LEARNING ABOUT ACADEMIC INTEGRITY AND ETHICS USING MOBILE TECHNOLOGIES AND AUGMENTED REALITY

Fric H C CHOW

Centre for Holistic Teaching and Learning, Hong Kong Baptist University

Mark PFGRUM

Faculty of Education, The University of Western Australia

Dimple R THADANI

Centre for Holistic Teaching and Learning, Hong Kong Baptist University

Eva Y W WONG

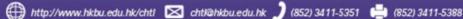
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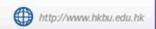


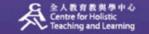




Outline

- About Hong Kong Baptist University
- Objectives
- Learning activities design
- Pilot study and results
- Conclusion and next step















Whole Person Education @ HKBU

Whole Person Education is the Institution's founding educational philosophy since its inception in 1956





WPE @ HKBU

embodied by the 7 Graduate Attributes



Be responsible citizens with an international outlook and a sense of ethics and civility;



Have up-to-date, in-depth knowledge of an academic specialty, as well as a broad range of cultural and general knowledge;



Be independent, lifelong learners with an open mind and an inquiring spirit;



Have the necessary information literacy and IT skills, as well as numerical and problem-solving skills, to function effectively in work and everyday life;



Be able to think critically and creatively;

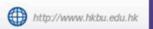


Have trilingual and biliterate competence in English and Chinese, and the ability to articulate ideas clearly and coherently;



Be ready to serve, lead and work in a team, and to pursue a healthy lifestyle.

















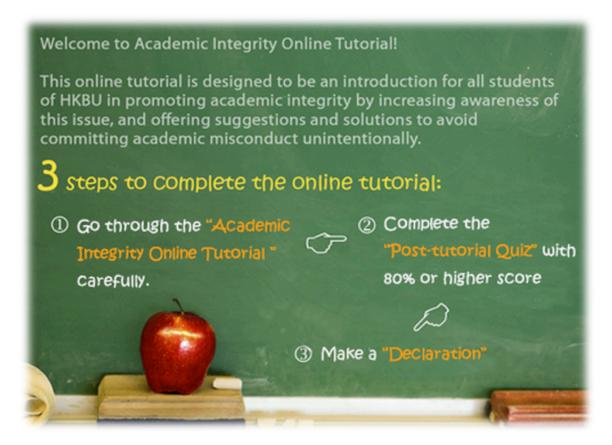








Academic Integrity Online Tutorial (AIOT)

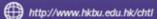


 Inclusion in the student orientation activities for all new students to understand the importance of academic integrity











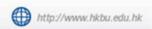




A UGC-Funded Project (HK\$8 million)

- Funded by University Grants Committee (UGC) of the Hong Kong SAR and HKBU (for 3 years)
- Title: Reinforcing the Importance of Academic Integrity and Ethics in Students through Blended Learning - A **Deployment of Augmented Reality Applications**
- Inter-institutional project:
 - The Hong Kong Baptist University (Lead)
 - The Hong Kong Polytechnic University
 - The Chinese University of Hong Kong
 - The Hong Kong Institute of Education















Objective

Use a combination of **mobile technology** and augmented reality to facilitate students' learning of academic integrity and ethics

Mobile learning activities conducted in realworld environments (a form of situated learning) can help students connect their learning with everyday lives. (Johnson et al., 2011; Pegrum, 2014)

















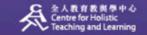




Mobxz MLS

BorderlessHealthLab Pte Ltd.









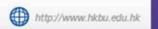




Mobile learning activities are activated at checkpoints using QR Code, geolocation-mapping (GPS), or Image Recognition



















- Learning activities are written in relation to physical objects found at each checkpoint location
- Augmented reality is realised by dynamically overlaying contextually relevant digital information on a realworld environment (Pegrum, 2014)





