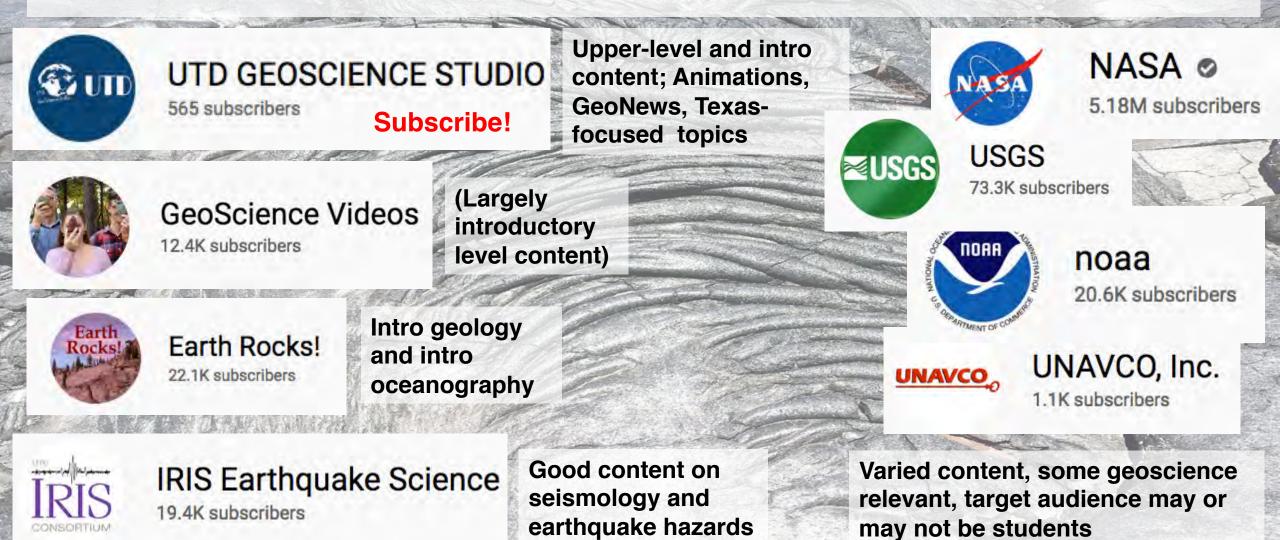
Videos in lieu of textbook reading(?!?)

- One can work from the videos re: content, with supplemental readings as student supports.
 - Why? Students will watch a video, but may/may not read a chapter
 - Combine with written or "sketch" assessments
 - [Students want to do image captures. I make them write or sketch something to demonstrate their understanding...]
 - The big need for doing this a rich supply of engaging, scientifically accurate videos/animations on varied geoscience topics!

Continental rifts, New Oceans, & Passive Continental Margins: Plate Tectonics Basics 2

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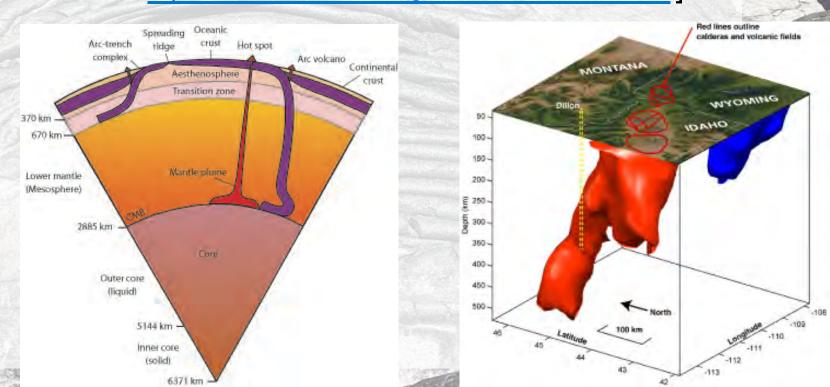
Some sources for high-quality geoscience videos/animations for the classroom:



Assessing educational effectiveness of video animations.: First – what are they?

