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Design-based research as a methodological approach to support participatory engagement of learners in the development of learning technologies

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What is Design-Based Research?



History and Nature of Design-Based Research (DBR)

Originated by Ann Brown (1992) and Alan Collins (1992) to enable research to be conducted in the 'messy conditions' of authentic educational settings

Interdependence of theory and practice is key to design-based research (e.g. Brown, 1992; Collins, 1992; DBRC, 2003)

Offers opportunities to conduct mixed methods research which is flexible and responsive to the data, allowing for an emergent research design

Can incorporate other methodologies (e.g. case study) within an overarching methodological approach

Background and Context



Motivations for the Research

Teaching in a highly visual area within the Computing discipline (games) ...

Previous study had highlighted opportunities to introduce video tutorials

High incidence of SpLDs including dyslexia, autistic spectrum conditions

Aiming to promote greater inclusivity/level the playing the field

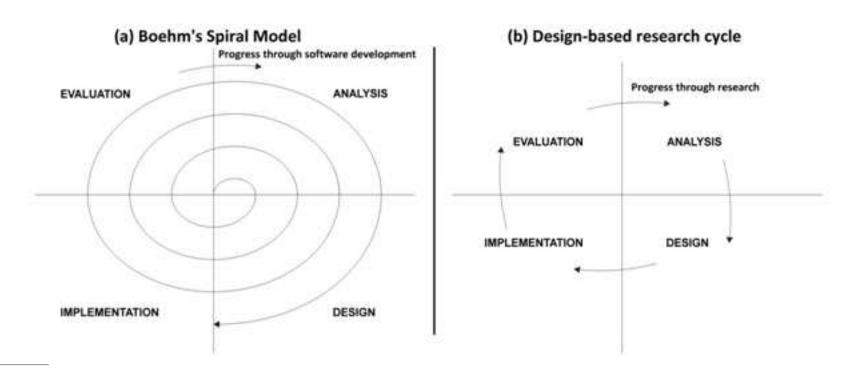
Desire to engage students with assessment for learning

Need to provide timely, usable, and effective feedback

DBR and Software Engineering



DBR Cycles and Software Engineering Models



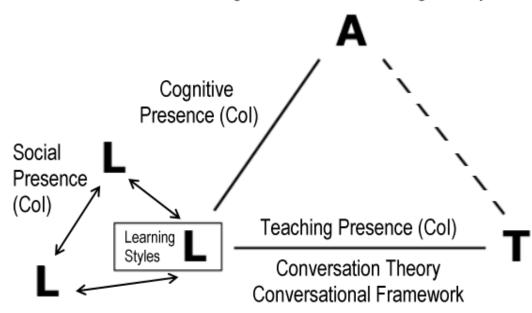
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cf. Knowlton's (2007) observations on congruence of DBR and rapid prototyping

Theoretical Backdrop



Cognitive Theory of Multimedia Learning Cogntive Load/Dual Coding Theory



Key:

A: Artefact

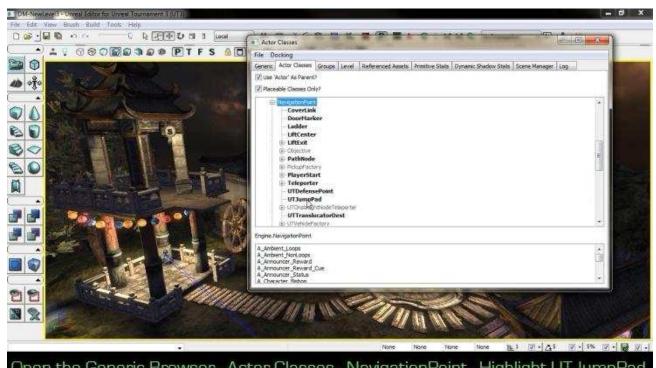
L: Learner

T: Tutor

Three Research Cycles: First Cycle



Introduction of Instructional Tutorial Videos (ITVs)



