

# Lessons from Griffith - assessing our assessment technology

Mr Giuseppe Poli



A long long time ago,  
in a place not too far  
away.....







**assessment**

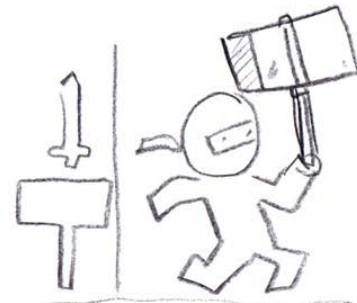
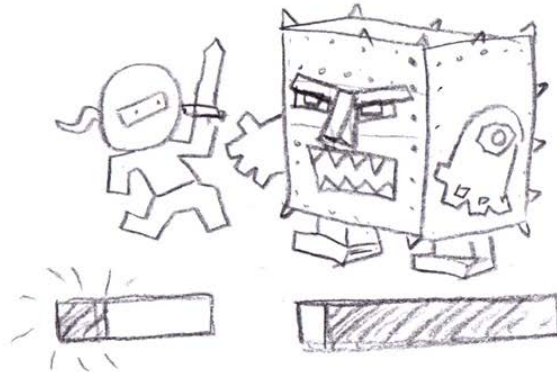
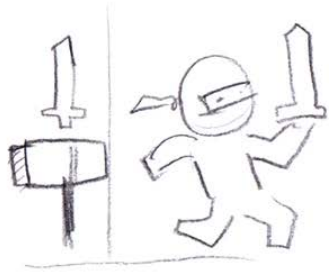
**ass**

