



Minnesota eLearning Summit

Minnesota eLearning Summit

2017

Aug 3rd, 1:45 PM - 2:45 PM

Using Technology to Enable Lightweight Teams

Mary Lebens

Anoka Technical College, mlebens@anokatech.edu

Follow this and additional works at: <http://pubs.lib.umn.edu/minnesota-elearning-summit>

Lebens, Mary, "Using Technology to Enable Lightweight Teams" (2017). *Minnesota eLearning Summit*. 14.
<http://pubs.lib.umn.edu/minnesota-elearning-summit/2017/program/14>



This work is licensed under a [Creative Commons Attribution-Noncommercial 4.0 License](https://creativecommons.org/licenses/by-nc/4.0/)

The Minnesota eLearning Summit conference proceedings are produced by the University of Minnesota Libraries Publishing. Authors retain ownership of their presentation materials. These materials are protected under copyright and should not be used without permission unless otherwise noted.


 **LIBRARIES**
PUBLISHING

Using Technology to Enable Lightweight Teams

Dr. Mary Lebens, Anoka Technical College

What are we talking about today?

- Defining a "lightweight team"
- Benefits of lightweight teams
- Using tech to enable lightweight teams
- Wrap-up




What is a Lightweight Team?

- Mary's Definition:
- Students are working together BUT
- Each is responsible for his or her own deliverable
- Example: iPhone app



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

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 . . .



I TEC2505-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.

Using Tech to Enable Lightweight Teams: Presentations


- Tech Aspects
 - Prezi, narrated PowerPoint, WeVideo or iMovie
 - Discussion board for comments
- Advantages
 - Avoids burn-out – students watch at home
 - Injects creativity
 - Practice for business world
 - Universal design for disabilities and abilities




So, Does it Work?



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



Wrap-Up



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

Tech Resources

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