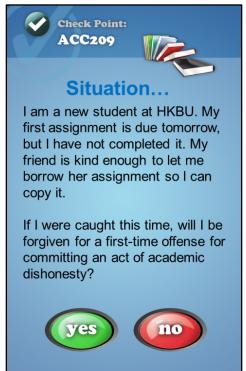


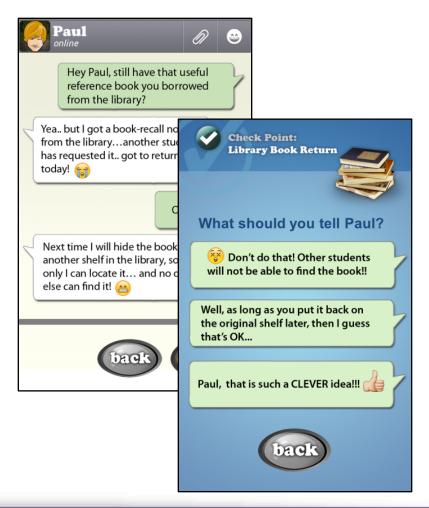




Each checkpoint reveals a scenario and/or question related to academic integrity and ethics











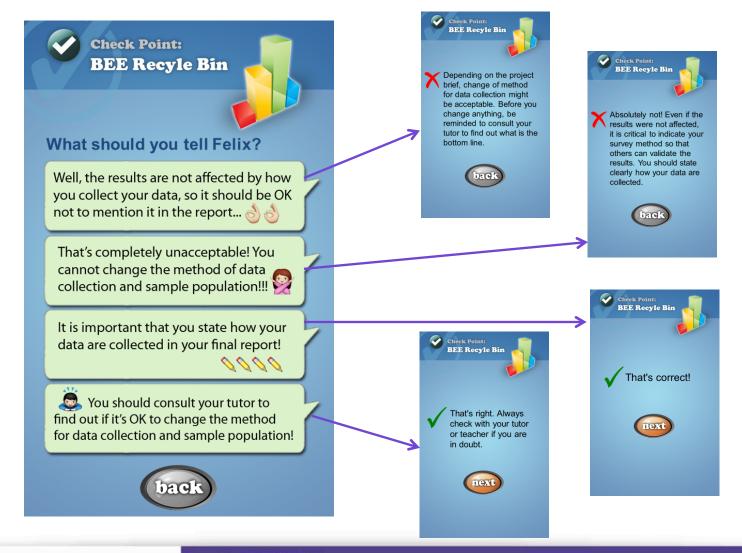








Students explore different choices related to academic integrity and ethics, and learn about their consequences









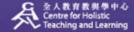






TIE-1: A Pilot Learning Trail





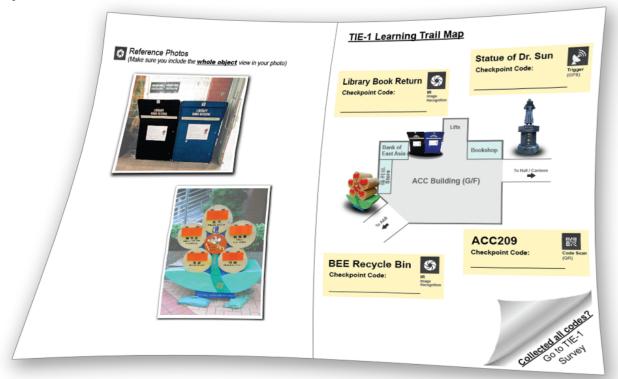








- TIE-1: a pilot learning trail with four checkpoints
- Conducted at HKBU as a class activity with two groups of students (45 students), at both undergraduate (UG) and postgraduate (PG) levels from various disciplines of study.





















Project website: http://www.ar-learn.com/









Data Collected

Four sets of data were collected from 33 students (13 male, 20 female):

- Usage Experience Survey
- **Qualitative Feedback**
- Click Stream (Parallel session #3; venue: C.4.16)
- 4. Responses to Pre- and Post-Trail Questions (Parallel session #3; venue: C.3.11)









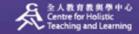






Usage Experience Survey













Usage Experience Survey

1. I find this App easy to use.

Ease of Use

- 2. My interaction with this App is clear and understandable.
- 3. This App makes learning academic integrity and ethics more interesting.

Fun & Interest

- 4. Working with this App is fun.
- 5. The WiFi connection is stable.

