

Access to this work was provided by the University of Maryland, Baltimore County (UMBC) ScholarWorks@UMBC digital repository on the Maryland Shared Open Access (MD-SOAR) platform.

Please provide feedback

Please support the ScholarWorks@UMBC repository by emailing scholarworks-group@umbc.edu and telling us what having access to this work means to you and why it's important to you. Thank you.

Performance on a Web-Based Tutoring System for Java Training

Henry H. Emurian
Information Systems
UMBC
1000 Hilltop Circle
Baltimore, Maryland 21250

Ashley G. Durham
Centers for Medicare and
Medicaid Services
7500 Security Boulevard
Baltimore, Maryland 21244

Objective

```
1. import java.applet.Applet;  
2. import java.awt.Label;  
3. public class MyProgram extends Applet {  
4.     Label myLabel;  
5.     public void init() {  
6.         myLabel=new Label("This is my first program.");  
7.         add(myLabel);  
8.         myLabel.setVisible(true);  
9.     }  
10. }
```

Challenges

- ***Student Motivation***
 - Information Systems students are less keen to study computer programming than are computer science students.
- ***Student Preparation***
 - Information Systems students are less prepared to study computer programming than are computer science students.

- ***Rote memorization*** is fundamental to the acquisition of skills that set the occasion for “understanding.”
 - Constructivism comes later.
- ***Disciplined study behavior*** is essential to acquire skill, and many, if not most students, do not know how to study.
- ***Repetition*** and overlearning are essential to the learning process.
- ***Feeling good about yourself*** after hard work sustains enthusiasm for learning.

“Regurgitation” and Beyond...

- *Regurgitation is Good*
 - Mindful, intentional, informed, purposeful, and accurate regurgitation.
- *General Rules*
 - Within the context of the interactive tutor, **frames of information** about general syntax and semantics are presented.
 - **Multiple-choice tests** based on these frames are embedded throughout the tutor.

How it all started (circa 1987)

1. program circle
2. real r, area
3. c This program reads a real number r and prints
4. c the area of a circle with radius r.
5. write (*,*) 'Enter the radius r = '
6. read (*,*) r
7. area = 3.14159*r*r
8. write (*,*) 'Area = ', area
9. stop
10. end

What I used to do:

- ***Lecture***
 - Write the code on the blackboard and explain it.
- ***Exhort***
 - Tell the students to learn a program for a test.
- ***Observe***
 - Individual differences in test performance.
- ***Neglect***
 - I did not teach students how to learn.

Enlightened Approach

```
1. import
   java.applet.Applet;
2. import java.awt.Label;
3. public class
   MyProgram extends
   Applet{
4.     Label myLabel;
5.     public void init(){
6.         myLabel=new
           Label("This is my first
           program.");
7.         add(myLabel);
8.         myLabel.setVisible(true);
9.     }
10. }
```