**people**



**assessment**





action

measurement

feedback

new action

people



assessment



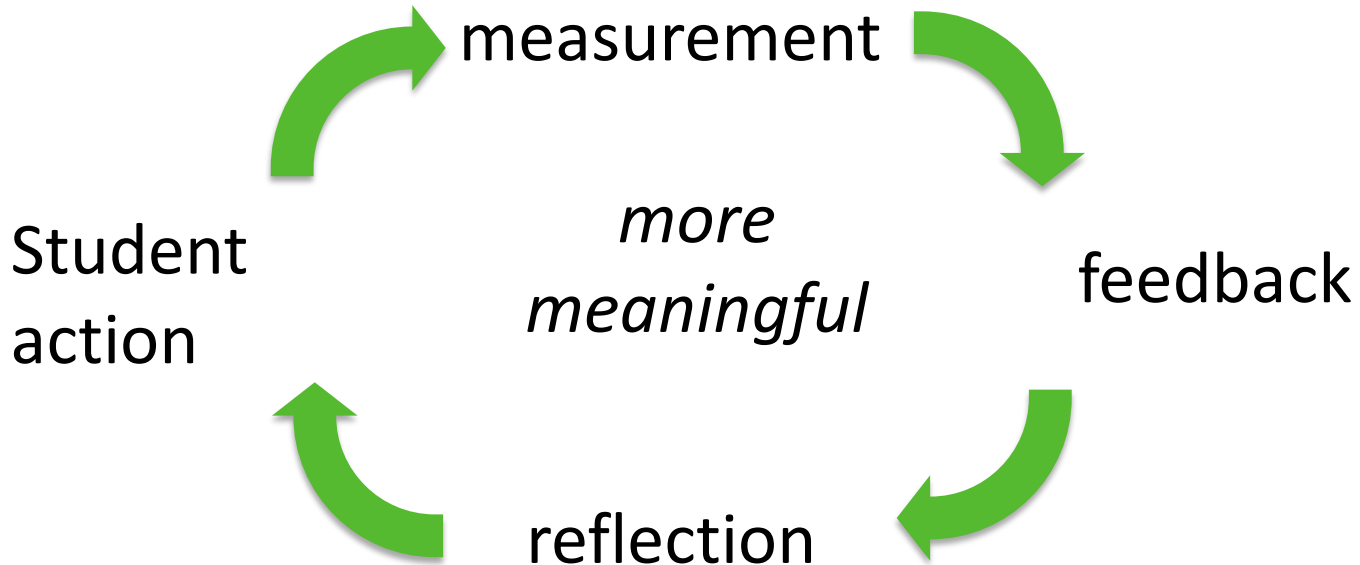
Gamification

Industry  
engagement

Work integrated  
learning

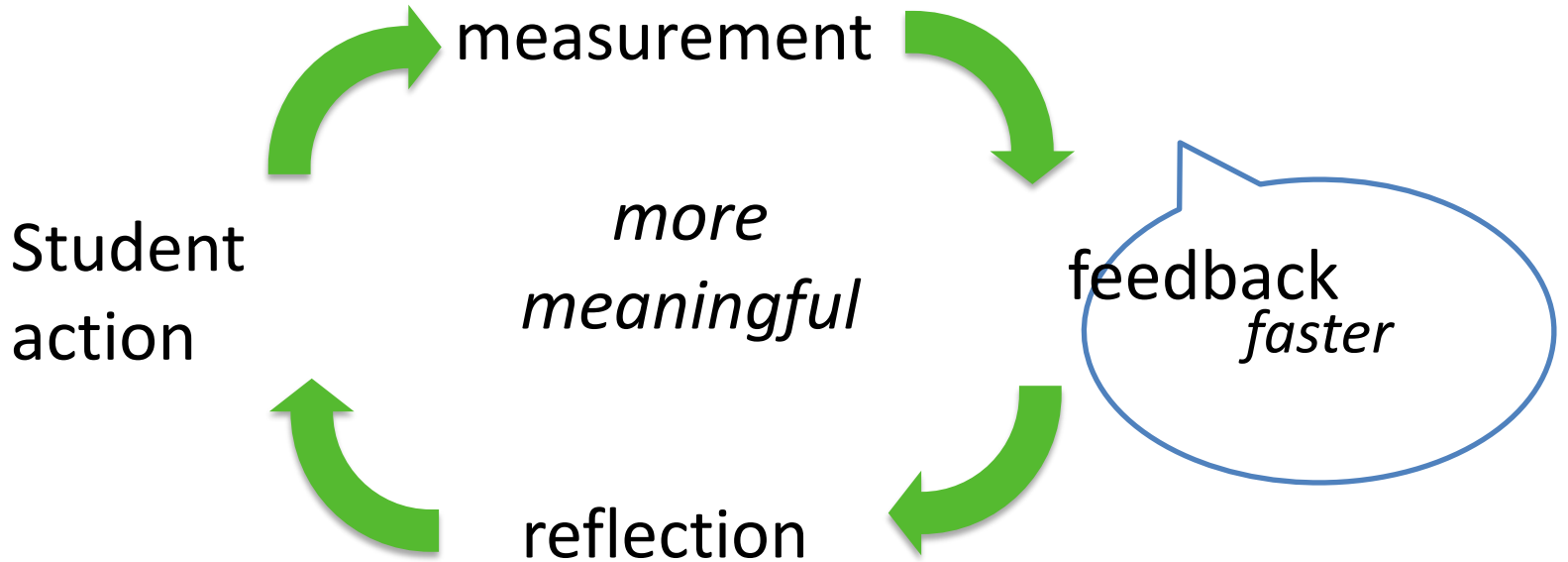
Active  
learning

# Authentic assessment



*Easier  
and  
online*

*Easier,  
consistent*



Challenges  
change

TurnItIn

2013

Challenges  
change

TurnItIn

2014

and still  
work to  
be done.

