(Floe) Preference Exploration and Self-Assessment (MyL3)

Goal

The goal of this work is to consider "Self-assessment and preference exploration environments that support learners in learning to learn and refining their understanding of their accessibility needs" (Floe5 grant).

Summary of Inclusive Self-Assessment

This work is also being carried out as part of the Automated Personalization Computing Project (APCP), see also the press release here.

Background

Many of the preference-setting tools that have been developed as part of the Floe project so far have taken into account where and how a user might discover preferences for the first time. Particularly with the Exploration Tool and the First Discovery Tool, the idea of playful exploration and an introduction to the concept and function of preferences was at the forefront of the design and development work. How can a user who has never set their preferences discover what works for them in a way that is non-intimidating, engaging and possibly even fun? While the Exploration Tool and First Discovery Tool provide an opportunity for preference discovery, an additional element of self-reflection is required in order for a learner to determine what is working for them on an individual basis. It should also enable them to set flexible goals and customizable milestones to achieve those goals based on their needs and preferences.

My Lifelong Learning Lab (MyL3)

Some of our work in this area has coalesced under the umbrella term of My Lifelong Learning Lab. We are creating extensible supports that allow a learner to become an experimental researcher in the subject of their own learning. They can set up inquiries, instrument these inquiries (sensor, monitors, etc.), monitor the data, analyze the data (with adjustable presentation styles that match their needs), use the results to make adjustments to their learning, etc.

"What happens to assessment if everyone has a different desired outcome or a different role to play? Here we need to explore the option of engaging learners themselves, supported by personalized learning analytics -- as aspiring research scientists in the important subject of self-regulation and self-determination." J. Treviranus

Designs for Implementation

1. Phase I - Providing a selection of quick notes and enable tracking them in the playground.
   MyL3_Implementation_Phase1_V1_SS
2. Phase II - Allow users to create custom quick notes and enable the mapping option in the playground
3. Phase III - Add journal and queries modules to MyL3

Mockups, Prototypes and Demos

Prototype that imports data into MyL3 from external sources

Design Iteration Narrative (WIP)

- Self-reflection Playground and Queries (Feb, 2018)
- Self-reflection Playground and Queries (Nov, 2017)
- Self-reflection Playground
- MyL3 Queries and Touch-notes Exploration AI
- MyL3 Queries and Touch-notes Exploration Balsamiq
- Simple Learner UI - manual entry features (Dec 2016)
- APCP Simple UI for Pilot - first draft (Oct 26 2016)
- Learning Toolkit Interactive Prototype (July 2016)
- MyL3 iteration detailed interactions (June 29 2016)
- MyL3 iteration with timeline comments (June 10, 2016)
- MyL3 iteration w calendar, goals, timeline (June 7 2016)
- MyL3 iteration interaction with GPII (June 7 2016)
- Simplified and Mobile Designs (May 19 2016)
- Design Doc (May 16 2016)
- MyL3 Building Block Left Side Panel (May 16 2016)
- MyL3 Building Block Explorations (May 13 2016)
- Calendar and Goals Timeline idea (May 12 2016)

Early Explorations

- Self-assessment and learning early exploration sketches

Design Process

- MyL3 Learner toolkit scenarios and potential tool functions (WIP) - Google doc
- MyL3 Learner Toolkit Co-Design Session Plan - Google doc
- MyL3 Learner Toolkit Co-Design Session Notes (full) - Google doc
- MyL3 Mindmapping Session Oct 17 2016
- APCP Dashboard/Toolkit Use-Cases
- Self assessment dashboard features
- Self assessment dashboard use cases
- Common canvas to collaboratively generate design sketches
- MyL3 - High-Level Application Design Document
- Thoughts on Inclusive Data Systems

Meeting Notes

- Community Meeting March 25, 2020
- October 3, 2017 - MyL3 Design Crit
- September 28, 2017 - MyL3 Meeting Notes
- September 14, 2017 - MyL3 Meeting Notes
- June 27, 2017 - MyL3 Self-Assessment Toolkit Design Crit
- May 25, 2017 - MyL3 Meeting Notes
- April 13, 2017 - MyL3 Meeting Notes (Nexus discussion)
- March 30, 2017 - MyL3 Meeting Notes (overlap with Nexus)
- Jan 19, 2017 - Walked through and discussed scenarios
- Jan 12, 2017 - MyL3 Meeting Notes
- Dec 15, 2016 - MyL3 Meeting Notes
- Nov 21, 2016 - Co-design session
- Oct 27, 2016 - MyL3 Meeting Notes
Research

Lifelong Learning

Dashboards

- Degreed https://degreed.com/sparrowrose/index/1#?tab=profile
- Summit Public Schools - Personalised Learning Plan Dashboard

Quantified Self

- Canadian Art article with Emotionsense app screenshots
- Biohacking / health monitoring: http://www.quantifiedbob.com/
- https://medium.com/the-experimental-year/designing-a-space-for-self-directed-learners-eca0eba080c5#.73exex8t6
- http://www.cast.org/
- https://www.setbc.org/
- http://www.goorulearning.org/#collection-play&id=30bf9f9eb33-4fc8-9350-666b2f974d6e
- https://www.khanacademy.org/
- https://www.khanacademy.org/about/blog/post/58354379257/introducing-the-learning-dashboard
- mcmilln hearn paper on student self-assessment
- https://www.artefactgroup.com/content/work/dreambox-learning-educator-experience-artefact/
- DEEP 2015 Discussion

Mood Tracking

- https://nomie.io/
- http://moodmeterapp.com/

Data Collection

- iNaturalist and BioGaliano Project
- health and medical records cooperative platform https://midata.coop/
- weather tracking https://www.raspberrypi.org/blog/initial-state/
- Vancouver Island Weather Station project http://www.victoriaweather.ca/