Geoscience Animations are <u>Visualizations</u>:

- "Visualizations can present massive amounts of information to help scientists identify relevant patterns and processes in nature." [Mackay, Starting Point collection, https://serc.carleton.edu/introgeo/visualizations/index.html]
 - Animations
 - Profiles
 - Cross-sections
 - Imagery
 - Etc.



Teaching/Learning with Visualizations:

- Sibley, D. (2005) Visual abilities and misconceptions about plate tectonics. Journal of Geoscience Education, 53, 471-477
- Reynolds SJ, Piburn MD, Leedy DE, McAuliffe CM, Birk JP, Johnson JK (2006) The Hidden Earth—Interactive, computer-based modules for geoscience learning, In: Manduca CA, Mogk DW (eds) Earth and Mind: How Geologists Think and Learn About the Earth. Geological Society of America Special Paper 413, pp 157-170
- Dutrow, BL (2007) Visual Communication: Do You See What I See? Elements v3 pp119-126
- Whitmeyer, S., DePaor, D., Bailey J., Orndorf, T (eds) (2012) Google Earth and Visualizations in Geoscience Education and Research. Boulder, CO, GSA Special Paper 492.
- Stofer, KA (2016) When a Picture Isn't Worth 1000 Words: Learners Struggle to Find Meaning in Data Visualizations. J. Geoscience Education 64, 231-241

Geoscience Animations are Models:

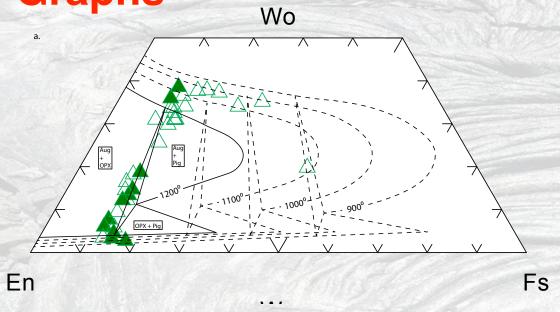
 "A model is a representation of structure in a physical system and/or its properties. It describes (or specifies) four types of structure:

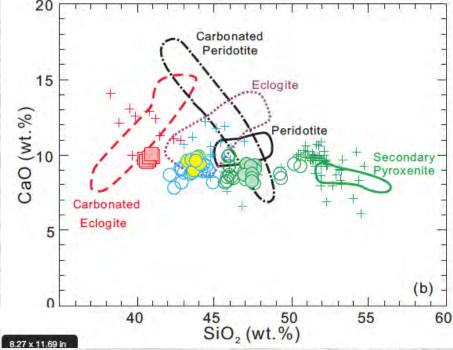
- **systemic structure** (composition (internal parts of the system), environment (external agents linked to the system), connections (external and internal causal links))
- geometric structure (position with respect to a reference frame (external geometry), configuration (geometric relations among the parts)
- **temporal structure** (changes in state variables or system properties, expressed w/r/t time or via mathematical relations)
- interaction structure (interaction laws expressing interactions among causal links, usually as function of state variables)"
 - [FROM: Modeling Methodology for Physics Teachers, 1997 http://modeling.asu.edu/modeling/ModMeth.html]

Teaching/Learning with Models:

- Gobert JD & Buckley BC (2000) Introduction to model-based teaching and learning in science education, International Journal of Science Education, 22:9, 891-894, DOI: 10.1080/095006900416839
- Gobert, J.D (2005) The Effects of Different learning Tasks on Model-building in Plate Tectonics: Diagramming Versus Explaining. Journal of Geoscience Education, 53, 4; 444-455

