

Facilitating Teacher-Student Communication and Interaction in Large-Scale Lectures with Smartphones and RWTHApp

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RWTH Aachen Univsersity













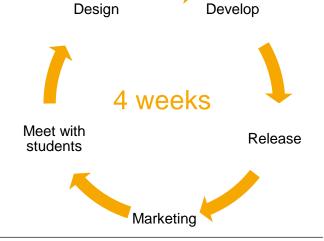




Requirements

- Platform Independent
 - Cordova (HTML5, JavaScript, CSS)
 - Native functionalities using Plug-ins
- Personalization
 - Anonymous or authenticated mode
- Security
 - No user credentials given to the app (OAuth2)
 - Fully encrypted communication (SSL)
- Data sources
 - Use existing data sources. No double data couration!
- Development
 - RWTH "In-House"
 - Flexible an independent, feature driven

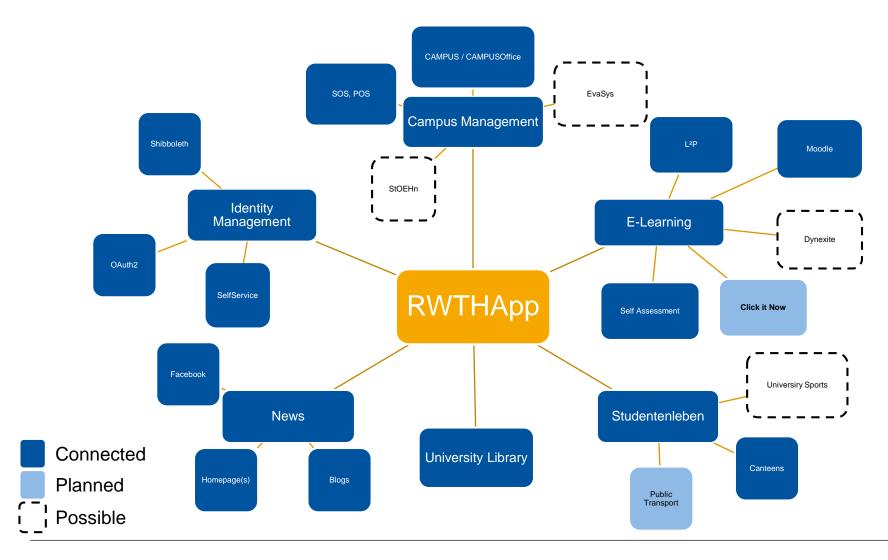








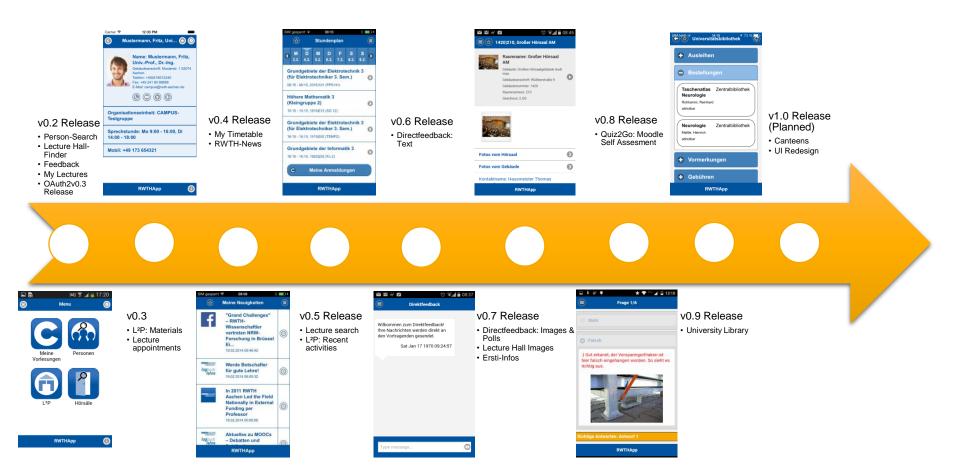
Systemlandscape in June 2015







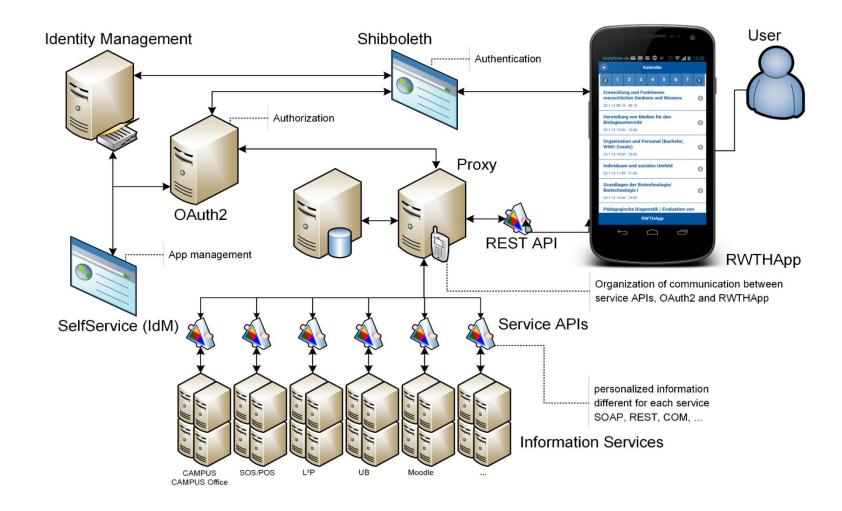
Timeline







RWTHApp Architecture







