Flipped classroom learning in a large introductory undergraduate engineering course



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Despite all these purported advantages arising from blended teaching methods, the relation between usage of the blended learning environment and student's performance is not clearly understood. (Birch & Williams, H.E.R., 2015)



- This is the concluding report
- 2 x 2<sup>+</sup>-year TLRI-funded programs
- Surprising & unsurprising observations

# Why do this study? What's new?



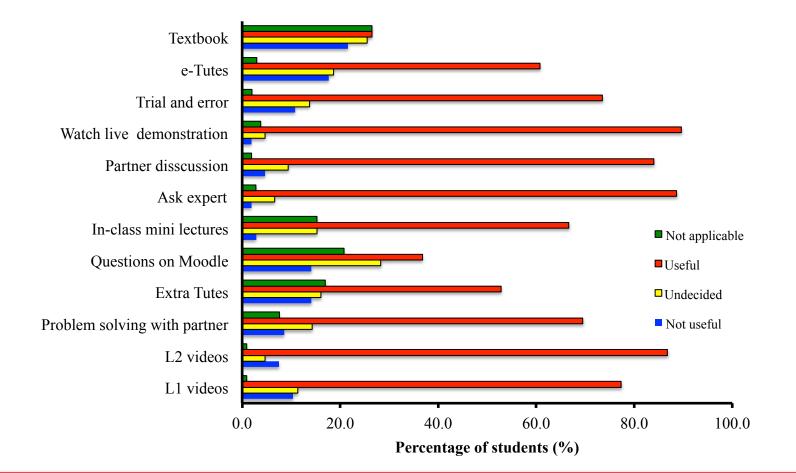
- Intensely-benchmarked large [electronics] class
- Strong Threshold-Concept (TC) emphasis

For same contact-hours (read "effort" or "cost"), does flipping give better learning in large, multilab-stream, class?

(Turns out it is all about the labs)

### **Quantitative Outcomes**





### Quantitative Outcomes

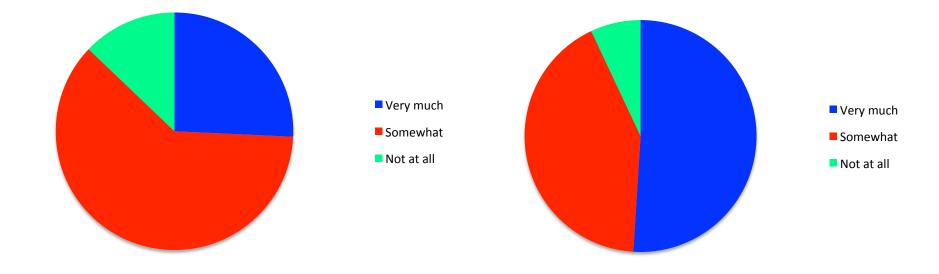




#### [our] videos helped me learn the key ideas in the course

# *Quantitative Outcomes* (a telling one)





Did flipping help?

Did bi-weekly IFATs (tests) help?