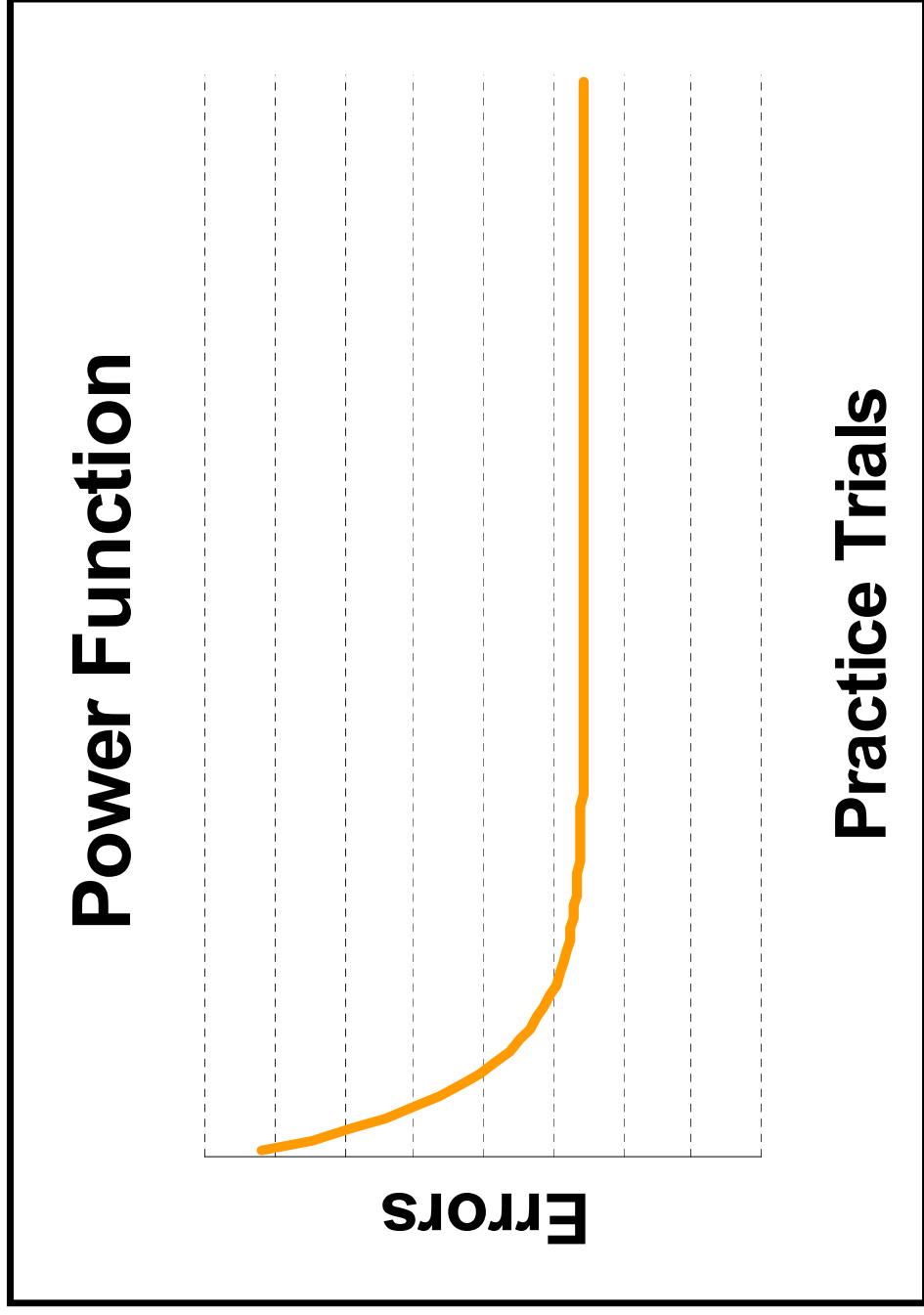
- Programmed instruction
- Personalized System of Instruction
- Successive approximations to mastery

Programmed Instruction

- A set of ***structured interactions*** between a learner and the material to be mastered.
- Structures study behavior that is focused on the ***individual learner***.
- Manages the ***moment-by-moment interactions*** between a learner and a tutor.
- ***Step-wise progression*** from elementary knowledge units or facts to the achievement of a complex repertoire that is the objective of learning.

- Keller (1968): *Personalized System of Instruction*
 - Unit Perfection
 - Self-paced progression
 - Focus on written word to communicate information
 - Repeated testing of concepts
 - Collaboration with peers and experts