Data Stability & System Quality

6. My overall usage experience with this learning trail is good.

(1= Strongly Disagree, 2=Disagree, 3=Neutral, 4=Agree, 5=Strongly Agree)

(adapted from Davis, 1989; Venkatesh et al., 2003)















Survey Results

	Mean	S.D.
1. I find this App easy to use.	3.67	0.82
2. My interaction with this App is clear and understandable.	3.88	0.70
3. This App makes learning academic integrity and ethics more interesting.	4.06	0.75
4. Working with this App is fun.	3.79	0.96
5. The Wi-Fi connection is stable.	2.85	1.06
6. My overall usage experience with this learning trail is good.	3.76	0.87

(1= Strongly Disagree, 2=Disagree, 3=Neutral, 4=Agree, 5=Strongly Agree)









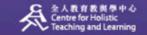






Qualitative Feedback (Summary)









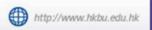


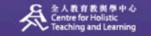


1. Positive and Engaging

- "I quite appreciate the design of (the) app."
- "Interesting enhance communication with others"
- "I think it's quite interesting to do a small hunt."















2. Poor Internet Connectivity

- "Improve the Wifi..."
- "...wi-fi can be fix to be stable."
- "School wifi connection is not good"
- "Connection is too weak... wifi is hard to detect"
- "... But the wifi-service is a quite problem..."
- "WIFI connection fail"















3. Improvements

- "Too much reading."
- "...also the text is quit(e) long that I don't like to read. I suggest that we can have another way to learn the plagiarism and citation. For example, video..."
- "Could include more interesting content in the interactive game, for example, 'real-life' whatsapp message with the character in the game."













3. Improvements (cont.)

- "Add in some competition element in the game, like the fastest will get the biggest gift etc."
- "...(include) sharing function: FB(Facebook), Twitter, Instagram."













Summary

Usage Experience Survey

Students had a positive experience attending the learning trail

Qualitative **Feedback**

Include multimedia contents, shorter case text; Stable internet connection (3G/4G data)

Pre / Post-Question

Students demonstrates awareness of specific concept (e.g. Data Falsification) after the trail

Click Stream

Less obvious question and response choices induce students to explore different options















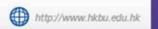
Revision of TIE-1 → **TIE-2**

Scenario presented in storyboard













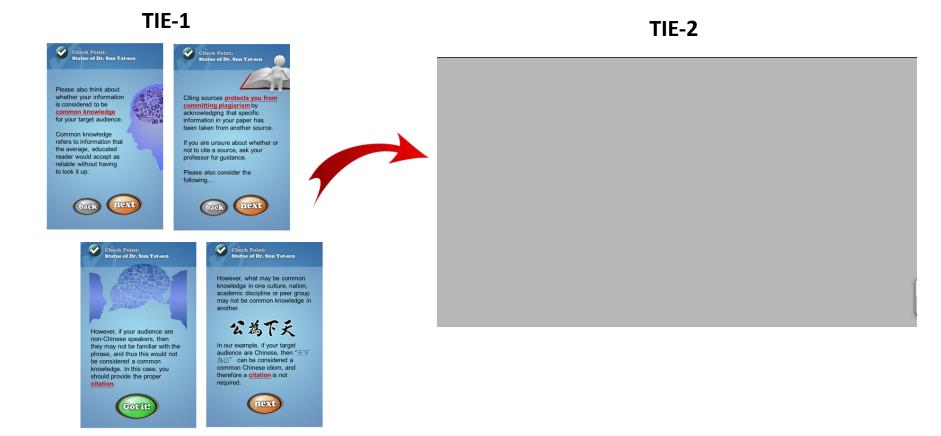




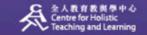


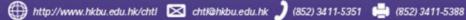
Revision of TIE-1 → **TIE-2**

Use video to replace textual explanation









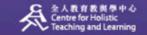






What's Next?











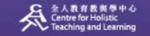


What's Next?

- Conduct the revised learning trail (TIE-2) with more student cohorts
 - 133 students (UG and PG) in Semester 2 (AY2104-15); results to be published
 - New students to go on a TIE in September 2015
- Adapt and extend the current pilot learning trail to partnering institutions' campus in Hong Kong (AY2015-16)















What's Next?