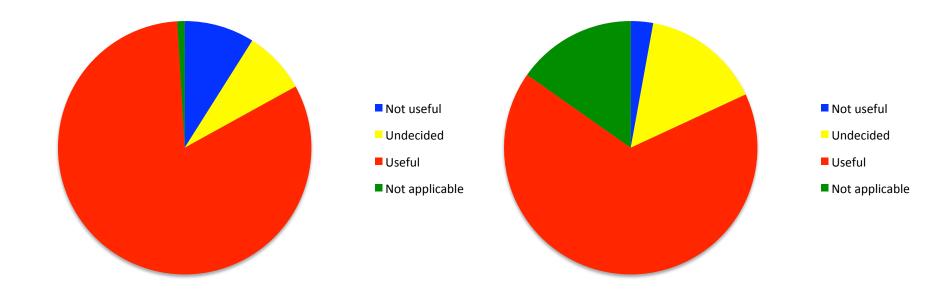
# (Mini-)Lectures vs Videos





### Lectures vs Videos



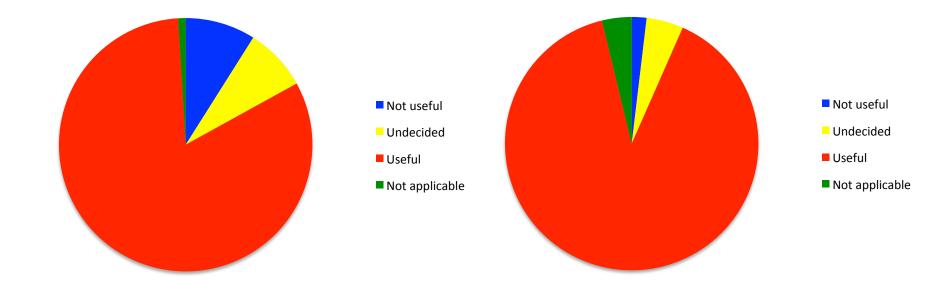


Lecturer videos

Live mini-lectures

### Lectures vs Videos





Lecturer videos

Live demonstrations!

### Qualitative Outcomes



#### Quote 1:

This is a really good way of running a class...

I like watching videos, it's so much more helpful than just sitting in a lecture room...

For a video you can – you can take notes, and try pausing it if you have a question.

It's sometimes easier to lose track [in a lecture], and also, you can make a list of questions ... and just go to your professor and ask him.

Quote 2: The ideal would be to have both [lectures and videos]

# Surprising observations



- Public video content weak on TCs
- Worse-than-expected video "attendance"
  → grades same
- Video non-attendance
  - $\rightarrow$  punished lab staff
- Solved the "phase problem"
- Not really good value (even ignoring the NRE)

# Unsurprising observations



- Low video "attendance" at lectures
- Students want BOTH lectures & videos
- Esprit de corps low
- ESL/working students especially prefer videos
- High-Q (best practice) videos appreciated

# [Optional] End, Thank you...







### Wilf Malcolm Institute of Educational Research

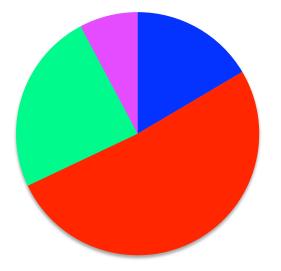
Te Pūtahi Rangahau Mātauranga o Wilf Malcolm

THE UNIVERSITY OF WAIKATO

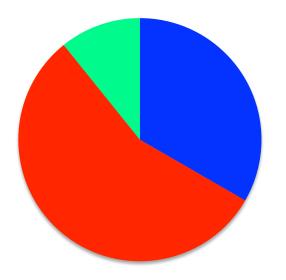


### **Quantitative Outcomes**





- Before Monday problem solving activities
- Before labs
- Both before Monday problem solving and before labs
- Other



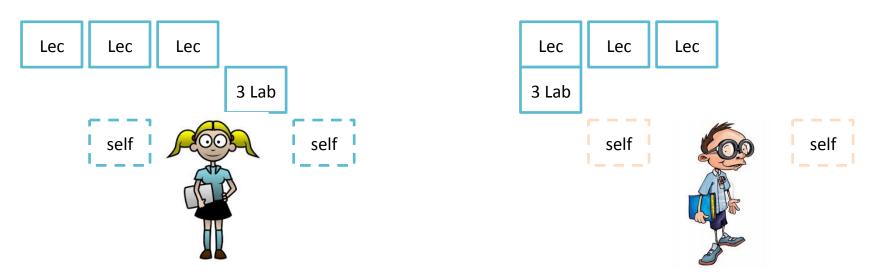


#### When did you watch?

#### Did you take notes?

# The Phase Problem



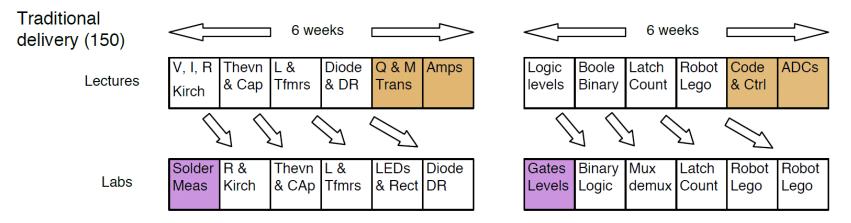


- Lectures:
- Labs:
- Lead time:

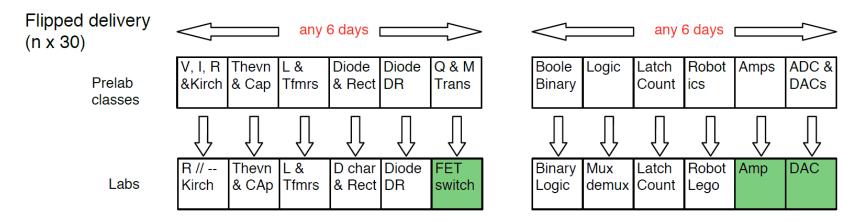
- 135-155 people, run once
- 30 people, 5 repeats/week
- 3—10 days per individual!

