Minimizing the cultural influences on learning outcomes in higher education through interventional tools of student profiling and gamification

Research Proposal
Purpose

Interaction between student and faculty

Diverse cultures

Effective learning outcomes

Globalization

Technology

Learning styles
Research proposes – Student Profiling

STUDENT PROFILING

TECHNOLOGY-CENTRIC EDUCATION
Culture: Roadmap to value and behavior
Handshake gone wrong?
Top host destination of international students worldwide in 2019, by number of students
Countries with the largest amount of international students as a share of the total higher education population in 2019
Culturally Responsive Training

**Figure 1 | Eight Competencies for Culturally Responsive Teaching**

- Reflect on one's cultural lens
- Recognize and redress bias in the system
- Communicate in linguistically and culturally responsive ways
- Draw on students' culture to shape curriculum and instruction
- Collaborate with families and the local community
- Bring real-world issues into the classroom
- Promote respect for student differences
- Model high expectations for all students

NEW AMERICA
Prepare for global economy

Foster creativity

Build confidence in later life

Reduce prejudice

Promote empathy

Benefits of culturally responsive education

Interaction between student and faculty  Diverse cultures  Effective learning outcomes
According to the Economist Intelligence Unit’s publication titled “New Schools of thought: Innovative models in delivering higher education”, the ripple effects of the pandemic are likely to compel the educators to future-proof higher education by largely resorting to online education with the help of technology.

Culturally responsive teaching before COVID-19 and after should focus on keeping students’ cultural norms and beliefs in mind and putting time into relating to students who have different life experiences, languages, and values than your own. Being culturally responsive requires a reflection on your own life experiences and how they’ve impacted your belief systems.
Share of adults who are concerned their children will fall behind in school due to disruptions caused by COVID-19 in 2020, by level of concern
Most important limitations of online education during the coronavirus (COVID-19) pandemic in Romania in 2020
Research proposes - Technology Centric Education

STUDENT PROFILING

TECHNOLOGY-CENTRIC EDUCATION
Competency Based Learning

Develop Competencies

Process

Not product

Mastery of Skills
Competency-based strategies

- Provide flexibility in the way that credit can be earned or awarded
- Provide students with personalized learning opportunities.
- Online and blended learning, dual enrollment and early college high schools
- Leads to better student engagement as the content is relevant to each student and tailored to their unique needs.
- Leads to better student outcomes because the pace of learning is customized to each student.

United States Department of Education
Competency-based strategies

Harika Rao
Motivations for adoption: Institutions see CBE as a way to serve nontraditional students and improve workforce readiness.

Scope of adoption: Many institutions’ adoption activities fall short of full CBE programming.

Future of CBE: Most institutions are optimistic about the future of CBE.

Scale of enrollment: Most CBE programs currently serve relatively small numbers of students.

Barriers to implementation: Perceived barriers to CBE implementation represent both internal and external factors.

Faculty role: Faculty are still fulfilling a broad range of roles in active CBE programs.

Source: American Institutes for Research, 2019
Implementing Competency Based Education

- Design the course
- Infographics
- Videos
- Assignment
- Quiz (4)
- Mastery paths
- Link to content
Gamification – Context

Using game design principles and mechanisms in non-game contexts

Gamification makes technology more inviting by encouraging users to engage in desired behaviours.
Gamification in Education

- Future proof
- Adopt and reap tech benefits
- Fostering learning environment
Typical Game Design Elements

- Points
- Badges
- Leaderboards
- Avatars
- Teammates
- Meaningful Stories
- Performance Graphs
Education gamification market value worldwide 2015-2020
Gaming in Gamification

Griefers
- Tease
- Reputation

Rule breakers
- Short cuts
- Wrong way
Implementing Gamification

- Scavenger hunt
- Points
- Digital games
- Badges
- Game apps

Harika Rao
Exploratory case study methodology

Answering ‘how’

Discovering ideas

Developing insights

Harika Rao
Hypothesis

Ho: There is a positive relationship between Competency based learning and student learning

H1: There is correlation between student motivation and game mechanics
References


• Institute of International Education. (March 9, 2020). Countries with the largest amount of international students as share of the total higher education population in 2019 [Graph]. In Statista. Retrieved May 30, 2020, from lang.student.lynn.edu:2093/statistics/788155/international-student-share-of-higher-education-worldwide/
References