TurnItIn

2015

Increase adoption

Reduce friction

# We asked people about assessment in general and found...

## **problems/ concerns**

tech change unexpected, not supported or needs updating, unfamiliar...

tech suite not necessarily pedagogical aligned

support processes needs work

broad pedagogical needs

quality of assessment

policy limiting, difficult to affect

## **opportunities/ excited about**

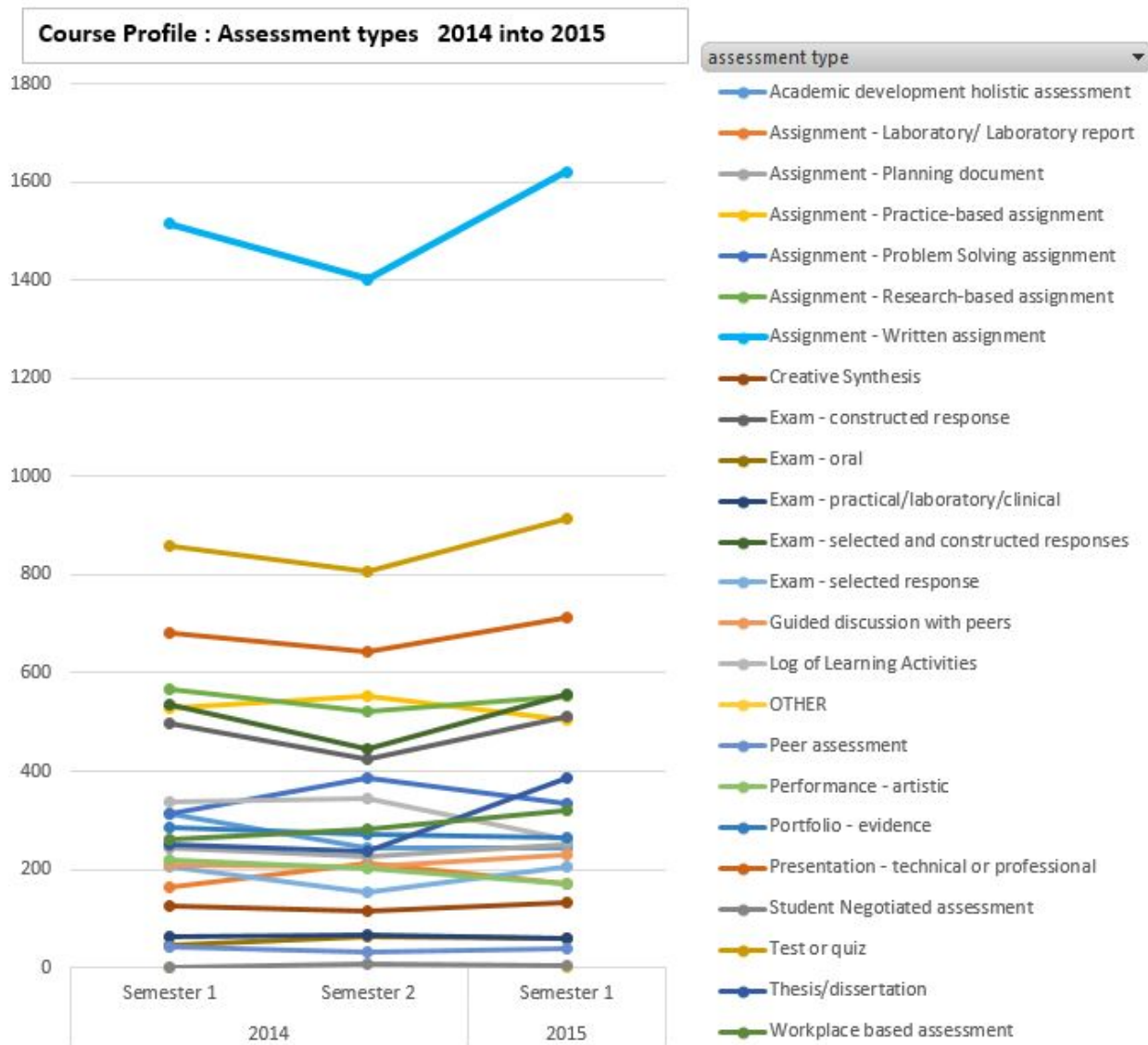
