



An Application of Clickstream Tracking for Mobile Learning

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Outline

- Background and Rationale
- Methods
- Results
- Discussion and Conclusion

















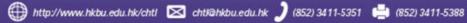


Background and Rationale



















Whole Person Education @HKBU

embodied by the 7 Graduate Attributes

公民 Citizenship

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

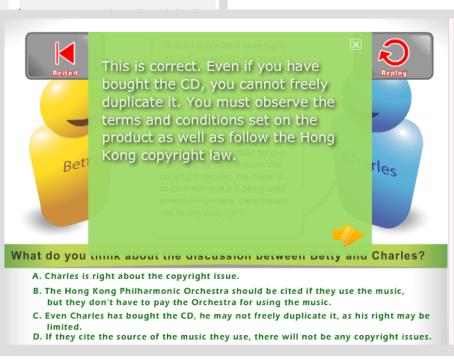


Case study-based modules

Ouiz.

Explanations given upon students' response in case studies

Further discussions and guidelines provided afterwards



The AIE-AR Project

http://www.ar-learn.com

- Title: Reinforcing the Importance of Academic Integrity and Ethics in Students through Blended Learning - A Deployment of Augmented Reality Applications (AIE-AR)
- An inter-institutional mobile learning project (~HK) \$8million) funded by the Hong Kong University Grants Committee (UGC)
- Involves the design of Trails of Integrity and Ethics (TIEs)













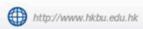


The AIE-AR Project

http://www.ar-learn.com

 Aimed to let students effectively learn about rules of academic integrity and ethics by exploring unethical choices through simulated "realistic" experiences of envisioned scenarios, without actually violating them in reality.















Trails of Integrity and Ethics (TIEs)



















First pilot – TIE-1

- TIE-1 conducted in 2 rounds:
 - 2 Dec, 2014 25 Postgraduate research students
 - 23 Dec, 2014 16 Undergraduate GA Ambassadors
- Included 4 learning activities
- Learning contents were deployed in HTML format
- Students accessed contents via Mobxz MLS app















Summary of Learning Activities for TIE-1

Issue Explored	Scenario Description	Question	Ethical Choices
Plagiarism	A student in the classroom discovers that she has insufficient time to complete an assignment, and is considering copying it from a classmate.	Should the student plagiarise?	 Yes No
Ethical Use of Library Resources	A student is considering hiding a sought-after textbook in the library on another shelf, so that he can use it for as long as needed without letting other students having access to the book.	What should you tell this student?	 "Don't do that" "It's okay to put the book on the original shelf later." "It's a clever idea."
Citation and Common Knowledge	A student is considering using a famous Chinese phrase (inscribed on the statue) in her assignment, and ponders whether citation is required.	Is citation needed for this Chinese phrase?	 Yes No Unsure
Data Falsification	A student is conducting a survey about recycling habit of HKBU students. However, the student cannot collect enough data, and is considering calling up relatives and friends to answer the survey, without reporting this change of data collection method in his final report.	Should the student report the change of data collection method?	 "It should be OK not to mention it in the report" "It's completely unacceptable" "It's important to state how the data are collected" "Consult tutor"











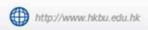




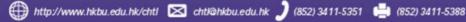
TIE-1

- After the first round, 3 sets of data were collected:
 - Usage Experience Survey
 - Qualitative feedback
 - Pre-trail and post-trail discussion 3.
- However, we would like to know more on:
 - students' choice of answers in each scenario
 - students' engagement in the learning activities
 - the effect of mobile platforms to the user experience
- How to collect these data in the second round?
 - > By employing Clickstream Tracking















What is Clickstream Tracking?



Clickstream tracking refers to the recording of what a computer user clicks on while web browsing or using a software application. Any action done by the users within the webpage or application is logged (Roebuck, 2011)













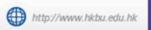


Clickstream Usages

- Companies worldwide employ clickstream to:
 - examine the quantity and profile of visitors to their websites
 - analyse detailed clickstreams for revealing visitors' page viewing patterns.

















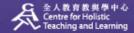


Methods

















Collection of Clickstream Tracking Data



students' choices in each scenario



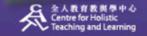
students' engagement in the learning activities



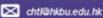
effect of mobile platforms to the user experience















Collection of Clickstream Tracking Data

 Clickstream tracking was employed to collect the following data:

1. Decision on Ethical Choices

Recording button-press (or tab)

2. Time on Task

Timestamping when HTML page is loaded and the "Got it!" button is pressed

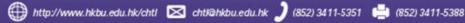
3. Mobile Type

Recording the *UserAgent* property















Applying Clickstream Tracking

- Client-side (Mobile content)
 - Customized JavaScripts snippets inserted in the HTML5 content
- Server side
 - Programming scripts log the data
 - Exports data to Excel file for analytics processing