Geoscience Animations usually include Graphs

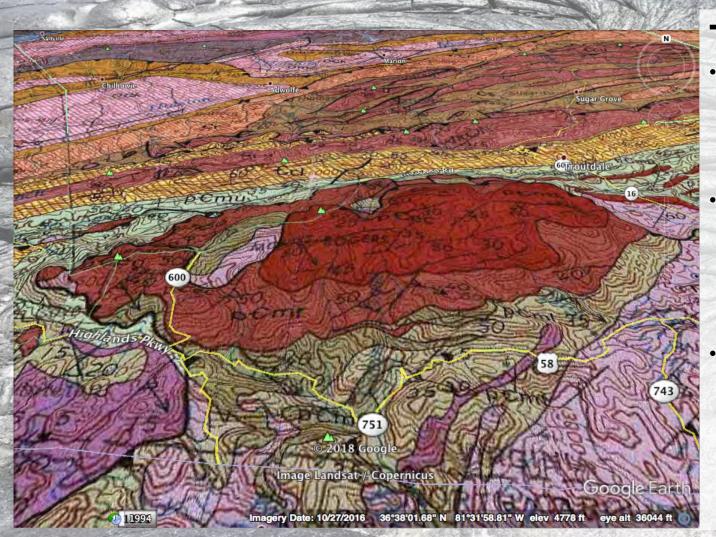




Teaching/Learning with Graphs

- Glazer, N (2011): Challenges with graph interpretation: a review of the literature, Studies in Science Education, 47:2, 183-210
- Tversky B, Morrison JB, Betrancourt M (2002) Animation: can it facilitate? International Journal of Human-Computer Studies 57: 247-262

Geoscience Animations usually include Maps



Teaching/Learning with Maps

- Kastens KA, Kaplan D, Christie-Blick K (2001) Development and Evaluation of "Where are We?" Map-Skills Software and Curriculum, Journal of Geoscience Education, 49:3, 249-266, DOI: 10.5408/1089-9995-49.3.249
- Kastens KA, Ishikawa, T. (2006)Spatial Thinking in the Geosciences and Cognitive Sciences: A crossdisciplinary look at the intersection of the two fields. In (Manduca CA and Mogk DW, eds) Earth and Mind: How Geologists Think and Learn about the Earth GSA Special Paper 413
- Liben LS and Titus SJ (2012) The importance of spatial thinking for geoscience education: Insights from the crossroads of geoscience and cognitive science. In Manduca, C, and Kastens K (eds). Earth and Mind II: A Synthesis of Research on Thinking and Learning in the Geosciences. GSA Special Paper 486, 51-70

So: there's a lot of pertinent literature... But what do we want to know re: using animations in our courses?

• Do they "work"?

- Do students find them engaging?
- Can students learn key concepts from them?
 - Do they in some way help or ameliorate the cognitive/ learning challenges identified in past work regarding visual information, maps, graphs, models or visualizations?
 - In other words: a very rich topic for research in geoscience education!!

Objectives in the UTD/USF Animations IUSE Project

- To establish a sustainable model for developing and refining geoscience video animations
 - (see previous presentations...)
- To develop resources that are educationally effective
 - Accurate scientifically
 - Presented clearly and effectively
 - Supportive of student learning
- To develop resources that will get used
 - Engaging for Students
 - Engaging/effective enough to faculty that they'll make use of them in courses!

USF role: data collection/analysis

Geoscience Animations: Evaluative Data collection -Objectives and ambitions

- Are the animations and videos scientifically accurate?
 - Before public presentation: Reviewed by at least two (and generally more) content experts for scientific accuracy and clarity of presentation.
 - Formative evaluation: Feedback from viewers (at meetings, on Youtube, etc.)
 - Your part in this effort:
 - Please do send us your perspectives on the videos! We need your formative feedback!!