## **The Full Monte**





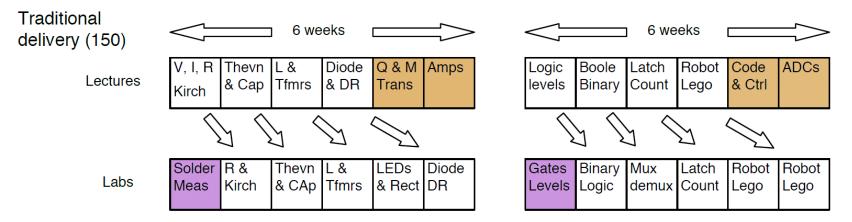
Phase delay-problem & lab rate limit causes "stand-alone labs" (no prep lectures) and "hanging lectures" (no associated labs)



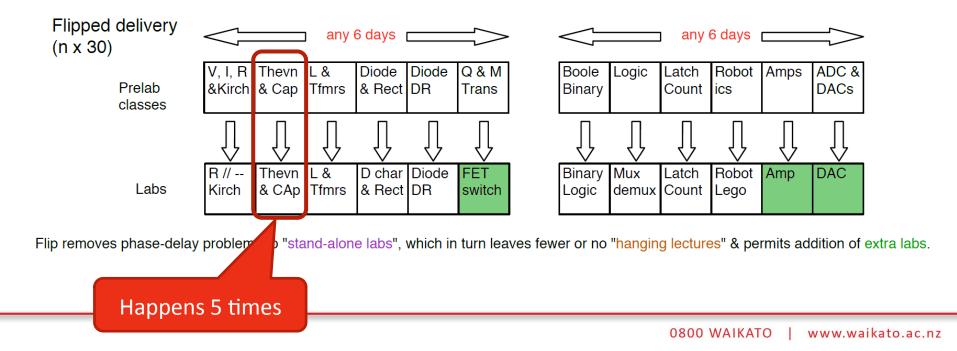
Flip removes phase-delay problem; no "stand-alone labs", which in turn leaves fewer or no "hanging lectures" & permits addition of extra labs.

## **The Full Monte**





Phase delay-problem & lab rate limit causes "stand-alone labs" (no prep lectures) and "hanging lectures" (no associated labs)







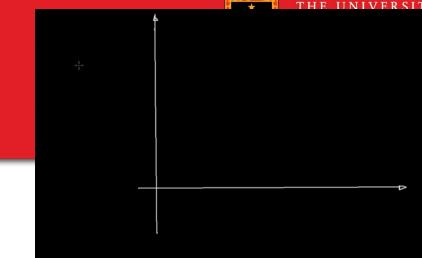
- Sliced paper into 5 independent parts
- Could run 5 staff and rank them

### Lightboard videos





### V=IR







# **Best Practices in "Lecture Videos"**



Sorden (2008) effective methods for educational multimedia:

- Worked example effect
- Completion problem effect
- Modality effects
- Contiguity effect
- Personalisation principle
- Redundancy principle
- Pre-training principle
- Pacing principle

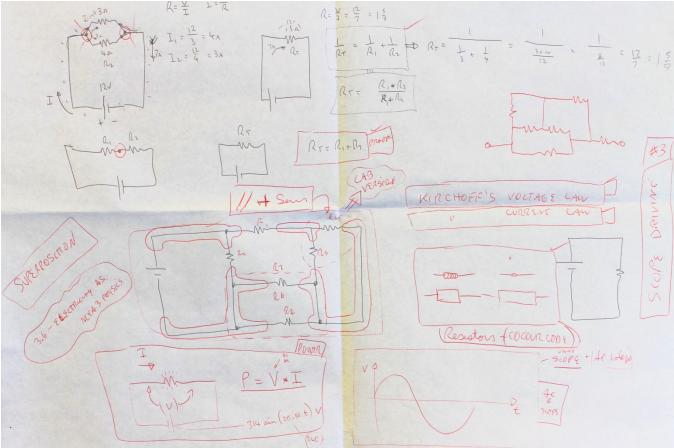
Guo, Kim & Rubin (2014) advise on creating "engaging" videos:

- Plan for and make short videos (under 6 min.)
- Use "talking heads"/human representations
- Production value might not matter
- Pre-production is important
- Declarative vs procedural videos

### How we made the videos

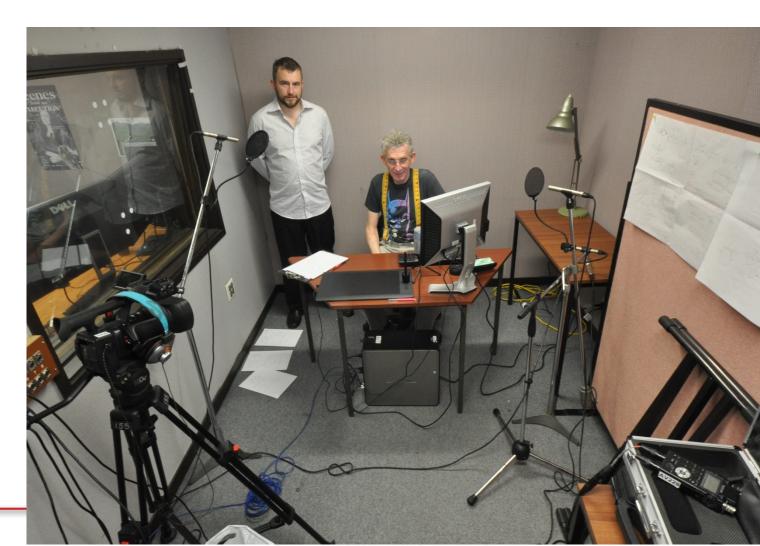


# 1<sup>st</sup> step: Pre-production



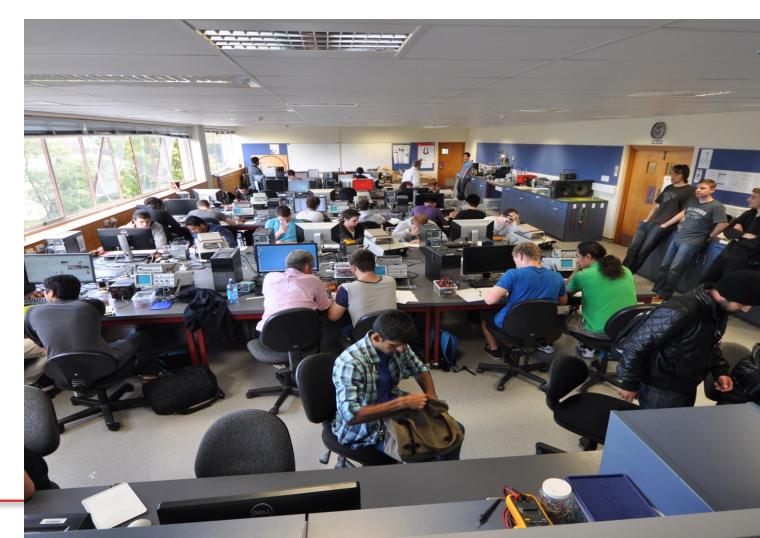


### 2<sup>nd</sup> step: Filming in controlled conditions





# 3<sup>rd</sup> step: Reducing control over conditions



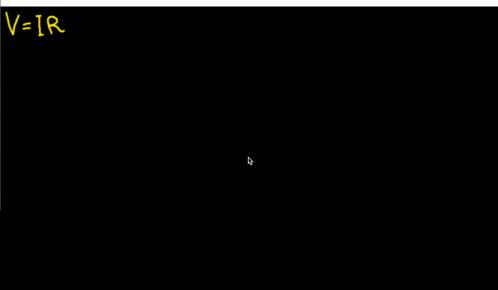


# 4<sup>th</sup> step: Post-production











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