A Social and Gameful Experiential (SAGE) Approach to Increase Learner Engagement and Foster Self-Regulation

Suzanne Ensmann, Ed.D., The University of Tampa, researcher & presenter Aimee Whiteside, Ph.D., The University of Tampa co-researcher

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Overview

- Exploring instructors + learning communities to foster connectedness and course engagement
- Our study uses a social and gameful experiential (SAGE) approach with university students across disciplines (n=103) to manage online scholarly discourse, fostering self-efficacy, critical thinking and problem-solving skills.
- The findings suggest that instructors can leverage gamification and social media-like reactions to foster satisfaction, self-regulated learning, and improve cognition.

Rationale

"Structured ways for students to learn from and with each other can enhance the learning experience for all students" (Bruff, 2019, p. 144).



About the Study

Study

• Showcases an exploratory study of multiple terms of two instructor's courses from 2021-2022

Participants

- Mid-sized, private four-year residential university adjacent to vibrant downtown area
- 10,500 students enroll in Fall 2021
- Students from 50 states and 130 countries
- Over 1,200 international students

What is the student experience when Yellowdig, a community-engaged platform designed with social media and gamification in a course community, is mindfully incorporated into courses to improve learner self-regulation, cognition, and satisfaction?

What is Yellowdig?

Yelowdig Learn together

How It Differs from Discussion Boards

Designed For Active Learning Communities

Social Gameful Relevant Data-driven LMS Agnostic



How It Allows for Organic Discourse





Yellowdig

How It Helps with Instructor Support

COMMUNITY HEALTH DASHBOARD ALLOWS FACULTY TO TRACK ENGAGEMENT



AT-RISK STUDENT IDENTIFICATION



Yellowdig

Yellowdig: Class Example

My Definition Of Leadership - Part 2



everything.

Throughout this semester, I have compiled a list of traits that contribute to my definition of a good leader based on central ideas I took away from several of the LED Talks we watched. 1. Vulnerability. In my opinion, we don't talk enough about how important vulnerability is in society. Vulnerability is a trait that allows us to connect with other humans on a level that is unlike any other. It also inadvertently establishes credibility in relationships due to the private emotions/feelings that are being exchanged and shared. If leaders are not vulnerable they lose a point of connectivity that is critical in establishing trust and with that trust comes a complete and unquestionable servitude to a leaders' counterparts.

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How It Promotes Gameful Experiences

Network Graph

Home / My Communities

Community Connections

Use this graph to analyze incoming and outgoing connections between community members.



Wee	k 1		08/30					
+90	Comment with 25 Minimum Words - 09/05 02:19 AM EDT - (32 words)							
+0	Post with 100 Minimum Words - 09/05 11:23 PM EDT - (97 words)							
+250	Post with 100 Minimum Words - 09	/05 11:38 PM EDT – (125 words)						
+30	👍 Received - 09/06 01:37 PM EDT							
+60	Comment Received - 09/06 01:41 P	M EDT – (49 words)						
+30	👍 Received - 09/06 01:42 PM EDT							
+75	Insightful! - 09/06 04:55 PM E	EDT						
+30	👍 Received - 09/06 04:55 PM EDT							
+60	Comment Received - 09/06 08:38 F	PM EDT – (50 words)						
+90	Comment with 25 Minimum Words	09/10 10:42 PM EDT – (30 words)						
+90	Comment with 25 Minimum Words	09/10 10:50 PM EDT – (131 words)						
+90	Comment with 25 Minimum Words	09/10 11:00 PM EDT – (51 words)						
+90	Comment with 25 Minimum Words	09/10 11:00 PM EDT – (39 words)						
+90	Comment with 25 Minimum Words	09/10 11:17 PM EDT – (57 words)						
+90	Comment with 25 Minimum Words	09/10 11:52 PM EDT – (123 words)						
+90	Comment with 25 Minimum Words	09/11 02:58 PM EDT – (396 words)						
255 Po	ints Earned This Week							

How It Connect Learning Communities

Community Connections

Use this graph to analyze incoming and outgoing connections between community members.