Geoscience Animations: Evaluative Data collection objectives/ ambitions

- Are the videos and animations engaging/comfortable to use for the students? (And, did they feel like they learned from them?)
- Instrument: Semi-structured interviews (three questions, with open-ended follow-up...)
 - "Think back to the computer animation on [*plate tectonics*] that you viewed in [*COURSE*]. Were those animations helpful to you in understanding the [*deep Earth*] processes they described? Please explain ."
 - "Did you have any difficulties with the animations? This can be something technical or conceptual. If so, please explain."
 - "How could the animations be improved [to help avoid misconceptions, confusion]"?

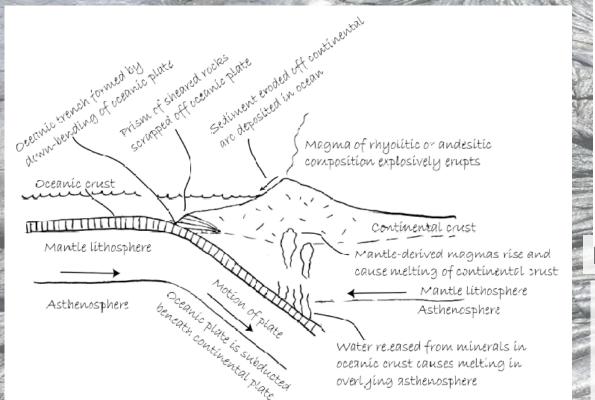
Geoscience Animations: Evaluative Data collection objectives/ ambitions

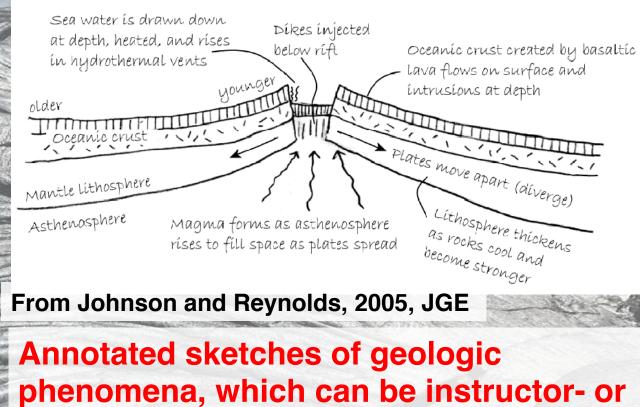
 Do the videos/animations facilitate learning and retention of the concepts presented?

Instruments:

- Student perceptions: Interview responses (see previous slide...)
- Learning Assessment: Concept Sketches
 (Johnson and Reynolds, 2005)

Concept Sketches:





- A quick and integrated way to assay student understanding of visually complex geologic processes
 - As student work product, annotated sketches may provide insights into issues related to visual geoscience learning as well as to general conceptual understanding (e.g., Gobert et al 1999; Piburn et al 2005)

student generated.

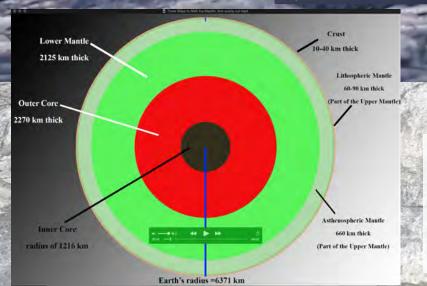
Targeted video animation:

Crust Libospheric Manule Monospheric Joo km Joo km

1800 °C

1200 °C

Three Great Ways to Melt the Mantle

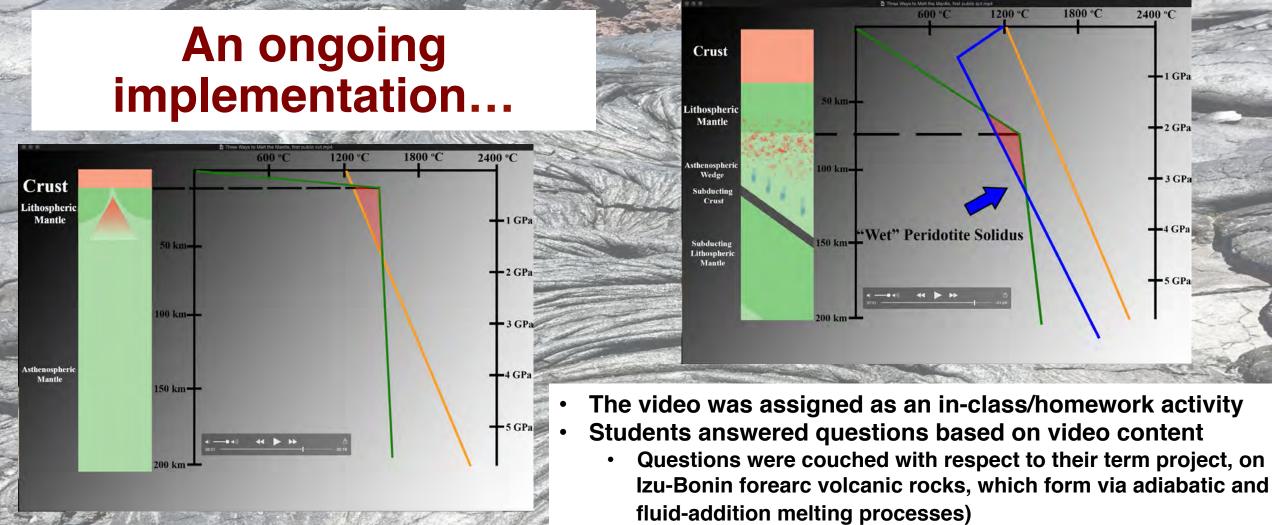


Footage Courtesy of USGS

Video discussion of where and why and how the mantle melts in the Earth.

- Target audience: Junior/Senior Geoscience majors
- Melting phenomena under three different conditions in three different tectonic settings

Phenomena are visualized via animated P-T diagrams of the geotherm and mantle solidus



- Piloted at USF, in GLY 3311C (Mineralogy, Petrology, Geochemistry) over three years
- Of 80 students, \approx 50% consented to participate (n = 40)

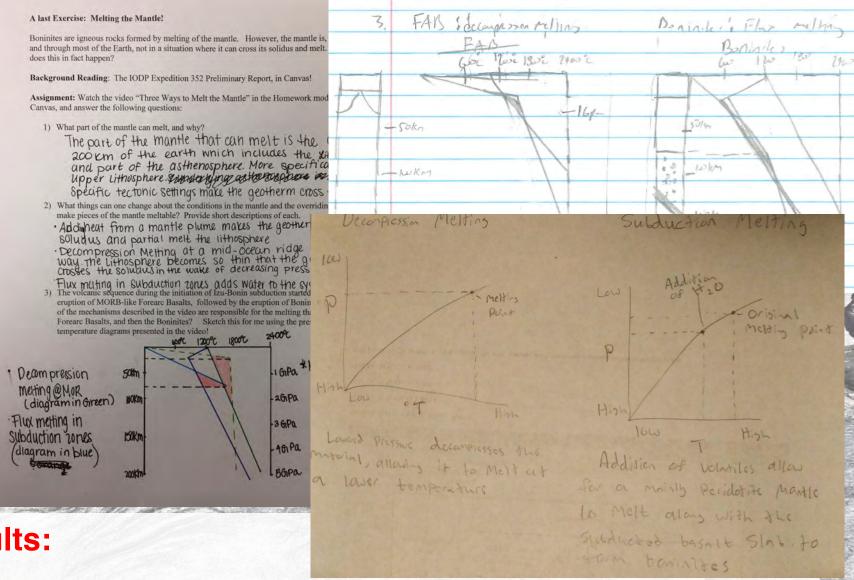
- Questions included a prompt to generate a concept sketch response.
- A similar concept sketch prompt was included as a question on the GLY 3311C final exam.
- Interviews were conducted with a subset of those who consented.