- Develop discipline-specific learning trails at HKBU:
 - Biology
 - Chinese Medicine
 - Physical Education
 - Language Centre
 - Student Residence Hall















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Thank You!

choweric@hkbu.edu.hk















Academic Integrity and Ethics

ETHICAL REASONING RUBRIC

Evaluators are encouraged to assign a zero to any work sample or collection of work that does not meet level 1 performance.

	4	3	2	1
Ethical Self-Awareness		Student discusses in detail/analyses both core beliefs and the origins of the core beliefs.		Student states either their core beliefs or articulates the origins of the core beliefs but not both.
Understanding Different Ethical Perspectives/Concepts	Student names the theory or theories, can present the gist of said theory or theories, and accurately explains the details of the theory or theories used.	Student can name the major theory or theories she/he uses, can present the gist of said theory or theories, and attempts to explain the details of the theory or theories used, but has some inaccuracies.	Student can name the major theory she/he uses, and is only able to present the gist of the named theory.	Student only names the major theory she/he uses.
Ethical Issue Recognition	Student can recognise ethical issues when presented in a complex, multi-layered (grey) context AND can recognise cross-relationships among the issues.	Student can recognise ethical issues when issues are presented in a complex, multi-layered (grey) context OR can grasp cross-relationships among the issues.	Student can recognise basic and obvious ethical issues and grasp (incompletely) the complexities or interrelationships among the issues.	Student can recognise basic and obvious ethical issues but fails to grasp complexity or interrelationships.
Application of Ethical Perspectives/Concepts	Student can independently apply ethical perspectives/concepts to an ethical question, accurately, and is able to consider full implications of the application.	Student can independently apply ethical perspectives/concepts to an ethical question, accurately, but does not consider the specific implications of the application.	Student can apply ethical perspectives/concepts to an ethical question, independently (to a new example) and the application is inaccurate.	Student can apply ethical perspectives/concepts to an ethical question with support (using examples, in a class, in a group, or a fixed-choice setting) but is unable to apply ethical perspectives/concepts independently (to a new example.).
Evaluation of Different Ethical Perspectives/Concepts	Student states a position and can state the objections to, assumptions and implications of and can reasonably defend against the objections to, assumptions and implications of different ethical perspectives/concepts, and the student's defence is adequate and effective.	Student states a position and can state the objections to, assumptions and implications of, and respond to the objections to, assumptions and implications of different ethical perspectives/concepts, but the student's response is inadequate.	Student states a position and can state the objections to, assumptions and implications of different ethical perspectives/concepts but does not respond to them (and ultimately objections, assumptions, and implications are compartmentalized by student and do not affect student's position.)	Student states a position but cannot state the objections to and assumptions and limitations of the different perspectives/concepts.

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Academic Integrity and Ethics

- **Ethics** is defined as an individual's personal beliefs about whether a behavior, action, or decision is right or wrong.
- **Ethical behavior** is defined as behavior that conforms to generally-accepted social norms.
- An individual's ethics and values are developed from a young age, structured within the family institution and can vary tremendously from culture to culture.
- Advances in information technology (IT) have put students under pressure to perform quickly and at a high level, and act as a catalyst for unethical behavior or low-integrity actions.

(Owunwane, Rustagi, & Dada, 2010)

Augmented Reality + Mobile

Augmented Reality

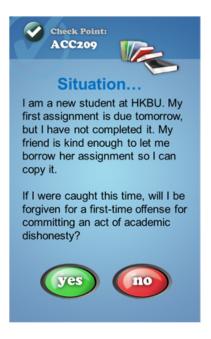
- Although the term 'AR' is sometimes used in the narrow, technocentric sense of an annotated viewfinder display, it has been suggested that a broad conceptual definition is more productive (FitzGerald et al., 2012; Wu, Lee, Chang, & Liang, 2013).
- Dynamically overlaying contextually relevant digital information on a real-world environment (Pegrum, 2014, p.78)

AR + Mobile for Situated / Embedded Learning

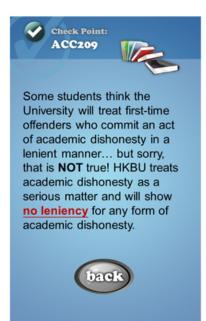
- Allow students to learn in real-world settings with the support of digital information and communication channels, helping them to connect their learning with their everyday lives through a situated, or embedded, learning approach (Johnson et al., 2011)
- The need to transfer abstract learning from a formal setting to the real-world setting where it applies (transfer distance) is minimized, if not eliminated, since students are already learning in the real world (Pegrum, 2014).

