



Minnesota eLearning Summit

Minnesota eLearning Summit

2016

Jul 27th, 11:15 AM - 12:15 PM

Using Technology to Enable Lightweight Teams

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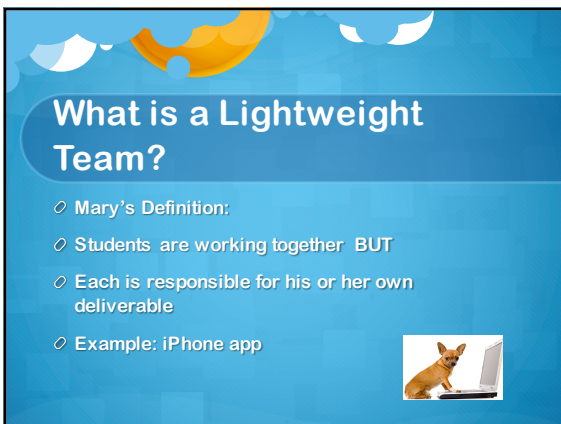
Mary Lebens, "Using Technology to Enable Lightweight Teams" (July 27, 2016). *Minnesota eLearning Summit*. Paper 10.
<http://pubs.lib.umn.edu/minnesota-elearning-summit/2016/program/10>

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Why would I want to do this?

- Dilemma of using projects as a summative assessment
 - Example: A multiple-choice exam doesn't measure a course outcome like "build an iPhone app"
- But group projects don't show *all* students accomplished outcome
- Why? Free riders spoil the show!





Benefits of Lightweight Teams


- Meeting the college core competencies:
 - collaboration and communication
 - critical thinking
- Moving higher on Bloom's taxonomy from recognizing concepts to creating new work
- Adding good stuff to the student's portfolio
- Getting rid of those pesky free riders *and* team squabbles



Sample Project Structure: Building an iPhone App


 Team Deliverables <ul style="list-style-type: none">• Brainstorming Session• Requirements Document Review• Stand-Up Meetings• Code Review• Final Presentation• Peer Review	 Individual Deliverables <ul style="list-style-type: none">• Requirements document• Rough draft of app code• Final app
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Sample Project Structure:
Writing a Lit Review



Team Deliverables

- Brainstorming Session
- Discussion on articles in bibliography
- Review rough draft
- Peer Review



Individual Deliverables

- Bibliography
- Rough draft of lit review
- Final draft of lit review

Using Tech to Enable Lightweight Teams

- Video Introductions: iMovie, Jing, or WeVideo
- Instructor introduces project
- Students introduce themselves to each other

Let's look at an example . . .



Using Tech to Enable Lightweight Teams

- Brainstorming project ideas:
 - D2L chat and Dropbox (aka "Assignments")
- Review Rough Draft of Requirements Document:
 - D2L Discussion Boards and Word "Track Changes" feature



Using Tech to Enable Lightweight Teams

- Stand-Up Meetings
 - Virtual meetings in D2L chat
- Code Reviews
 - Code review worksheet
 - D2L discussion board, chat, and dropbox
 - Instructor code-walk through videos – Jing or QuickTime
 - Let's look at an example of a code review worksheet ...



ITEC2505-Objective-C Programming

Example Code Review Worksheet

Coding Challenge #9
 Name of reviewer: Tom Baker
 Name of developer being reviewed: Patrick Stewart

Objectives	Level	Description
Functionality	Exceptional	The code meets the functionality described in the coding challenge assignment. If a specifications document is required for the assignment, the code also meets the functionality described in the specifications document.
	Acceptable	The code mostly meets the functionality described in the coding challenge assignment. If a specifications document is required for the assignment, the code mostly meets the functionality described in the specifications document.
	Amateur	The code is partially completed, and does not meet the functionality described in the coding challenge assignment. If the assignment requires a specifications document, the code may not meet the functionality described in the specifications document or the document is not submitted with the code.
	Unsatisfactory	The code cannot be tested so it is unknown if it meets the functionality in the coding challenge assignment.


Feedback:
Exceptional - The specifications document is included with the code. The code perfectly matches the functionality described in the coding challenge document and in the specifications document. Patrick's code goes beyond the basic functional requirements. He added new requirements, such as using an if-else-if statement and using a switch statement to control the program flow. Patrick broke the code into specific functions and this makes the code more reusable.

Using Tech to Enable Lightweight Teams


- Final project presentations
 - Prezi or narrated PowerPoint
 - Video created using WeVideo or iMovie
 - Discussion board for comments



So, Does it Work?



- ◊ No epic fails since introducing the process
- ◊ Students more enthusiastic about projects
- ◊ More diversity of projects
- ◊ Students free to cross-build on skills from other courses
- ◊ Example: Unity game in Android apps course



Wrap-Up



- ◊ Use tech a la carte
- ◊ No piece of software is a silver bullet
- ◊ Sometimes simpler is better
- ◊ Tech should support not distract
- ◊ Bye, bye free riders!

Tech Resources

- ◊ Prezi for Presentations: www.prezi.com
- ◊ Jing by Techsmith: <https://www.techsmith.com/ging.html>
- ◊ iMovie (free for Macs and iPads purchased in 2013 or later): Free download in the App Store
- ◊ Screencast-O-Matic: <https://screencast-o-matic.com/home>
- ◊ WeVideo: <https://www.wevideo.com>
- ◊ Good old D2L aka BrightSpace or Blackboard