Concept sketch Scoring Rubric both for the activity and exam questions:

- 3 point scale.
 - Written responses correct =1
 - Correct diagram in sketch, with correct axes, etc. = 1
 - Correct annotation of the diagram = 1
 - ½ point for partly correct responses
 - 2 raters; good agreement

Classroom activity results:

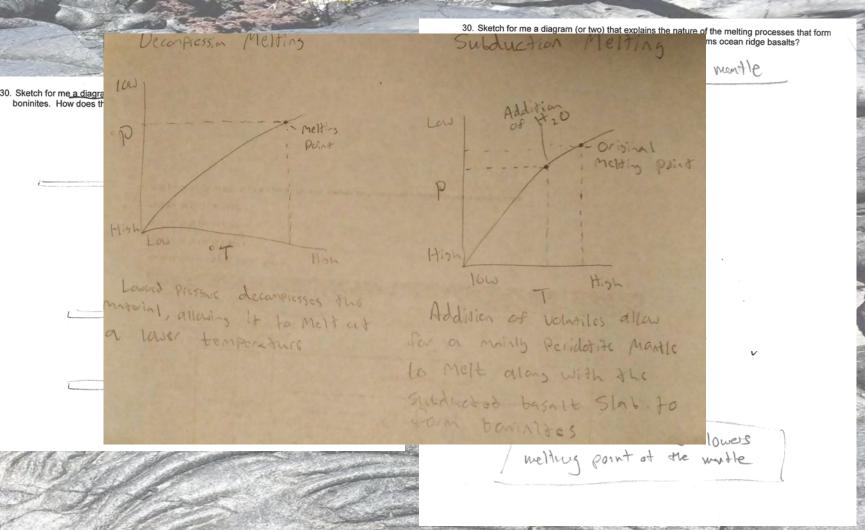
- Overall Score: 1.7 of 3
- Students mostly generated the correct diagram, if not with correct annotation.
 - Some generated "anomalous" diagrams, seemingly from first principles
- Verbal responses scored better than sketch responses (~0.8 vs. 0.6; i.e., they could explain what was going on better than they could sketch it)



Exam question results (~6 weeks later...)

Mean score: 0.7

- Written responses still OK (~0.6)
- <10% generated the correct P-T sketch as an explanation!
 - Nearly all others sketched subduction zone profiles!
 - The "anomalous" sketched graphs persisted.



Interview results (post-course)

- Students liked the animation as a way to learn
 - They thought it helped their learning re: mantle melting
- They want the sound to be leveled out (earbud shock: not good!)

Inferences (from our current data):

- Did students learn the concepts presented in the animation? Yes, apparently...
 - Need pre-test results to confirm the video's impact...
 - And... more data! (small classes require multiple iterations...)
- Visual content (like graphs, even animated ones) appears hard to ingest, cognitively speaking, and doesn't appear to persist readily.
 - Students could explain that which they could not draw. (??)
 - What visual content does persist? That which they've seen repeatedly (like plate tectonic profiles, which are in introductory and upper level texts)

Our ongoing work, now on three different videos...

- Continued "triangulation" re: assaying learning (i.e., perception + written responses + concept sketches)
- Comparing results for "familiar" vs. "unfamiliar" visual content (i.e., graphs of melting vs. map and profile views of the crust and lithosphere)
- Some additional qualitative probing re: the issues above.

Looking to the future...

- If you would like to develop videos and/or pilot videos in your courses, let us know!
 - We'll share our assessments, and get our IRB to talk to yours so you and your students can fully participate.
 - We'll share our videos and we'll test yours!
 - We'll use and credit your feedback on existing videos, and highlight your tested videos in the collection.
 - Trials in either upper-level or introductory courses are welcome, but we're very interested in how to adapt/edit existing upper-level videos for introductory audiences.

Please provide your feedback on our event!

https://www.surveymonkey.com/r/JV8K92K

Just five questions! Thanks in advance for your responses!