

Social Learning Analysis: Social relationships and students interaction with resources.



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Motivation of work:

In a virtual learning environment multiple events take place having as its actors students and teachers. These events are carried around objects or learning resources: create tasks, create questions, respond, share a resource, comment, vote, etc.

The large number of events and the potential interest of its analysis makes necessary to implement systems to collect all these interactions. In this case we will use the Tin Can specification, which defines an infrastructure for obtaining and processing the events taking place in a learning environment.

The intention is to examine the collected information in order to obtain reports, findings, conclusions of interest, and be able to make recommendations. Therefore we can provide information to the teacher to facilitate their teaching and to the student to improve their learning process.

Finally, since it also collects and processes information, activities and interactions of teachers, it will also work on the generation of reports that may be of interest to the school, mainly for reasons of quality management. Neither should be neglected the fact that it can offer feedback to the activities providers on the success or failure of their actions.

Thesis objectives:

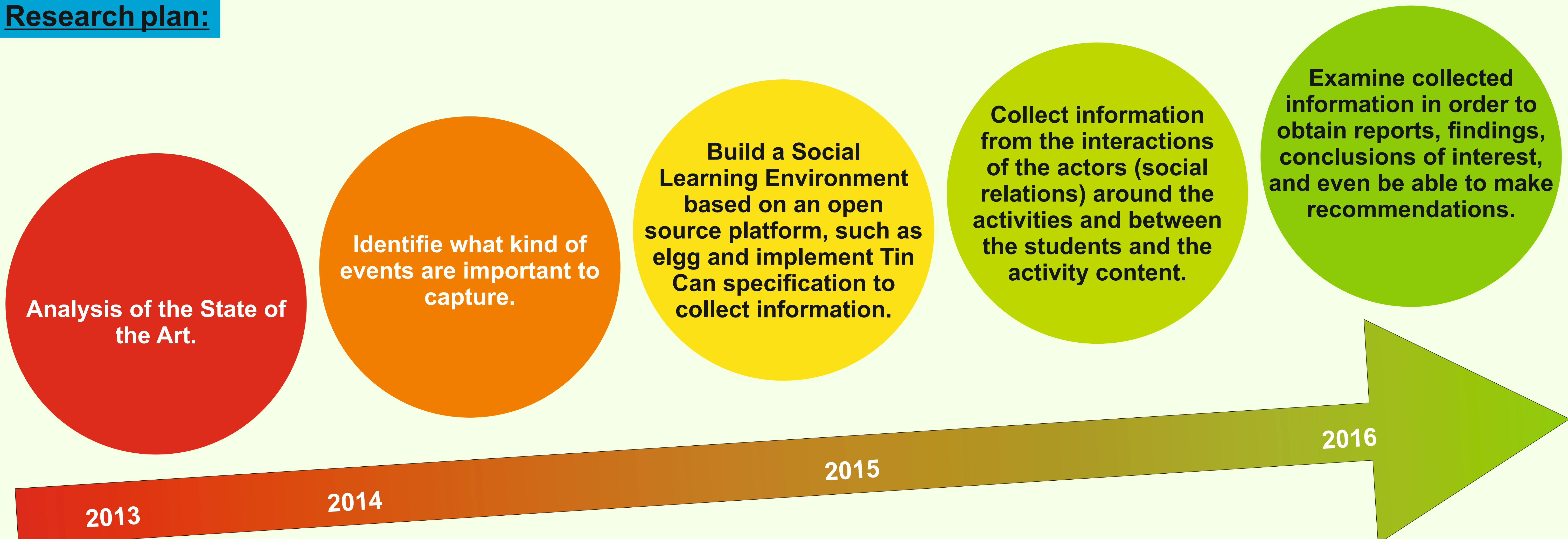
The intention is to collect two types of information:

- The interactions between student and content or activity: score, time and state of implementation, evolution, etc.
- The interactions between actors (social relations) around the activities: Who questions and who responds, who proposed ideas and who gives solutions, who writes and shares, and who says or who votes, etc.

Once collected the information, it must be examined in order to obtain reports, findings, conclusions of interest, and even be able to make recommendations.



Research plan:



Next Year Planning:

- Application of a previous analysis in order to identify what kind of events are important to capture.
- Build a Social Learning Environment based on an open source platform, such as elgg and implement Tin Can specification to collect information.
- Collect information from the interactions between students and the activity content: score, time and state of realization, evolution, etc..
- Collect information from the interactions of the actors (social relations) around the activities: who asks questions and who answers, who proposes ideas and who provide solutions, who writes and shares, and who votes and comments, etc..

References:

- Ferguson, Rebecca and Buckingham Shum, Simon (2012). Social Learning Analytics: Five Approaches. In: 2nd International Conference on Learning Analytics & Knowledge, 29 Apr - 02 May 2012, Vancouver, British Columbia, Canada (forthcoming).
- Buckingham Shum, S. and Ferguson, R. (2011). Social Learning Analytics. Available as: Technical Report KMI-11-01, Knowledge Media Institute, The Open University, UK.
- Ferguson, R. (2012). The State Of Learning Analytics in 2012: A Review and Future Challenges. Technical Report KMI-12-01, Knowledge Media Institute, The Open University, UK. <http://kmi.open.ac.uk/publications/techreport/kmi-12-01>