Examining Educational Events to Enhance Learning and Evaluate Outcomes

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Introduction

- There is a limited understanding of learners' mental actions and reactions to an educational event and the optimal learning process.
- One new idea is to encourage learners by examining the taught/learned materials during the educational activity through use of an Audience Response System (ARS).
- Audience response systems are interactive tools that allow learners to provide feedback, answer questions, and participate in activities during a learning event. These systems can take many forms, including clicker devices, mobile applications, or web-based platforms.
- By using ARS systems, educators can assess learners' understanding of the material, adjust their teaching methods in real-time, and provide learners with immediate feedback.
- A simple, applicable, and user-friendly electronic platform can further encourage learners to assess and infer connections about learning topics during an educational event.

Methods/Results

- Efficient learning maximizes learners' understanding of material while minimizing the time and effort required.
- Instructors will indicate specific materials in a lecture to examine during the learning activity. For example: the meaning of a term, the relation of a concept, a true/false statement about a concept, or the value/importance of a concept.
- Using a digital platform to enable learners to react instantly will actively enhance learning by allowing them to examine the material and deliberately input results into the platform.
- The input is collected for each student and used to provide feedback, promote further learning, measure learning outcomes of the activity, and evaluate student progress.
- Providing a practical platform for learners to share their perceptions, understanding, analysis, responses, and conclusions during an educational event with all the related thoughts and relevant information will significantly enrich not only the learners' experience, but also offer educator's knowledge and understanding of how to structure and conduct future educational activities.
- Collectively, of all learners in an educational event and from previous similar events, there will be a library of feedback and elements to adjust and enrich educational activities.

Conclusions

- Instant and detailed feedback from learners about educational activities is feasible and important.
- Learning can be enhanced by improving facilitation through a content-examining approach using an Audience Response System.
- Structuring a digital platform with learners' input on taught material facilitates examining the content efficiently, and ultimately leads to increased attention and better learning outcomes.
- This process should be the focus of future studies to understand the exact and specific mental actions/reactions of learners to a variety of educational activities and topics.

References

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1. Determine the learning objectives and goals of the educational event.
   - Identify the specific knowledge, skills, or attitudes that learners should acquire or develop.
   - Define the desired outcomes of the educational event.

2. Select appropriate audience response system based on the educational event format and the target audience.
   - Choose the type of audience response systems that best suits the learning objectives and goals.
   - Consider factors such as ease of use, cost, accessibility, and compatibility with the educational event format and delivery mode.

3. Design interactive and engaging activities that promote active engagement.
   - Develop interactive questions, quizzes, polls, or games that require learners to actively engage with the content.
   - Encourage learners to share their thoughts, ideas, and opinions, and provide feedback and support.

4. Integrate the audience response system into the instructional design and delivery of the educational event.
   - Plan when and how to use the audience response systems throughout the event.
   - Train learners on how to use the audience response systems and provide technical support as needed.

5. Monitor and assess learners' mental actions and reactions to the educational event.
   - Collect and analyze data from the audience response systems to evaluate learners' understanding and engagement.
   - Use the data to adapt the instructional design and delivery of the educational event in real-time if necessary.

Figure 1. Structure to serve as a guide for educators and instructional designers to plan and implement effective educational events that promote an efficient learning process, with the use of audience response systems as a key tool.