# How Students Navigate, Use & Learn From Digital Resources

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#### Introduction

We conducted a large study of undergraduates in the United States. We were interested in how they used digital information and how that affected their learning. More specifically we wanted to learn more about:

- Was there a difference in how students searched for information for coursework related questions compared to how they searched for information for topics in which they had a personal interest?
- What were the primary resources that students used to find information?
- What kinds of technologies did they typically use, and what would they prefer to use?
- Did students see a value in collections of digital resources and what were the components of that value?

#### Methods

We conducted the research in 3 major stages:

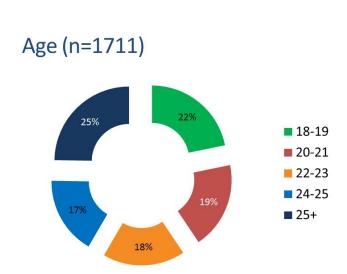
- Qualitative phase To develop a survey instrument we conducted 9 focus groups at a variety of institutions with a variety of different types of students being represented. Using this information we refined the research question and constructed a survey instrument.
- 2. Quantitative data gathering We purchased a survey sample of likely students from a survey vendor and collected responses from just over 1,700 respondents.

This gave us three distinct sets of responses, current students former students and a small group of respondents who had never attended college. This provided a nice set of comparisons.

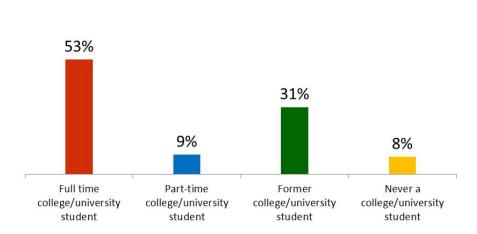
#### 3. Analysis

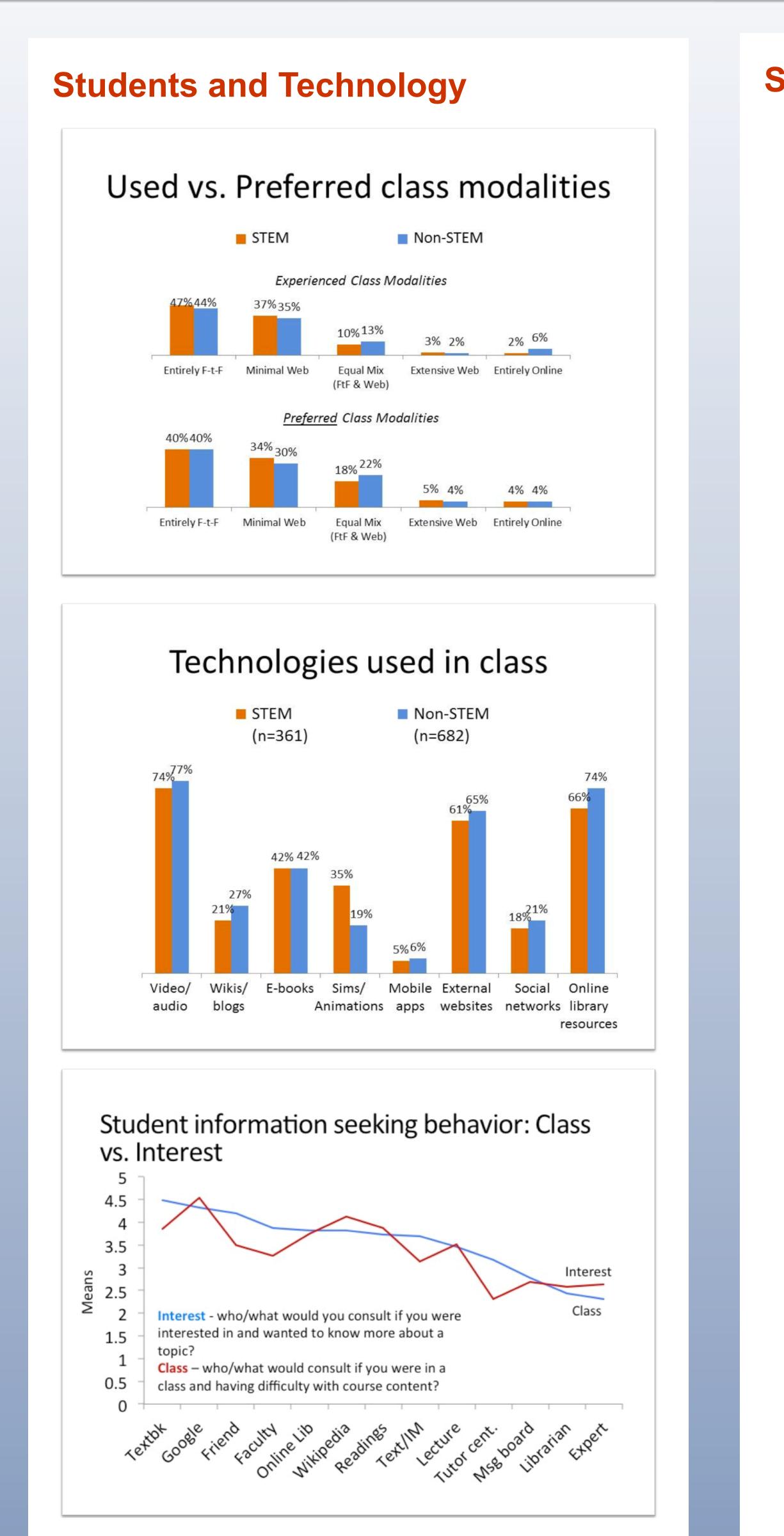
We looked at descriptive statistics as well as developing a dimensional analysis of the determinants of student search and conducting latent class analysis to develop a set of student personas or types classified by their information seeking behavior

#### **Demographics**



Student status (n=1740)





#### Implications

- Students appreciate mixed modalities for learning are faculty prepared to meet that challenge? What Support do they need and what's effective?
- Students still show strong preference for 'passive' modes of learning, e.g., videos over interactive social network sharing – how do we encourage students to interact:
- What students experience and what they prefer are very similar – is change necessary?