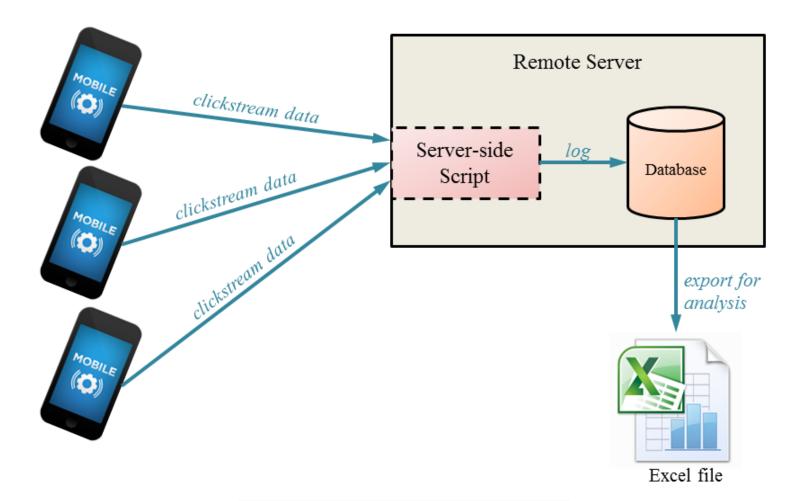








Schematic Diagram of Clickstream Tracking for TIE-1



















Results









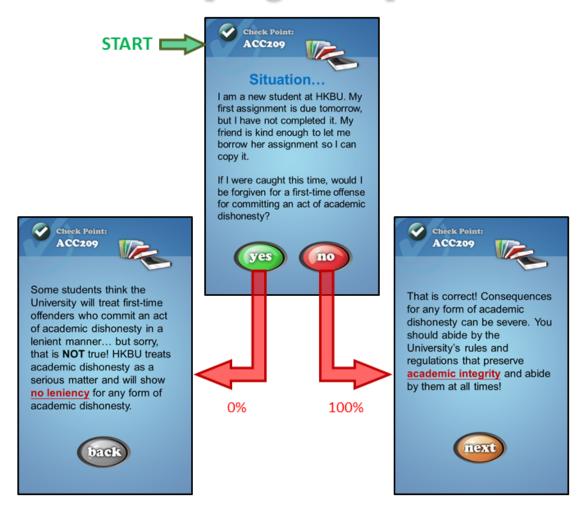








Decision on Ethical Choices [Plagiarism]











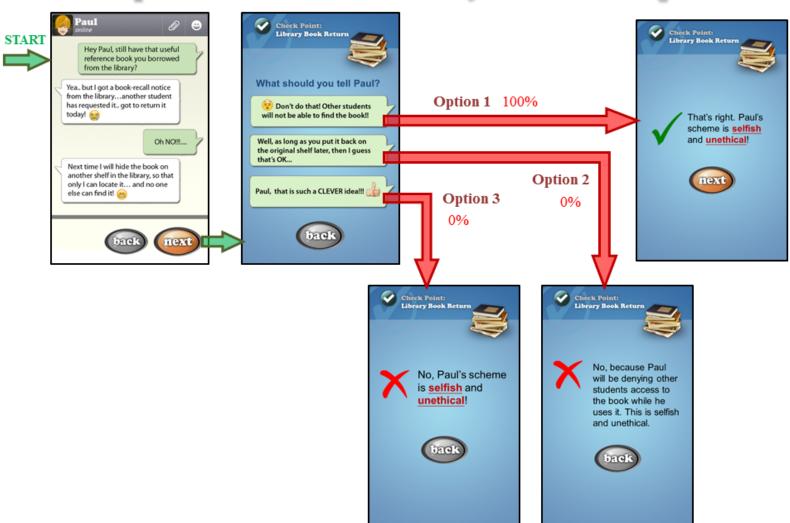








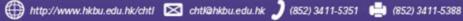
Decision on Ethical Choices [Ethical Use of Library Resources]

















Decision on Ethical Choices

Citation and Common Knowledge

Option	Percentage
Yes	81%
No	6%
Unsure	13%

Data Falsification

Option	Percentage
Option 1	0%
Option 2	30.46%
Option 3	30.77%
Option 4	30.77%















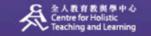
Time on Task

Learning Activity	Number of Students	Number of Screens	Mean Time (in sec)	Min (in sec)	Max (in sec)
Plagiarism	16	7	56	11	126
Ethical Use of Library Resources	15*	8	35	10	62
Citation and Common Knowledge	16	8	36	8	72
Data Falsification	13*	12	73	33	137

^{*}Loss of some data due to temporary server failure















Mobile Platforms





25%

75%









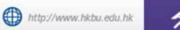




Discussion

















Clickstream Data in TIE-1

- Overall, clickstream data can:
 - Provide valuable insights into students' interactions and behavioural patterns
 - Help optimise the mobile learning contents
 - Improve the general design of the learning trail