moves toward more authentic assessment

professional development paths for teachers

developing more meaningful learning activities

technology improvements and capabilities

# We looked at how our assessment tasks were evolving



and which tasks used certain technology

**590+** courses have Written Assessment task

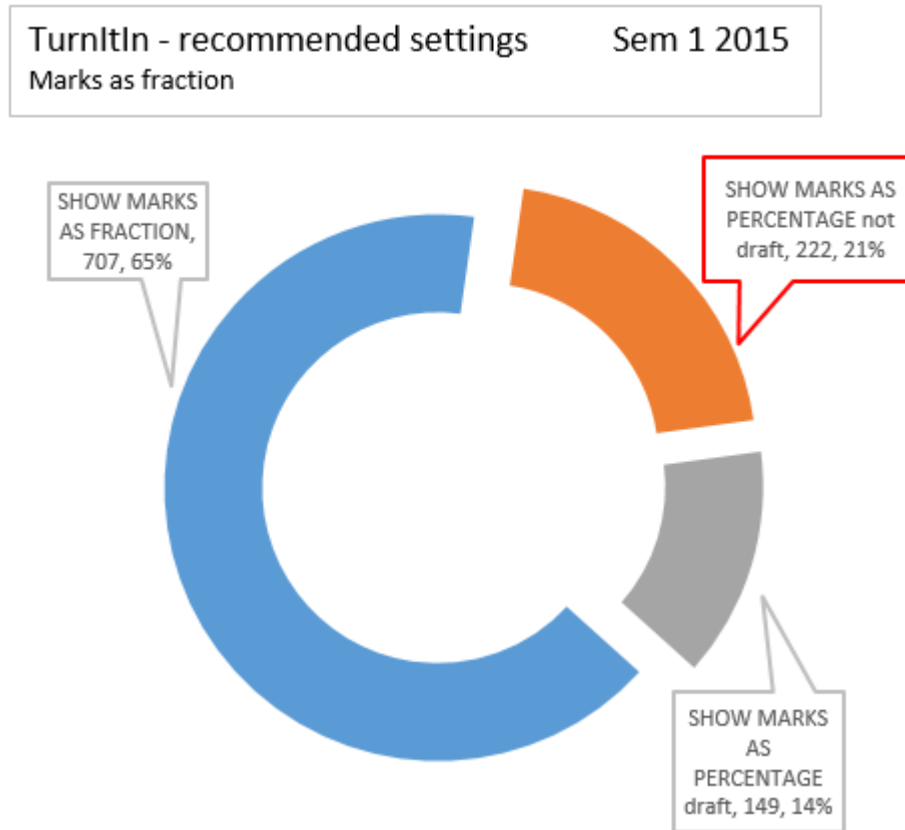
**300+** don't use a current online submission and marking tool

Why?





