

# Exploring the use of Competition-Based Technologies in the Classroom



Dr. Daniel Belliveau

**Cortney Hanna**

Sonya Van Nuland

I will begin my presentation by introducing the internet-based program, Top Hat Monocle.

# The Technology



- Top Hat Monocle
  - within this program there is a:
- Tournament module
  - allows students to answer exam-like review questions in a competitive fashion.
  -
- Students are paired against other students
  - and
- Face-off against each other in an effort to answer questions with
  - both
  - 1 point is awarded for a correct answer, and an additional point is given to the participant with the faster response time.
- Students are ranked amongst their peers
  - based on their performance in the tournament

The questions being addressed in our study are the following:

# The Big Questions



Firstly,

- Does the use of game based competition encourage students to familiarize themselves with course material prior to the exam?

and Secondly,



- Does knowing one's rank prior to the examination affect student motivation?

So the best way to test this technology is to see it in action!

# Let's give it a try!

<https://www.tophatmonocle.com/e/946916>

Entering the course: **Technology in Education Symposium**

 Top Hat Monocle  University of Western Ontario

Username

Password

**Login**

[Recover password](#) [Create account](#)

This course allows for anonymous participation. Anonymous activity will be erased when you log out.

**Create anonymous account**

- doesn't work on internet explorer

CLICK HERE



# Preliminary Results: Pilot

We piloted this study by

- Fall 2012: Implemented a tournament in HS 3300/KIN 3222 for Midterms 1 and 2  
Third year anatomy course
- After the second midterm tournament, asked students to complete a questionnaire assessing their experiences with the tournament(s)

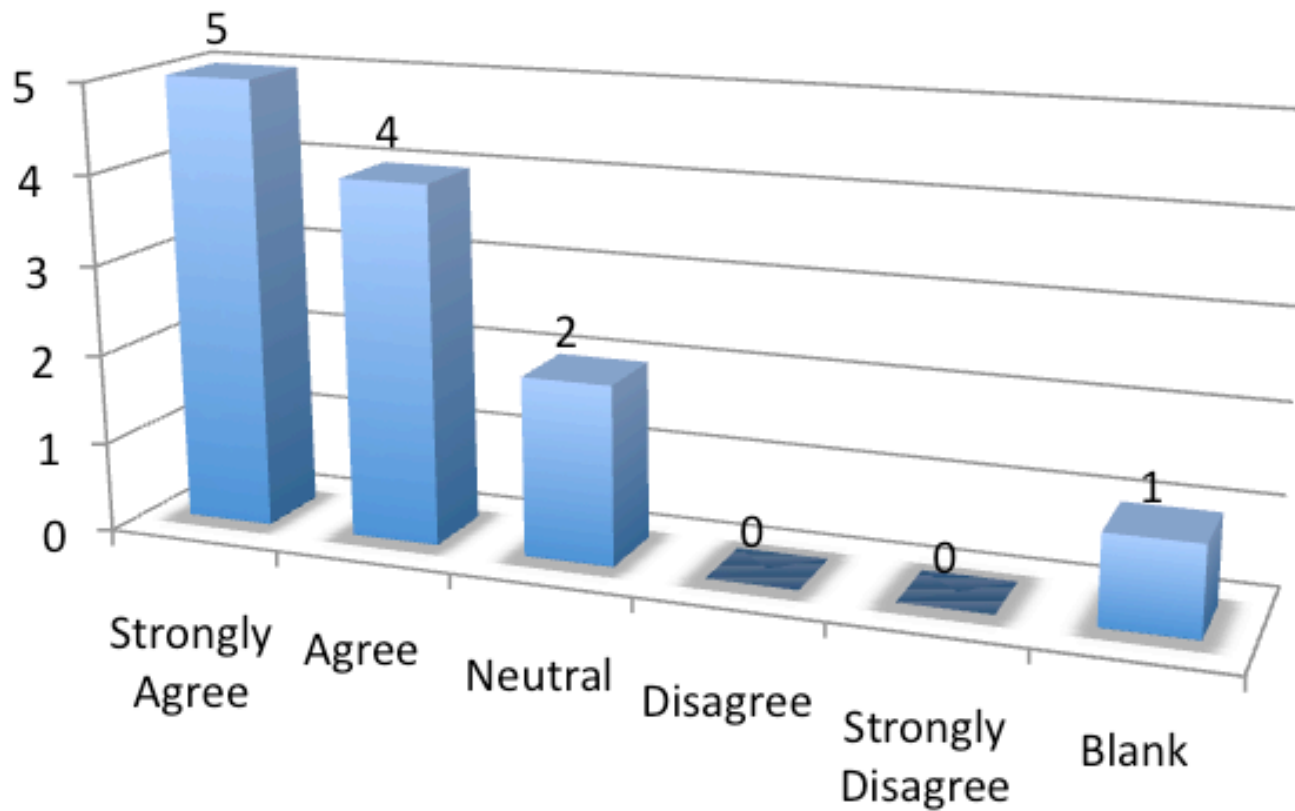
We received a total of

- **12 responses**

Here are the results:

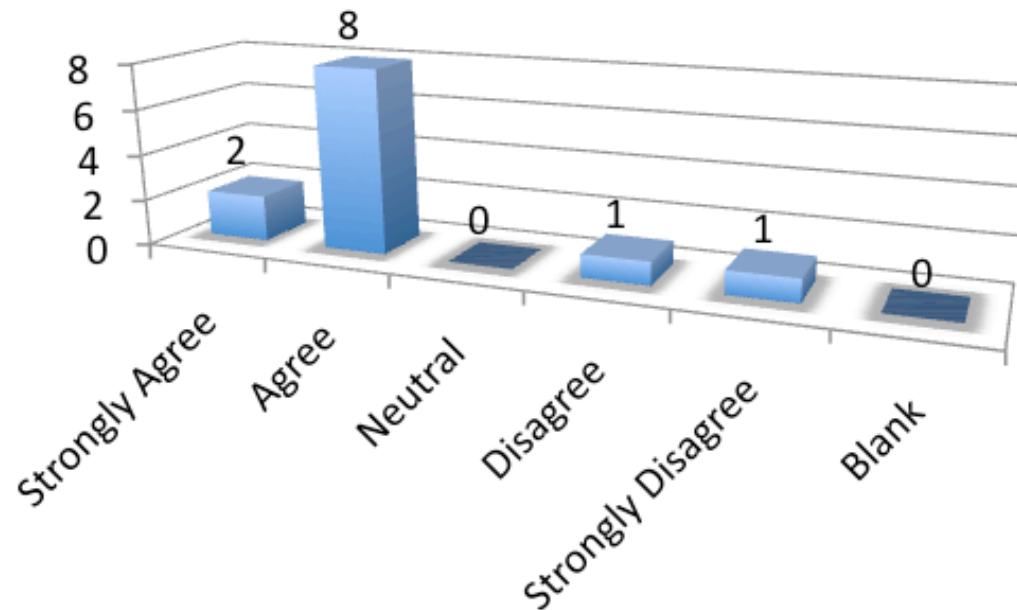
# Here are the results:

**I found the tournament engaging.**



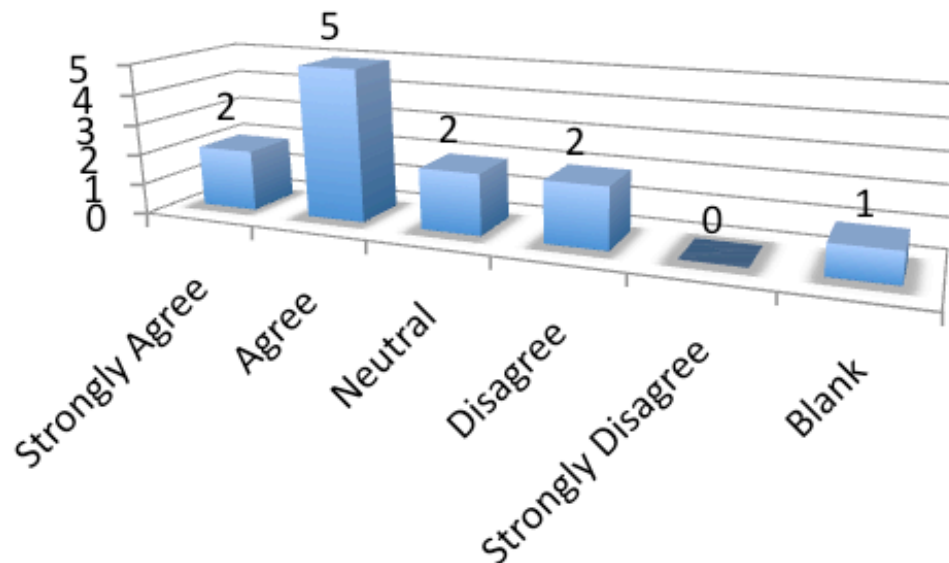
# Here are the results:

I feel that this tournament-style review will help me prioritize my studying for the upcoming midterm.



# Here are the results:

I found that this competitive situation motivated me to put forth a greater effort in preparing for the upcoming midterm.





# “Did the Top Hat tournament experience (e.g. ranking, timing of questions) excitement and/or stress for you?”

We also asked the students a few qualitative-questions including:



“ I enjoyed the excitement of testing my knowledge against those of my classmates”

“Excitement because I knew that it did not count for grades”

“It was very exciting”

given the nature of the technology, all participants need to be online at the same time

“The timings of the tournaments did not work out [...]”

“The timing was stressful, especially on the questions where we had to match multiple terms”

“Some questions I would not have the time to answer”

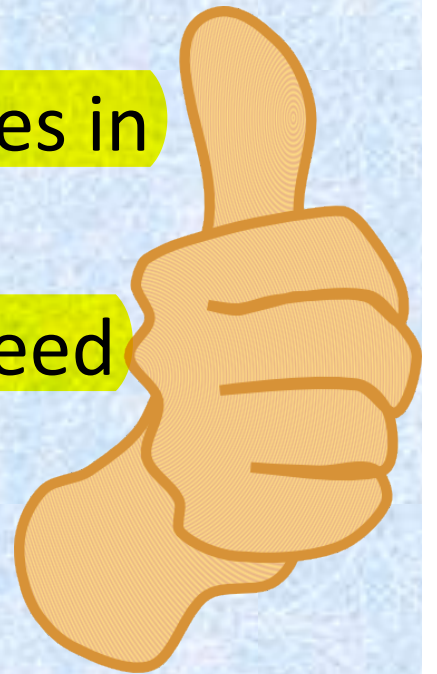
# “Did your participation in the Top Hat tournament motivate you to study?”

The majority of the responses were positive - common responses were:

“Yes, I felt it showed me what I needed to study and made me want to study what I didn't know”

“Yes. It allowed me to see my weaknesses in a test format”

“Yes. It made me realize which areas I need to study more in”



So now I open the floor to you!

What did you think of the  
tournament?

Comments/suggestions?