Effective Interactive Activities for Online Statistics Courses

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Abstract

It is a challenge to design effective interactive activities for mathematics and statistics courses, especially when the modality of the course is online, and where students have different backgrounds in culture. We will present several different types of these activities that we have found to be effective, those that allow the students to interact only with programs and machines, and those that encourage students to interact with each other. We will also present statistics on the differences in behavior between undergraduate and graduate students in a first course in Statistics.

Design Considerations for Online Graphics Based Learning Environments

Our online students demanded more than textbook translations and supplemental lecture notes; they wanted a rich graphics source of interactive materials and activities necessary to keep them on track. It has been understood for some time that interaction is of major importance in the live classroom. (Flanders 1970; McCroskey and Anderson 1976.) We'd claim that it is clear that interaction in online courses is a definite requirement. Our online course designs incorporate a full and varied set of course materials and interactions to provide the student with a necessary lifeline to proceed through the course. As both graduate and undergraduate courses are the first course in statistics at Golden Gate University, they use the same design and have a great deal of common materials. The major differences are that the graduate course covers more materials in the same span of time of 15 weeks, approximately one third more materials, and in the manner the students are evaluated. The undergraduate course has 13 multiple-choice machinegraded homework quizzes, one take-home midterm and a proctored final. The Graduate Course also has 13 multiple choice machine-graded homework guizzes. It has a proctored midterm testing the skills students should have acquired, and a final project instead of a final exam. Both classes have weekly discussion sessions.

Examples of Interactive files and programs:

• Learning Objectives

A full description and discussion of learning objectives can be assessed interactively by the students using radio buttons to view forth files, each addressing one single individual topic.



This feature allows the students to first obtain an idea of the material that they are expected to learn and understand, and later accessing the individual screens forms an efficient way to review.

• Interactive Excel files

Excel has capabilities to construct graphs and table and to illustrate course concepts. It is also readily available to students and relatively easy to use. Prepared Excel files can be easily downloaded from web pages or e-mail attachments.

Below is an example of an interactive prepared Excel file that allows the students to choose 20 samples randomly at a time.

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Another example illustrates the relationship between the population and its sampling distribution:



Students feel that learning Excel is something that will be of great benefit to them in their working career, far beyond their everyday use of Excel and classroom experience. As a result, there is little, if any, resistance to learn how to use this software. In fact, once students become familiar with interactive Excel files, the demand to provide more examples becomes a challenge.

• Worked out examples

This is usually the lifeline of students taking an online course. Every week, step-by-step explanations of solutions to selected problems are provided with a button when student either are not able to do the problem or wishes to confirm an answer. The use of opening a small screen at the student's command also allows us to illustrate in a most effective way on how to use tables.



• Computer-graded Homework Assignments

Computer-graded multiple choice homework assignments provide immediate feedback to both the instructor and the student.

• Case Studies/Projects

Case studies/Projects are incorporated to give students the opportunity to use real data in discipline-specific situations. Relating the course material

to real situations in the student's discipline provides the framework for students to apply what they are learning and thus reinforcing that learning.

Redirecting the Learning Effort to the Student

Online course delivery creates an opportunity to move from a teacher-directed instruction to student-directed learning and experimentation. Mathematical and statistical software can encourage students to interactively experiment with course topics. The opened-ended study time frame of online courses stands in stark contrast to the traditional 55-minute class period. In fact, the online lab ends when students reach their limits in terms of curiosity and experimentation. Typically, our online students spend hundreds of hours logging onto the course, with the undergraduate students logging more time on average. It seems clear that the total commitment in time for online students far exceed that for the student on in-person classes or even web-enhanced classes. Typically a web-enhanced classes student will spend only around between 10 to 15 hours rather than hundreds of hours. (See Attachment)

Sustaining Student Interest and Commitment – Discussions Allows Personal Interaction

Contact with students is multi-faceted. Email, and fax communication (sometimes telephone) enable a personal, one-on-one interaction between the instructor and a student. It presents an opportunity for individualized attention, study suggestions and extensions of course topics to career interests. Hachman and Walker in 1990 claim that participation by a learner during class has a positive effect on the student's learning and satisfaction. The "discussion" feature of our online course is to insure that students can and are encouraged to participate. Each week we post a discussion topic with suggested activities, such as searching the web for an article or asking the students to respond to a question or scenario. Students will post their thoughts, questions or answers in "discussion" where all can see and comment. Although our interaction online is asynchronous, replies usually takes less than 24 hours. The advantages of asynchronous communications over synchronous communications seem to outweigh the disadvantages since it would give a student enough time to digest what is posted and how to respond to the discussion item. Many students will email us if they have a specific question or if they are experiencing some individual difficulties, either with the material or with technology.

Our system focuses on the public forum similar to the classroom environment. Instructors can provide feedback to students on their weekly assignments and build community through small group and student-to-student interactions.

It is curious that the undergraduate students spend more time in total in discussions and posting significantly more messages than the typical graduate student. The quality of the posting are even better on the whole until the graduate students reach multiple regression,

and time-series analysis beyond the scope of the undergraduate course. The graduate class seems to come alive at that time. Most of the postings after we reached these topics are thoughtful, insightful and thorough, sometimes well researched. Our speculation is that the graduate student is focused, knowing what they want to get out of the course and apportioned their time accordingly. When they reached a subject they feel is important and related to their jobs and career, they will spend more time and do more in-depth discussion. (See Attachment)

Comparing Outcomes

It is clear that although the undergraduate class was achieving higher scores all the way through 2/3 of the course, the graduate students caught up after reaching a subject they found useful and achieved, in our opinion, a deeper understanding of the concepts.

We performed hypothesis testing using the pooled-variance *t*-test for the difference between two means of the undergraduate and the graduate classes. Below is the summary table for each hypothesis test with the significance level of 5%.

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Note: "Not Reject" means that the mean from the undergraduate class is not different from the graduate class. "Reject" means that the mean of the undergraduate class is different from the graduate class.

<u>Analysis:</u>

- Online Testing This is simply that with the undergraduate students we emphasize building skills rather than doing applications.
- Message The Cyber has a feature that a student can e-mail a message privately to the instructor instead of posting questions in the Discussions area. Graduate students had more private messages than the undergraduates. Our graduate students are nearly all working full time and taking this course in addition. Some of the students think that their questions are unique to them so it will be embarrassing if posted "trivial" or "stupid" questions for everyone else to see. We encourage the students to post their questions in Discussions. So everyone

can share common problems. Most of the e-mails are not unique and almost always address similar kind of problems.

- Discussions On the contrary to the above observation, the undergraduate students use the Discussions area (public posting) more often than the graduate students. The graduate students prefer sending e-mails to posting. The undergraduate students spent longer hours for posting questions than the graduate students.
- Login hours As far as the total login hours are concerned, there is no difference between these two populations. However, among those who scored the lower end on the mid-term test, there tends to be two extreme efforts we could observe: one spent a large number of hours after the test (change of access habit), and the others gave up with this format of learning (no change of access habit).

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