and how our recommendations were being followed



This advised our present and future work  
improve adoption and reduce friction

Promotion

Self-help materials

- focus on relevance

  - Design, Student Submission, Marking, Feedback

- just-in-time

  - TurnItIn Visual overview

- multiple levels

  - human questions + in context + all leading to central  
online help

Assessment Wizard

- to aid in technology selection and adoption

Change Management focus

# Turnitin - for Instructors

## Quick overview of activities and key items

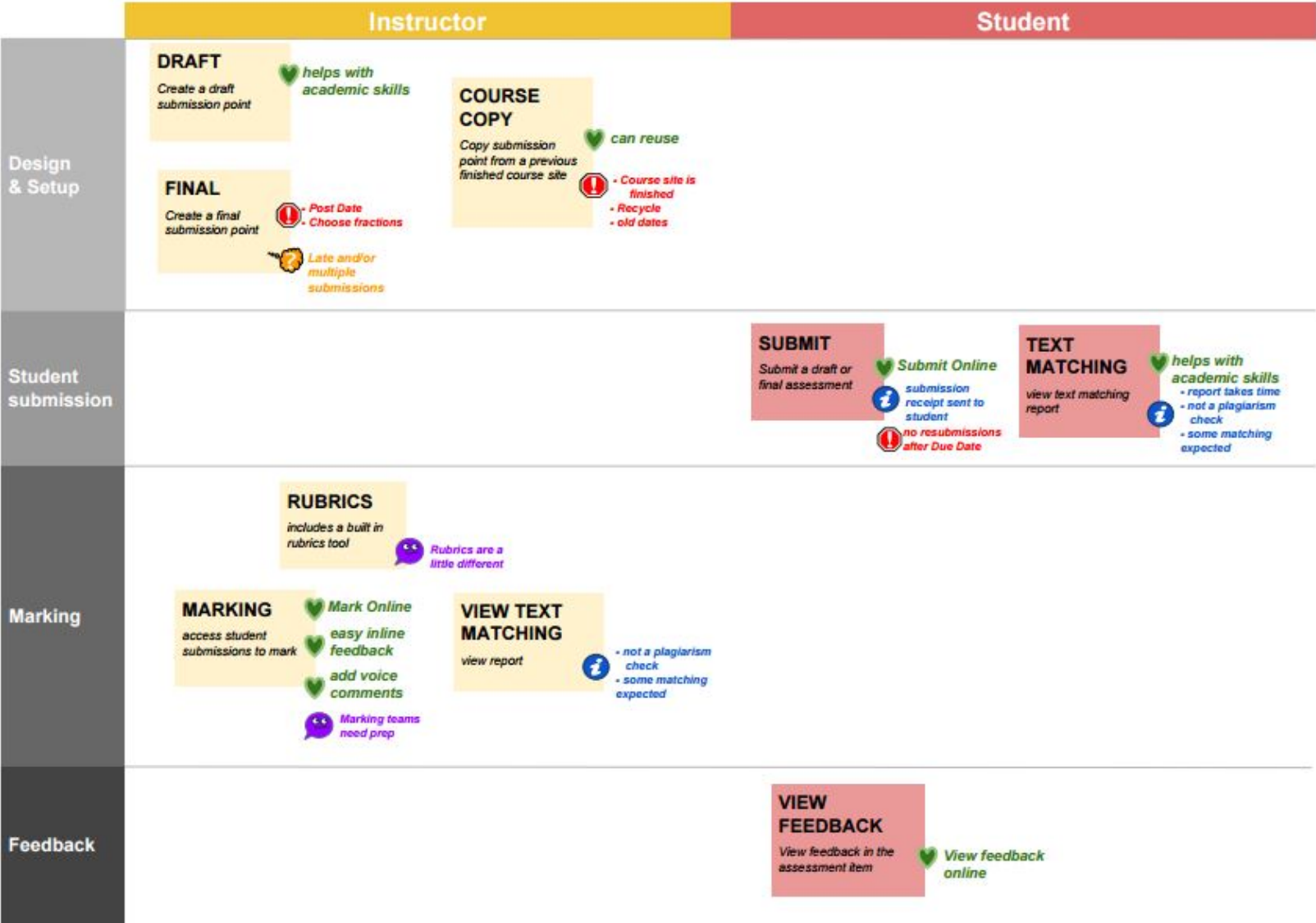