Open the Generic Browser - Actor Classes - NavigationPoint - Highlight UTJumpPad

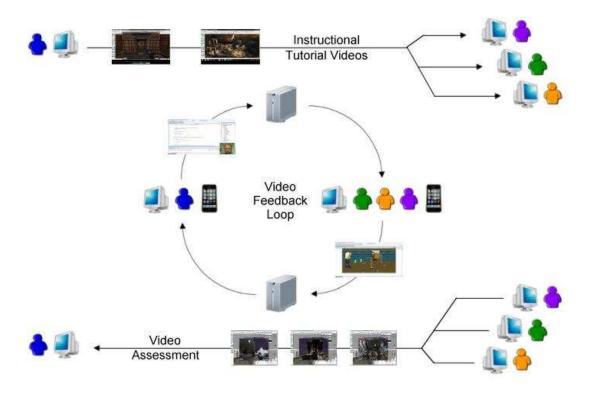
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Findings: Feed-forward, Dialogue, Visual Demos Refinements: Video-Enhanced Assessment/Feedback

Three Research Cycles: Second Cycle



Design, Implementation and Evaluation of VEA/VEF Techniques



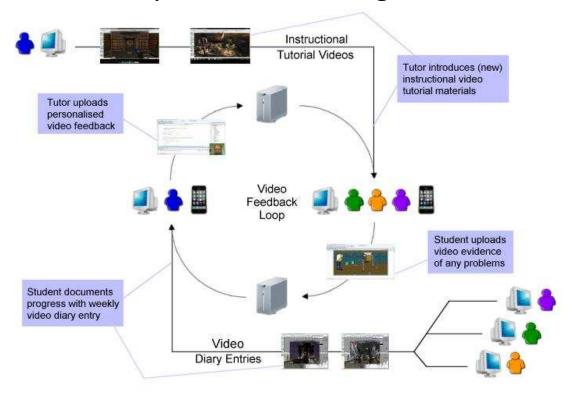
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Findings: Enhanced Inclusivity and Engagement Refinements: Increase Frequency of VEF, Formalise VEA

Three Research Cycles: Third Cycle



Refinement of Techniques to Form Integrated Model

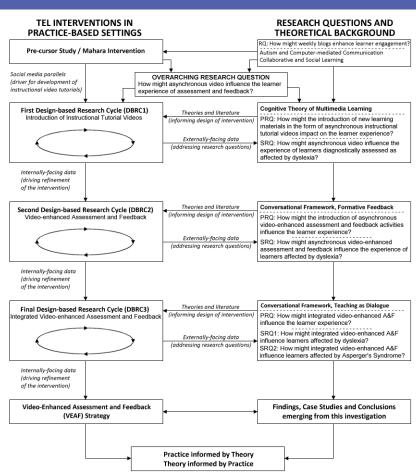


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Findings: Increased Reflexivity, Autonomy, Inclusivity Recommendations for Future Research/Development

Data Collection and Analysis





Observations on Methodology



Phase Differences in DBR

Design and implementation phases clearly differentiated during Cycle 1, where focus was on development of *artefacts* (i.e. ITVs)

Differentiation began to blur in Cycle 2 when developing *techniques* (e.g. video-feedback loop), where design and implementation phases became less distinct

In Cycle 3, differentiation between analysis and design phases became blurred, where techniques were refined to form an integrated system

Conclusions



Flexibility a Key Advantage of DBR

DBR can bridge the paradigmatic divide, knitting together elements of both cognitive and social theories of learning

Student participation in the development of learning technologies can lead to the enhancement of inclusivity, reflexivity, autonomy and academic performance

"Where participants play an active role in defining and shaping an intervention, the application of the personalisation effect (Mayer, Fennell, Farmer & Campbell, 2004), within a dialogic interviewing framework underpinned by a collapsed tutor-student hierarchy, offers a strong vehicle through which to engage with participants as students in the role of practitioner, and to engage students as participants in the role of researcher."



Any Questions?

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