Learning at Scale Weichen (Wilson) Liu



Massive Open Online Course



Online Courses Raise Their Game: A Review of MOOC Stats and Trends in 2014

35,081 students who watched videos

2788 submissions of the first assignment

Peer and Self Assessment in Massive Online Classes

Chinmay Kulkarni, Koh Pang Wei, Huy Le, Daniel Chia, Kathryn Papadopoulos, Justin Cheng, Daphne Koller, Scott R. Klemmer. TOCHI 2013.

Learning Goals

- Output Output
- O How the experiment was done
 - The accuracy Analysis
- Three approaches to improve accuracy





Peer Assessment

Viewing and critiquing other's work plays a key pedagogical role.



Problem#1

How to establish the rule of grading?

Rubric

Guiding questions	Bare minimum	Satisfactory effort & performance	Above & Beyond
Alternate redesign—Extra credit. Have you created a fully functional alternate prototype?	0: No URL to func- tional prototype	3: URL present, but prototype only partially functional.	5: URL present, Alternative prototype is complete.
User testing. Photographs—extra credit. Did you submit photos from all three user testing sessions?	0: No photographs were uploaded.	3: Some photographs were up- loaded (but less than 3), OR photos don't show an interesting moment in the experiment (e.g. photograph of participant signing consent form is not an interesting photo).	5: At least 3 photographs are uploaded and all pho- tographs show interesting moments in the evaluation. Photos have meaningful captions

...

Category	Unsatisfactory	Bare minimum	Satisfactory effort & performance	Above & Beyond
Extra Credit: Elec- tronic Prototype of Redesign	0: No URL to functional proto- type	1: The prototype is in- complete and barely interactive.	3: The prototype is somewhat interac- tive, but not ready for user testing.	5: The alternative prototype is fully interactive and ready for user testing.
Photos/Sketches	0: No pho- tographs were submitted that showed interest- ing moments in the user testing process.	1: 1 photograph was submitted that showed an interest- ing moment in the user testing process.	3: 2 photographs were submitted that showed interesting moments in the user testing process	5: 3 or more pho- tographs were sub- mitted that showed interesting moments in the user testing process.



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Problem#2

How to design the grading process?

Process

Staff evaluated 12 assignments

Student: Calibrated Peer Assessment







Image from Scott's *solveforx* video. Thanks!

Discussion (2 min, group of 2-3)

- In what ways are peer and self assessment useful respectively?
- What's the point of putting selfassess after peer-assess?





How the score of the assignment is calculated?



Problem#3

How to measure accuracy?

• with only several staff-graded assignment.



Method

- Ground truth submissions
- Median-grade approach





Problem#4

Can we do better?



Improve Accuracy & Provide Qualitative Feedback

Providing Feedback
Fortune Cookies
Data-driven Rubric Revisions



About 800 participants
Two conditions
no-feedback control
feedback







an-Computer Interaction

1. Do assignment 2. Learn to evaluate 3. Evaluate your classmates 4. Evaluate yourself 5. See res	5. See results

Associate Profes



Provide Qualitative Feedback



Peer - Grader

Provide Qualitative Feedback

 Rubric Limitations
not clear exactly why did poorly on some topic
lack pointing out how to improve



Develop more specific ideas.

... because



Overall evaluation/feedback

Note: this section can only be filled out during the evaluation phase.

Overall feedback:

How could this student best improve his/her submission? From among the following, copy one or more pieces of advice that would help the student. Paste your advice in the feedback box below.

- · Clarify the concerns, goals, and expectations of the user tests.
- Make the user tests more structured.
- Make the user tests more consistent across participants.
- Make the prototype more interactive so the user test represents a more real-life interaction.
- · Determine the implications of the user succeeding (or not) on each task on the prototype.
- Make fewer assumptions about users/Reduce bias in user test.
- Other

Copy, then paste

Make the prototype more interactive so the user test represents a more real-life interaction: The prototype does everything you're testing, but it couldn't hurt to make it more interactive. If the user can't possibly stray from the things you want to test, how do you know that the user can actually use the full application without making mistakes?

 ²/₃ contained fortune cookie
Do not encourage more students to leave feedback (36.2% v.s. 36.4%)



However Reduce feedback cost Encourage brainstorming



Discussion (3 min, 2-3 group)

- Could you think of the problem(s) that this fortune cookie approach may have?
- How would you improve that, and design an experiment to verify your hypothesis?

Data-driven Rubric Revisions

Assignment 2: Point of View-Assignment 2: Prototype1 -Assignment 2: Prototype2-Assignment 2: Storyboard1 -Assignment 2: Storyboard2-Assignment 3: Deadlines-Assignment 3: Heuristic Evaluation-Assignment 3: Implementation Plan-Question Assignment 3: Navigation Skeleton-Assignment 4: Functionality-Assignment 4: Goals-Assignment 4: UserTest Appropriate-Assignment 4: UserTest Complete -Assignment 5: Alternative Redesign Assignment 5: Implement Redesign-Assignment 5: Test Changes-Assignment 5: Test photos-Assignment 5: Test process-Assignment 5: Test results-



Data-driven Rubric Revisions

Parallel sentence structure
Splitting up complex rubric items
Using less ambiguous words





(a) Iteration 1: 34.0% of samples within 5% of the (b) Iteration 2:. 42.0% of samples within 5% of the staff grade, and 56.9% within 10%.



Students Reaction

 Giving feedback & self assessment are valuable learning
20% students voluntarily did more than required assessments



Discussion (2 min, 2-3 group)

 What other domains or fields could the calibrated peer assessment technique apply to?

Bayesian Ordinal Peer Grading

K. Raman, T. Joachims, ACM Learning at Scale, 2015

Learning Goals

Understand ordinal and cardinal grading
Know the uncertainty problem



Ordinal & Cardinal

Ordinal Grading Project X is better than project Y Cardinal Grading Project X is a B-



Activity (2 min, group of 2-3)

- Grade two "assignments" using ordinal and cardinal grading respectively.
- Discuss how you feel using the two approaches.

Ordinal v.s. Cardinal Ordinal • Easier • More reliable Cardinal • different scale non-linear

Ordinal Peer Grading (OPG)

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Rank Aggregation

Limitations for OPG problem
top items v.s. full ranking
a single ordering may not suffice

O This paper: Uncertainty





Discussion (2 min, group of 2-3)

- Should Cousera adopt this ordinal grading technique at scale?
- Discuss potential limitations of such peer assessment method.

Thanks!