Learning@Griffith Support

Feb 2015

**Legend**

**INSTRUCTOR activities**    **STUDENT activities**

Important    Think about    Extra    Info    Great reason



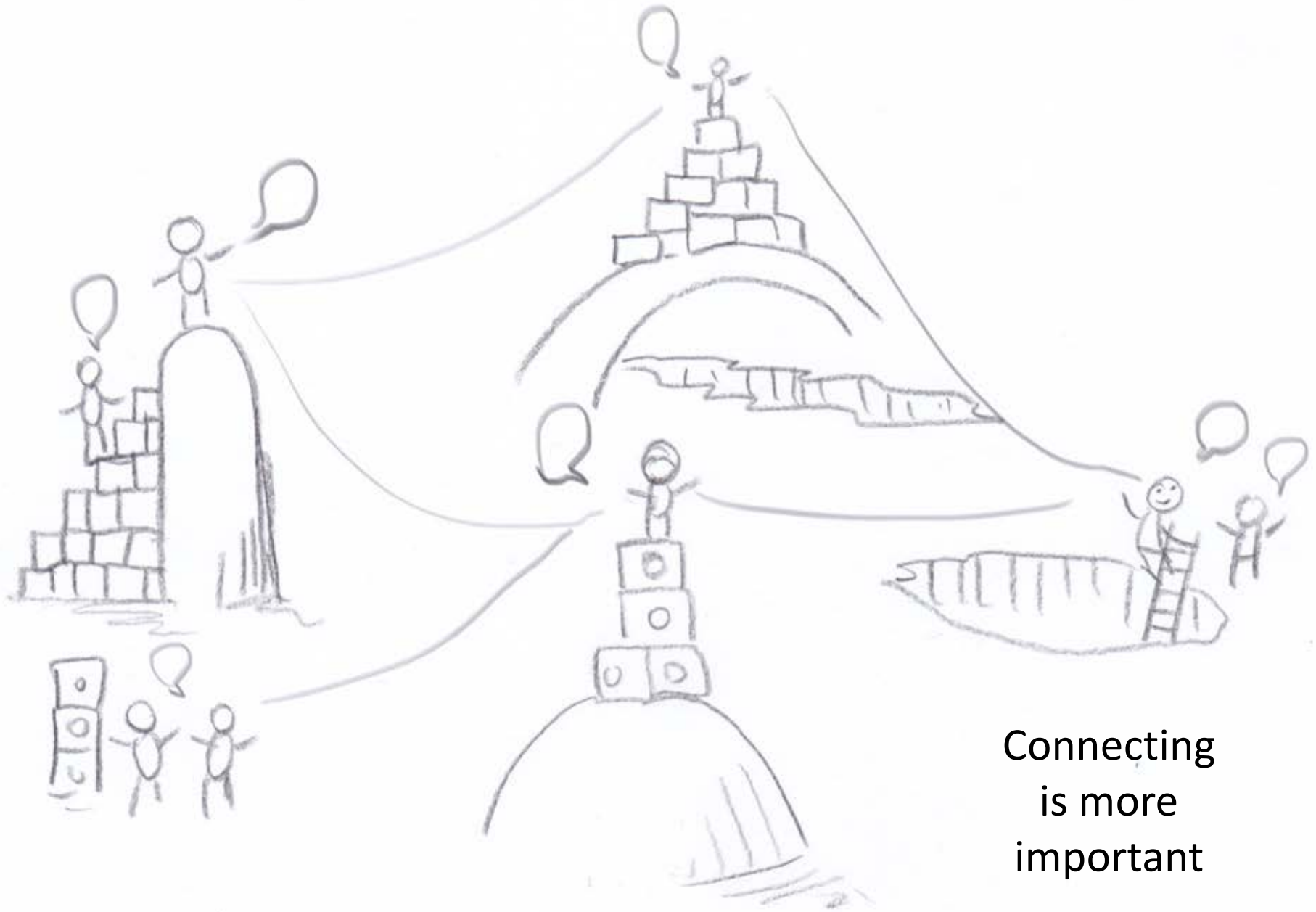
Lessons learnt and key insights

new success with new technology

get better at **change**

Creating and innovating is great





Connecting  
is more  
important



ultimately, it's not good enough to just produce  
more help  
and more info  
and more technology

we need to design it.  
we need to make it something  
they want to  
consume.

**Consumption is key.**