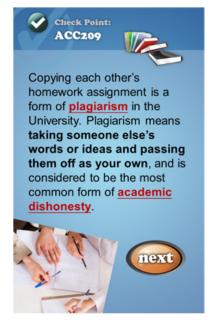
Screenshots

Checkpoint 1 (ACC209)

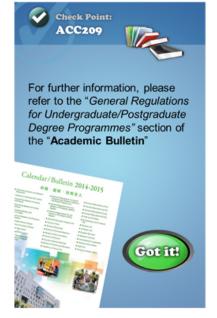


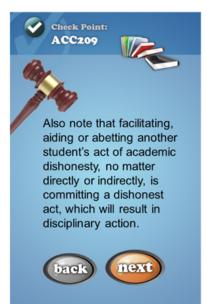














Checkpoint 2 (Statue of Dr. Sun Yat Sen - GPS)













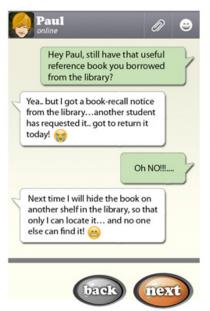




Checkpoint 3 (Library Book Return - Camera Image Recognition)



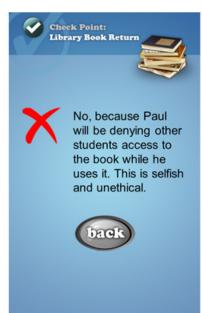














Checkpoint 4 (Bee Recycle Bin - Camera Image Recognition)













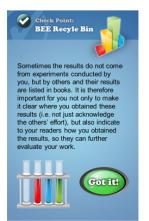












Pre- / Post-Trail Questions

Pre-trail question:

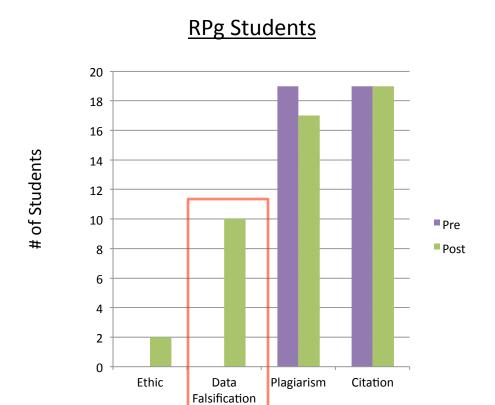
In your own words, what is your understanding of the words
"Plagiarism" and "Citation"? (within 100 words)

Post-trail question:

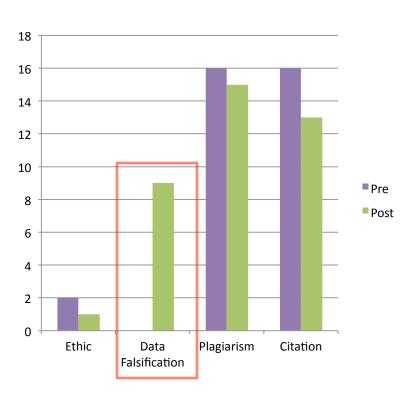
— From the trail, what have you learnt about "Plagiarism" and "Citation"? And how do they relate to Academic Integrity?

Response are passed to *The Hong Kong Institute of Education* (HKIEd) for Learning Analytic processing. (Li et al., 2015).