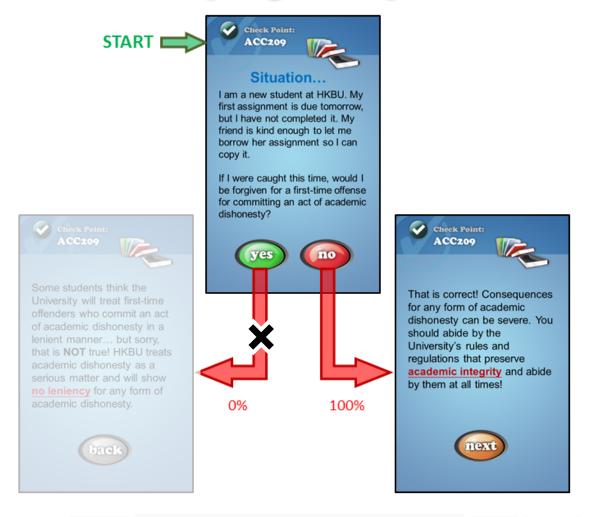








Decision on Ethical Choices [Plagiarism]









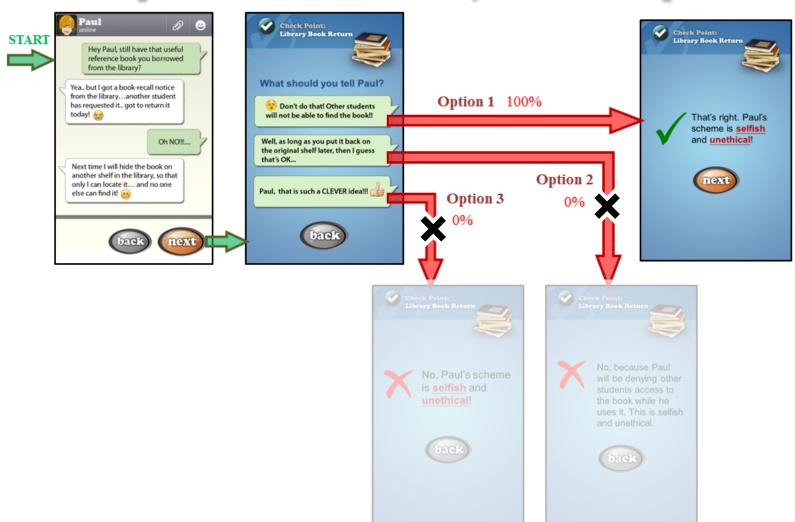








Decision on Ethical Choices [Ethical Use of Library Resources]

















Decisions on Ethical Choices

- What's next?
 - > Revise the questions and choices of each scenario - make the correct choice less obvious
 - Provide opportunities for students to experiment with different choices and learn about the consequences















Time on Task

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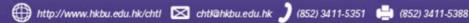
Time on Task

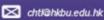
- What's next?
 - Multimedia content can be incorporated and keep number of words to minimal
 - Ensure stable Wi-Fi connection in each location of triggering the learning activity















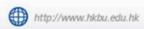
Mobile Platform

The choice of the learning trail mobile application must be compatible with both iPhone and Android smartphones.











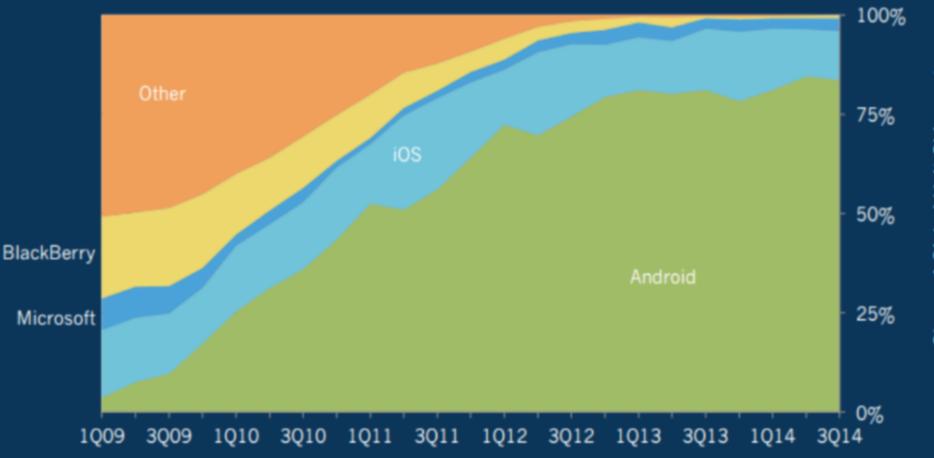








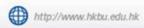
Global Smartphone Market Share By Platform



Summary

- Clickstream data:
 - reflect users behaviour
 - help improve content design
 - > assist in the selection of appropriate technologies for learning activities and thus providing better user experience
- All of the above can help in the design of more engaging learning contents













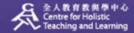


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Thank You!

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For more about the AIE-AR project, please visit: http://www.ar-learn.com