CHERMUG

Introduction & Evaluation Overview

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Programma

• 10 min CHERMUG brief intro & installations

• 45 min. Qualitative games & evaluation (evaluation form + errors form)

• 45 min. Quantitative games & evaluation (form + errors)

• 10 min. Discussion of experiences
The CHERMUG project is a grant awarded under the EU Lifelong Learning Programme, Development of Innovative ICT-based Content, Services, Pedagogies and Practices sub-programme.

The project is a two year project which started on 01-01-2012.
CHERMUG Partners

- University of the West of Scotland (UWS - coordinator)
- Universidad Complutense de Madrid (UCM)
- Open University of the Netherlands (OUNL)
- Playgen Ltd (Playgen)
- Satakunta University of Applied Sciences (SAMK, Finland)
- University of Medicine and Pharmacy of Craiova (UMFCV, Romania)
Aim of the CHERMUG project

• The aim of the CHERMUG project is to develop a game for teaching introductory research methods and statistics to nurses and social scientists across Europe.
Objectives of the CHERMUG project

- Game design
  - Stakeholder and user requirements analysis
  - Cognitive task analysis
  - Literature Review
- Technical Design and Implementation
- Large scale pilot of the game
- Teacher training to effectively use the game in education
- Evaluation and quality assurance measures
- Exploitation and commercialisation to assess the commercial value of the game
Higher level thinking skills

Research methods and statistics require logical reasoning, critical thinking and data analysis skills which provide a systematic approach to developing a more sophisticated understanding of the world.

These higher level thinking skills are required to tackle the ill-defined problems that we face in the 21st century.
Main areas & Games

• Research methods cycle
• Identifying research questions and hypotheses
• Research design: qualitative and quantitative
• Operationalising variables
• Simple data analysis

Two sets of games & supporting materials:
• Quantitative (8 small games: chi-square & t-test)
• Qualitative (3 small games: 2 introductions & a final)
In the study what are the variables?

Select from the answers below, remember there maybe more than one answer.
Click next when you have made your choice.

- Spanish Children
- Nationality
- British Children
- Northern Europeans
- Consumption of Mediterranean foods
- Obesity
- The checklist

Next
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References/Links

Quantitative games, see email

Qualitative games, see email:
  Level 1: v02 (new one)
  Level 2: v01
  Level 3: v01

Evaluation form (please use them twice i.e. after qualitative and quantitative), see handouts and/or email

Error/comments/suggestions form (see email)

www.chermug.eu