Requirements from Students and Teachers

Directfeedback: An audience response system using Smartphones

Get Feedback from students in large-scale lectures (1000+ students)

Acoustics in big lecture halls is usually too bad to understand questions

Students do not dare to ask

Lecture is streamed to multiple room so students have no physical contact with the teacher

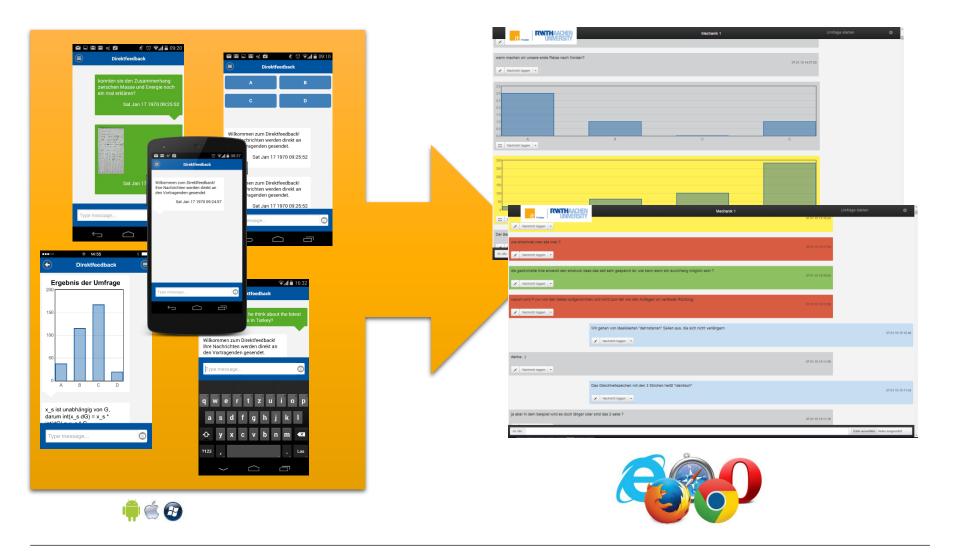
Low threshold: easy to use for students and teachers







Directfeedback General Idea





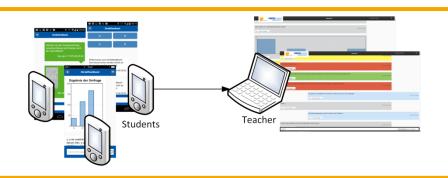


Directfeedback Core Features

Interactive Polls

Classic "Audience Response System" to evaluate and discuss multiple choice questions durinng the lecture





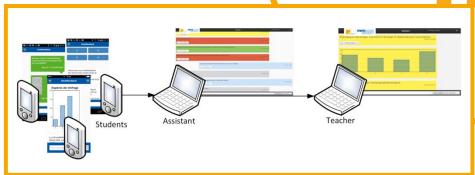
Filter and categorize

For better evaluation and handling so the focus can stay on the topic of the lecture.