About the Courses

Spring 2021	Course	Delivery	Classification(s)	Enrollment
	AWR 201: Research and Writing	FTF	First-Year/Sophomore	38
	MAPC 602: Global Communication Design	FTF	Graduate	20
	EME 606: Design of Online Collaborative Learning	Hybrid	Graduate	4
Summer 2021	Course	Delivery	Classification(s)	Enrollment
	EME 605: Introduction to Distance Learning	Online	Graduate	7
	EME 642: Management of Change	Online	Graduate	6
	WRI 281: Technical Writing	Remote	Junior (mainly)	10
Fall 2021	Course	Delivery	Classification(s)	Enrollment
	AWR 201: Research and Writing	FTF	First-Year/Sophomore	20
	EME 601: Introduction to Instructional Design	Hybrid	Graduate	7
	EME 603: Inquiry and Measurement	Hybrid	Graduate	14
	EME 612: Media for Instruction	Hybrid	Graduate	3
	ENG 491: Senior Portfolio	Hybrid	Senior	13
	WRI 281: Technical Writing	FTF	Junior	15
	WRI 381: Professional Editing	FTF	Junior/Senior	14
Spring 2022	Course	Delivery	Classification(s)	Enrollment
	AWR 201: Research and Writing	FTF	First-Year/Sophomore	38
	HON 255: Discovering the Leader Within	FTF	First-Year/Sophomore/Jr/Sr	38
	EME 601: Introduction to Instructional Design	Hybrid	Graduate	8
	EME 606: Design of Online Collaborative Learning	Hybrid	Graduate	5
	EME 610: Trends and Issues in Instructional Design	Hybrid	Graduate	10

Literature: Using the SAGE approach

The Disruptive Innovation Framework, disruption describes *merits of the innovation disrupting the path of the traditional method, turning it on its head to improve the production of education* and suggest we rethink age-old assumptions of higher education (Christensen, 2011).

Disruptive innovation post-COVID underscores:

- the need to adapt to change,
- make critical connections,
- suggests we offer new instructional approaches with innovative digital resources (Ensmann, Whiteside, Gomez-Vasquez, Sturgill, 2021).

The SAGE approach uses platforms that incorporate a social and gameful experiential learning to increase motivation (Ensmann, Whiteside, 2022).

Methods

Design of study

This study uses a exploratory design gathering quantitative and qualitative data from students to capture their perspectives of using disruptive technology designed with gamification in a social media type platform with a SAGE approach to learning.

The results reported today include data from 5 terms and 20 classes from Spring 2021 through Spring 2022.

Methods

Surveys (bipolar descriptions on Likert scale)

- eLss survey (Electronic Learning Satisfaction Survey) designed to measure learner satisfaction of electronic learning (Ritzhaupt, 2019) satisfaction of the community building discussion board.
- **2. Self-regulated Learning (SRL) dimensions** (Zimmerman, 1999; 2000; 2002; 2008) aligned to questions in survey instrument designed by researchers; tested for IRR.
- **3. Cognition, Affective, and Psychomotor (CAP)** (Rovai et al., 2009) questions used by researchers; tested for IRR.

Content posts

Content analysis on-going

Focus groups

Planned for Summer 2023

Demographics for All Terms

Demographic	Descriptors of	the Study (n=145)				
Ethnicity	White non-hispanic 75%	Hispanic/Latino 6%	Black or African American, non-Hispanic 6%	Two or more Races including Hispanic 3%	Two or more races, non-Hispanic 3%	Asian, non-Hispanic 2%
Gender	Females 75%	Male 23%	Transgender male 1%			
Age	Z generation (1995-2010) 77%	Y generation (1980-1994) 14%	X generation (1960-1979) 3%			
Classification	Graduate 30%	Senior 25%	Sophomore 23%	Junior 11%	Freshmen 10%	
Term	Fall 2021 30%	Spring 2021 16%	Spring 2022 43%	Summer (two six week terms) 12%		

Using the eLss to Uncover Satisfaction

eLSS Conceptual Model (Ritzhaupt, 2019)



Note: Image of eLSS conceptual model showing nine items on semantic differential scale permission for this article by Albert Ritzhaupt.