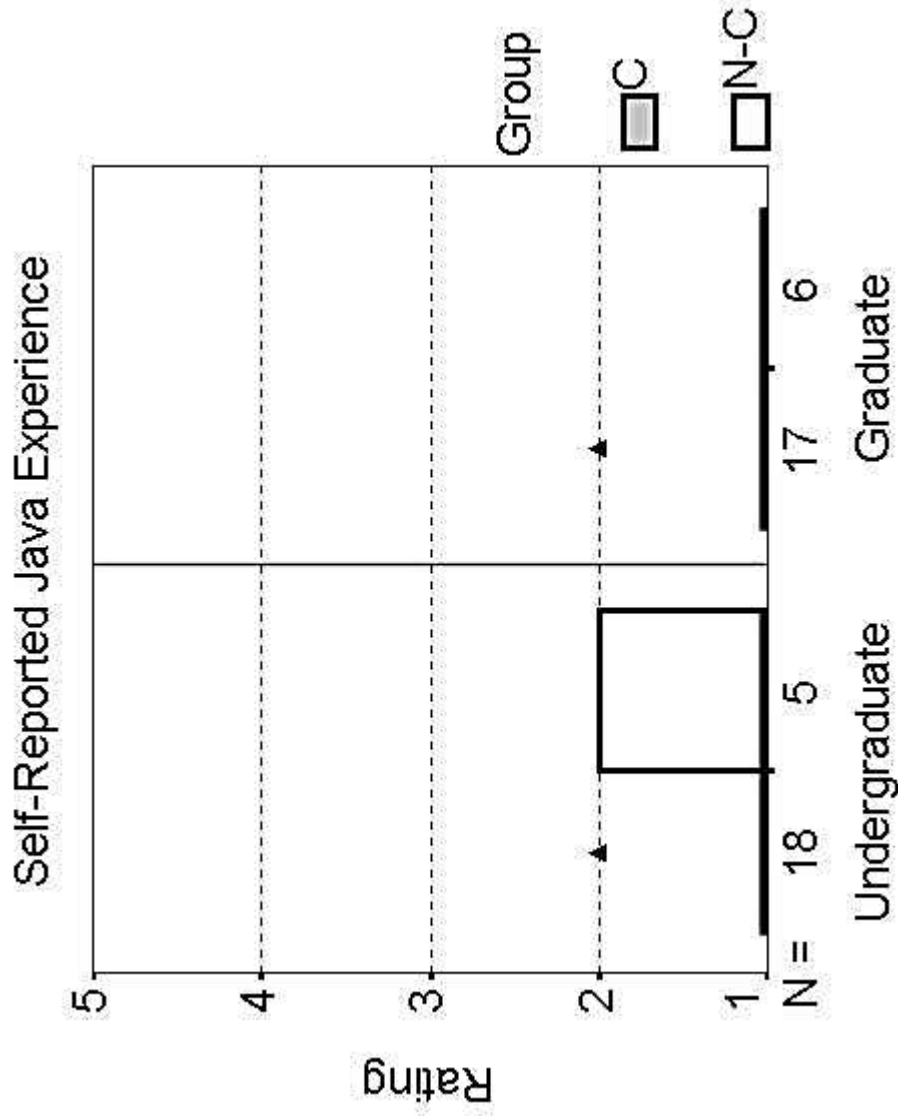
Acquisition Curve



Spring 2002 Course Sections

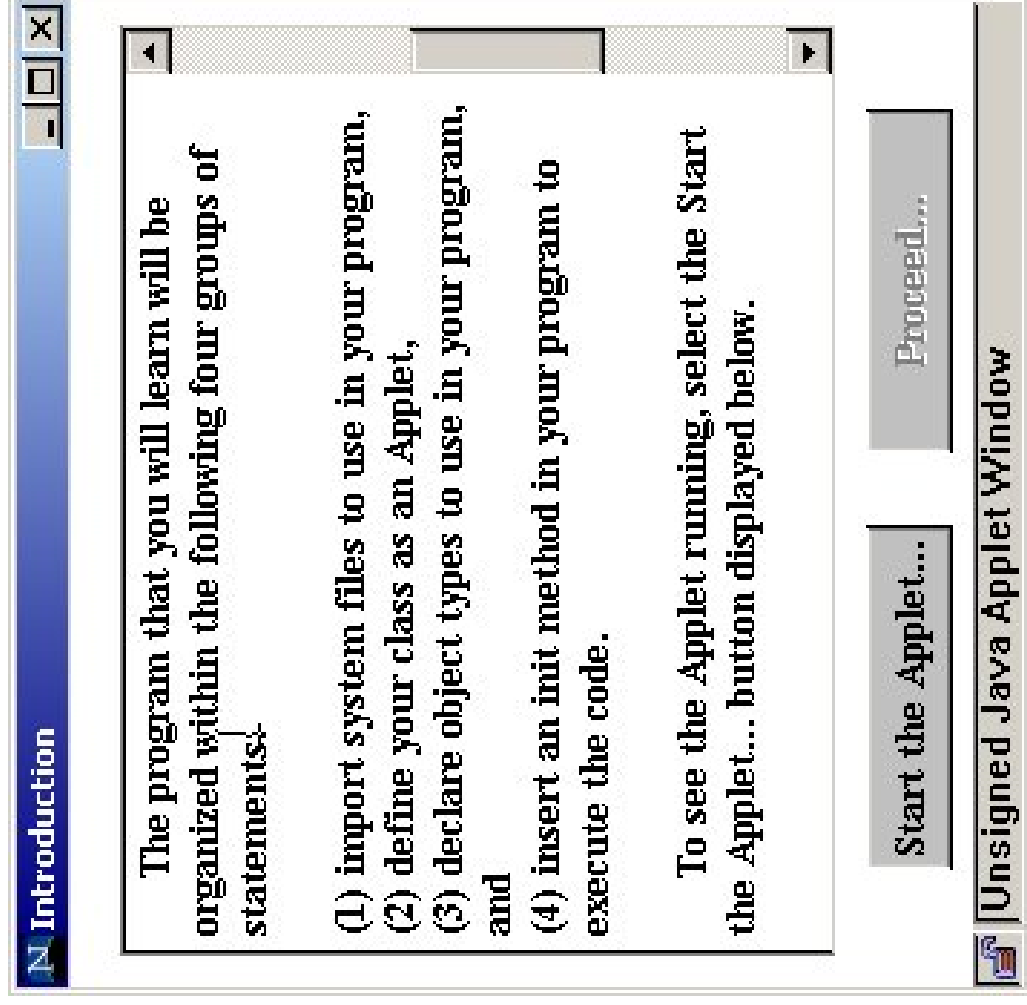
- **Undergraduate class**
 - 13 F (median age = 22)
 - 10 M (median age = 22)
- **Graduate class**
 - 14 F (median age = 26)
 - 9 M (median age = 28)
- **Constraints**
 - Students rather than “subjects”
 - Fixed 2.5-hr class duration
 - 14 classes in the semester
 - Approach to the data
- **Class 1**
 - Pre-tutor questionnaires
 - Java Experience
 - Confidence in Java
 - Run the tutor
 - Post-tutor questionnaires
 - Evaluate the tutor
 - Confidence in Java
- **Class 2**
 - Run the Applet
- **Classes 3 – 14**
 - Lectures, demonstrations, supervision