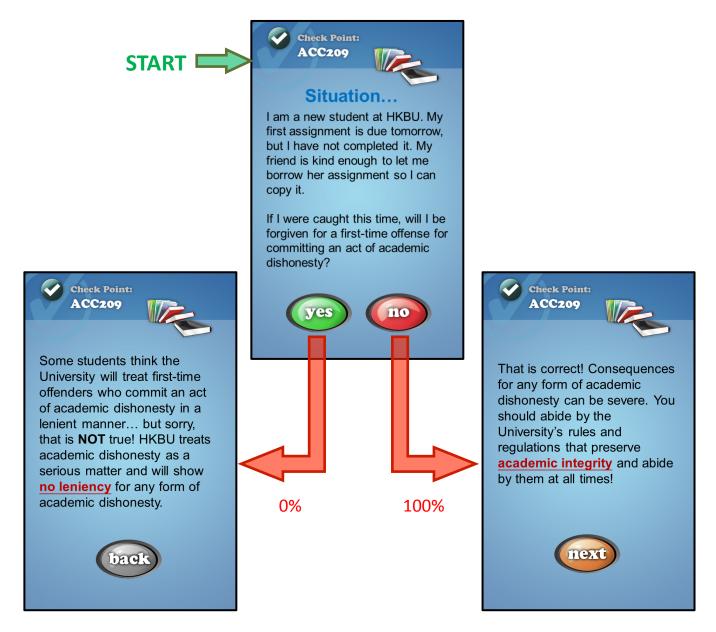
Learning Analytic Results



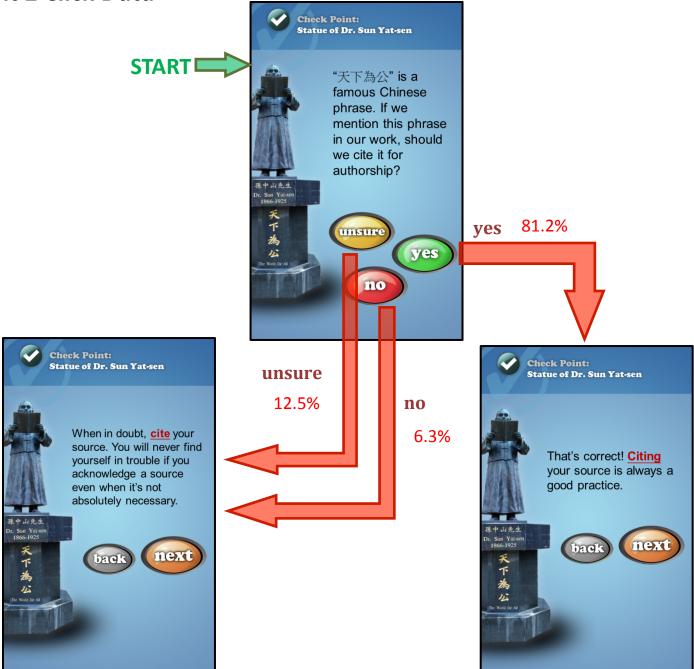
GA Students



Click Stream



Checkpoint 2 Click Data



Choices at Checkpoint 1 and 3 are very obvious.

Obvious question and choices may lead students to miss some of the contents

Checkpoint 2 and 4 present less obvious choices

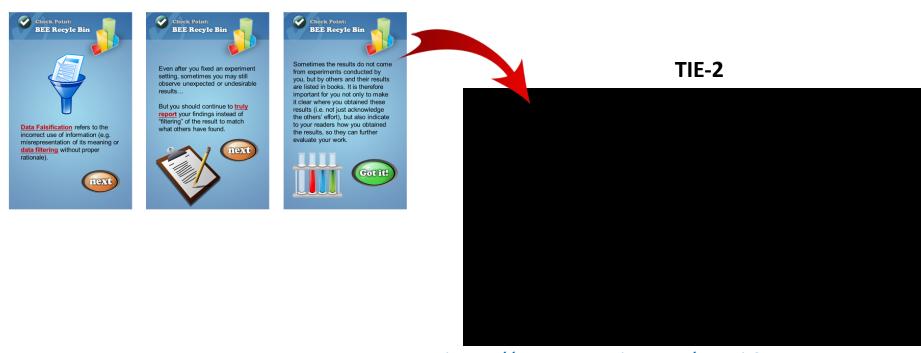
Less obvious question and choices encourage students to <u>explore different</u> options

Revisions (TIE-2)

Revision of TIE-1 Design

 Use steaming video contents to replace textual explanation

TIE-1



https://www.youtube.com/watch?v=wosqvFSKGGY