Exchange Textmessages between teachers and students

Send messages from smartphone to the teachers notebook and respond to students questions.





Handwritten Formulas and Drawings

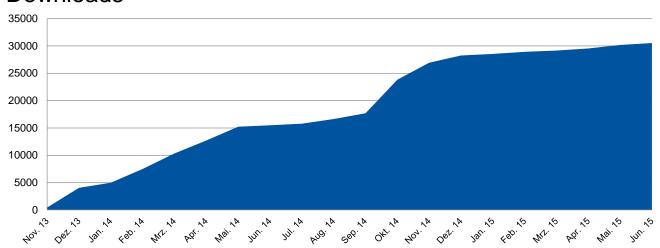
A picture is worth a thousand words: Exchange images with the teacher

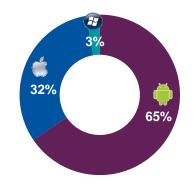




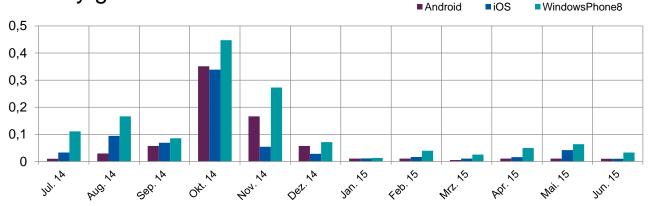
RWTHApp Overall Statistics

Downloads





Monthly growth







Direktfeedback Statistics

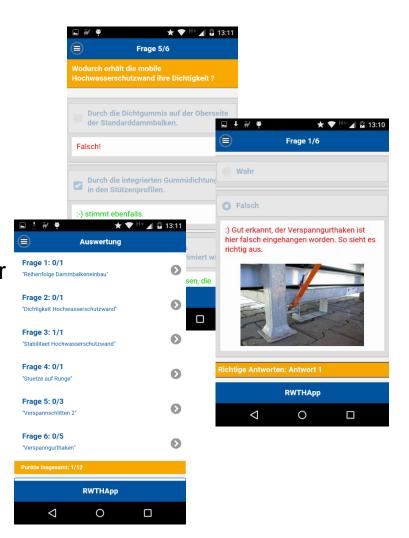
- Already used by 42 lectures and other events
- 25 lectures during the current term
- 100 1000 students
- single lecture hall or using live broadcast to a second room
- During large events: max. 1 question / second, avg. ~3 questions / minute





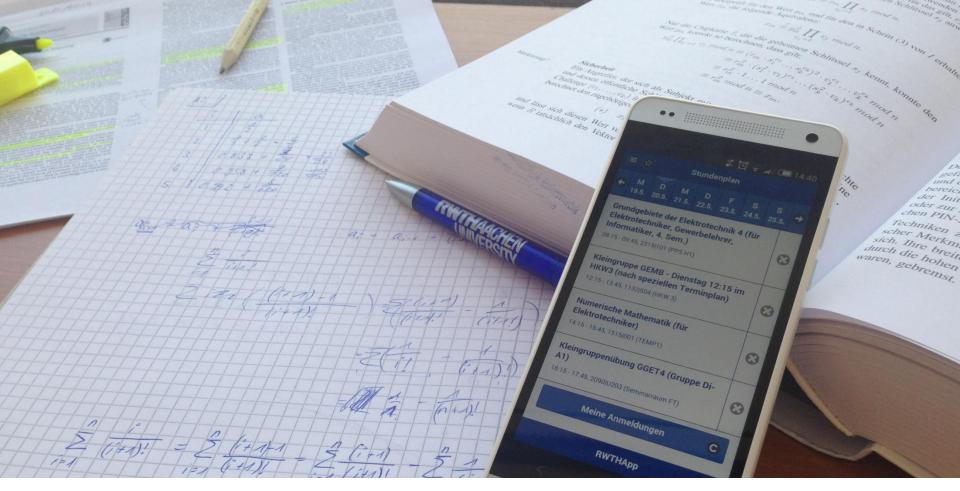
Future Work

- Check contexts with remote peers where no physical contact is possbile
- Usage outside of learning context e.g. for IT and Library support
- Independant web application for students for ad-hoc usage
- Integration with Quiz2Go (prepared Moodle quizzes)









Thank you for your attention!