Results: Learning Satisfaction

eLSS Variable	N	Mean	Std. Deviation	Minimum	Maximum
Hard to learn : Easy to learn	145	4.41	0.969	1	5
Negative : Positive	145	4.02	1.139	1	5
Unnatural : Natural	145	3.65	1.233	1	5
Ineffective : Effective	145	3.81	1.236	1	5
Unclear : Clear	145	4.35	0.924	1	5
Unsupportive : Supportive	145	4.16	1.078	1	5
Annoying : Pleasing	145	3.46	1.399	1	5
Difficult : Easy	145	4.32	0.927	1	5
Frustrating : Gratifying	145	3.57	1.284	1	5

(Ensmann & Whiteside, 2022).

Using the Survey Instrument Aligned to Uncover Self-Regulated Learning

Forethought Phase:

- Thought given to post
- Planning ahead
- Looking for content to contribute

Performance Phase:

Self created posts
Control
Motivation

Self-Reflection Phase:

- Social media reactions
- Thinking about learning
- Feeling Successful
- Reflective
- Satisfaction

(Zimmerman, 2008)

Results: SRL (Self Regulated Learning)

I write my posts on the fly 00 I just try to get points and don't think about it 00 Instructor led the posts each week No social media reactions 00 Not Learning about or from classmates 00 Not reflective Not satisfied 00 Not motivated 00 I do not plan ahead I do not feel like I have control 00 Not thinking about my learning 00 00 Not successful

00000	I think carefully about my posts
00000	I look for things to post and add that relate to the course
00000	Peers and I led the posts each week
00000	Social media reactions
00000	Learning about and from classmates
00000	Reflective
00000	Satisfied
00000	Motivated
00000	I plan ahead
00000	I feel like I have control
00000	Thinking about my learning
00000	Successful

Results: SRL (Self-Regulated Learning)

Variable	Mean	Std. Deviation	Min	Max
1-I write my posts on the fly:5-I think carefully about my posts	2.99	1.27	1	5
1-I just try to get points and don't think about it:5-I look for things to post and add what relates to the course	3.41	1.28	1	5
1-The instructors led the posts each week: 5-Peers and I led the posts each week	3.85	1.12	1	5
1-No social media reactions: 5-Social media reactions	3.45	1.38	1	5
1-Not Learning about or from classmates: 5-Learning about and from classmates	4.24	1.06	1	5

Results: SRL (Self-Regulated Learning)

Variable	Mean	Std. Deviation	Min	Max
1-Not reflective: 5-Reflective	4.34	0.92	1	5
1-Not satisfied: 5-Satisfied	3.96	1.14	1	5
1-Not motivated: 5-Motivated	3.64	1.23	1	5
1-I do not plan ahead: 5-I plan ahead	3.33	1.32	1	5
1-I do not feel like I have control: 5-I feel like I have control	4.13	1.09	1	5
1-Not thinking about my learning: 5-Thinking about my learning	4.06	1.01	1	5
1-Not successful: 5-Successful	4.11	1.09	1	5

Using the Cognition Learning Instrument to Uncover CA Perspectives (Cognitive Affective)

Please rate the statement below as it specifically relates to your experience in this Yellowdig discussion board.