# **Student Technology Personas**





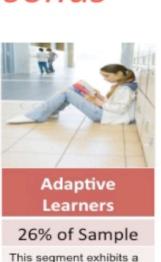
# earning / studying preferences (same questions used for factor Conducted a Latent Class Analysis on these items

plain these subgroup

#### Student Personas



48% of Sample This segment addresse learning problems using a plan (at least they believe that they have plan). But, mostly, the do not feel strongl about their learnin They are confide their ability to find information, but do n enjoy studying nor d they have a need to learn. This is the larges learner segment from the



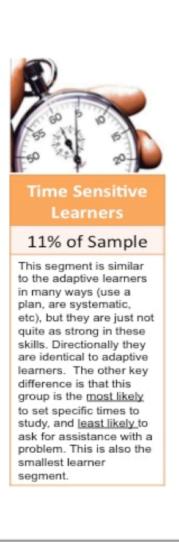
his segment exhibits a t of characteristics deal" learners (They solve problems with a plan, they are systematic, they se goals, they ask for help problem, they enjo tudying and have need to learn). A differentiator in thi group is that there i more variance arour setting specific times to study. For example, this could be a learner who tudies in a hallway

whenever they had some

free time.



13% of Sample his aroup is not systematic in their learning, and do not solve problems with plans. But they are willing to change what hey do when present with new information (may speak to an experiential type of arner). This group als feels like they have a need to learn, but are among the least likely t set aside specific time to



#### Persona Demographics -% full time student 55% 39% 47% 33% 44% 33% 30% -% former students School/Institution -2 year/ community college 15% 21% 28% 13% 72% 57% -4 year college/ university 51% 55%

Race				
-% White/ Caucasian	74%	75%	73%	48%
Is / Was Major				
-Business, Marketing	17%	14%	17%	25%
-Humanities & Fine Arts	8%	11%	20%	8%
-Engineering	10%	13%	7%	10%

### Personas And Technoloav

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		Ambivalent Learners	Adaptive Learners	Free Form Learners	Time Sensitive Learners	
Wikipedia		2				
% using Wikipedia school or work)	(for	56%	57%	62%	47%	
Technology Prefere	ences					
% wanting FREQUENT <b>wiki or</b> blog use in their classes		10%	13%	21%	26%	
% wanting FREQUENT <b>e-book or</b> eText use in their classes		23%	40%	34%	45%	
% wanting FREQUENT co from websites outside og used in their classes		24%	48%	53%	45%	
% wanting FREQUENT social media (Facebook, Twitter, etc.) use in their classes		10%	18%	11%	32%	

### Implications

• The majority of students are ambivalent about technology and digital resource use - What ways might overcome this ambivalence? More research needed!

# **Dimensionality of Digital Search**

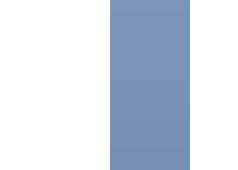


Agency

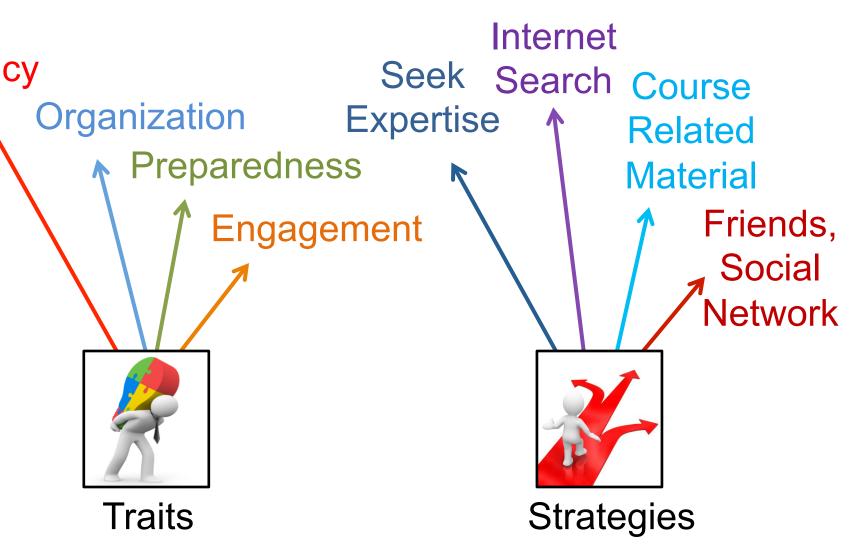
# **Research Support**

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### STEM Resources: Digital Search



#### Implications

Student traits (agency, organization, preparedness and engagement) affect how they see digital search. Students skill sets (seeking expertise, internet searching, using course related materials or talking with friends, networking) affect how they search in STEM.

Based on their traits and skill sets, how do they negotiate information seeking and accessing information to support their learning? Potential rich resource area