	1-Not at all	2	3	4	5-Very much so
I have changed my attitudes about learning as a result of the Yellowdig platform.	0	0	0	0	0
I can intelligently critique the work of my peers through the Yellowdig platform.	0	0	0	0	0
I feel more self-reliant as a result of the content from the Yellowdig platform.	0	0	0	0	0
I feel that I am a more sophisticated thinker as a result of the Yellowdig platform.	0	0	0	0	0

Results: CA Instrument (Cognitive Affective Learning)

Variable	Mean	Std. Deviation	Min	Max
I have changed my attitudes about learning as a result of the Yellowdig platform	3.16	1.204	1	5
I can intelligently critique the work of my peers through the Yellowdig platform	3.85	1.129	1	5
I feel more self-reliant as a result of the content from the Yellowdig platform	3.58	1.287	1	5
I feel that I am a more sophisticated thinker as a result of the Yellowdig platform.	3.44	1.236	1	5

Results: A Students Perspectives





Results: Positive Reactions

"The format was very modern and fun; the gamification aspect of it made interactions more significant and required more critical-thinking than most discussion boards."

"I believe that Yellow dig was extremely helpful for me! I really enjoyed using it as a reflection tool and having my classmates comment back or react to my post. Yellow dig really allowed me to connect better with my classmates and allowed for me to realize that I was not the only one struggling at times or the only one procrastinating. Easy collaborative efforts, the points earned are rewarding to see and encouraging."

Results: Negative Reactions

Yellowdig is stressing me out

ENGAGEMENT

I feel like gamification for certain things is helpful, but maybe not for this. I'm not a fan of how this system works so far. It feels like the only thing prioritized by this participation grading method is post length, which makes me feel like just coming in here and typing "potato" about 250 times to reach the post minimum everyday until I reach 5000 points. It doesn't look at the quality of the post or relevance of comments towards the original post. It's just length and I'm not a big talker. Sometimes I have nothing to say about a topic. I look at a post and say to myself "wow, I have absolutely nothing to add", but that's a no go with Yellowdig. Yellowdig to me feels incredibly vapid and leaves me stressed to engage with every post or else my grade may suffer. I don't like Yellowdig so far. It feels like forced engagement. 4/10.



○ Comment Sort (Newest) >>

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I had similar feelings about Yellowdig at the beginning of the summer. I initially felt as though my posts had to fit a certain mold. As if there were some sort of right or wrong answer. What eventually changed my mind about yellow dig was when I decided to stop worrying about the points or if I thought I was saying something that would be agreed with. I personally value authentic thoughts and feelings over contrived expressions and verbose language. I for one appreciate your posts and point of view. If you don't want to talk about the weekly topic, I for one would love to hear more about your job. From the stories you've shared so far in class, it sounds very interesting. I'm sure theres quite a bit to be learned from your engagement with such a diverse bunch of stakeholders.



Results: Negative attitude changed

Yellowdig is stressing me out

ENGAGEMENT

Spring 22

I feel like gamification system works so far. It t post length, which mal reach the post minimu or relevance of comme Sometimes I have noth absolutely nothing to a and leaves me stresse so far. It feels like force

Collapse comments (5)

07/20/2021



social aspect of learning. Prior to my time in the Instructional Design Program at UT, I felt

Design for Online Collaborative Learning EME606

I had similar feelings posts had to fit a certa eventually changed n points or if I thought I authentic thoughts ar appreciate your posts would love to hear me very interesting. I'm si

issolated as a student. While I had friendships with other students on occasion, I never felt they were part of the learning equation. The ID program has made me see things a bit differently, and I'm quite grateful for what we've shared in the pursuit of education. Thank You All!!!

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diverse bunch of stakeholders.



Conclusion: Benefits and Challenges

Benefits

- Increases connectedness
- Allows students not to feel alone
- Increase self reliance
- Reduces instructor workload from minutiae to to invest into facilitating learning!
- Keeps students accountable

Challenges

- Resistors--those who are stuck boycotting a new system
- Takes time for some students get "aha" moment
- Instructors and students may vary on what they define as reflective
- Students get from it what they put into it

Conclusion: Let's Continue Discussing

Contact us for any questions or for upcoming journal special issues on the SAGE approach to learning.

Suzanne Ensmann sensmann@ut.edu

Aimee Whiteside awhiteside@ut.edu



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