Prior Experience with Java

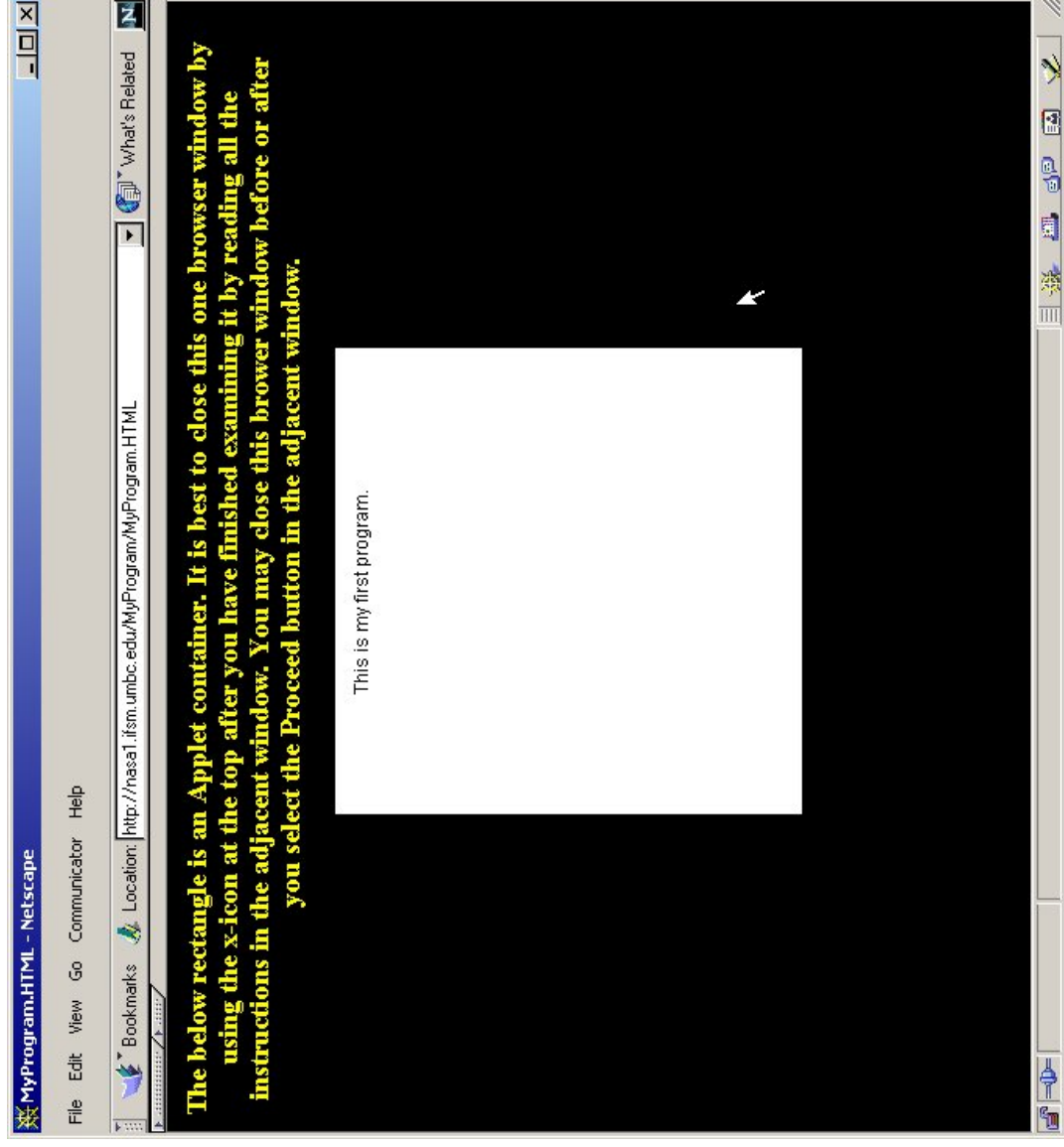


1 = No experience. (I am a novice in Java.)
5 = Extensive experience. (I am an expert in Java.)

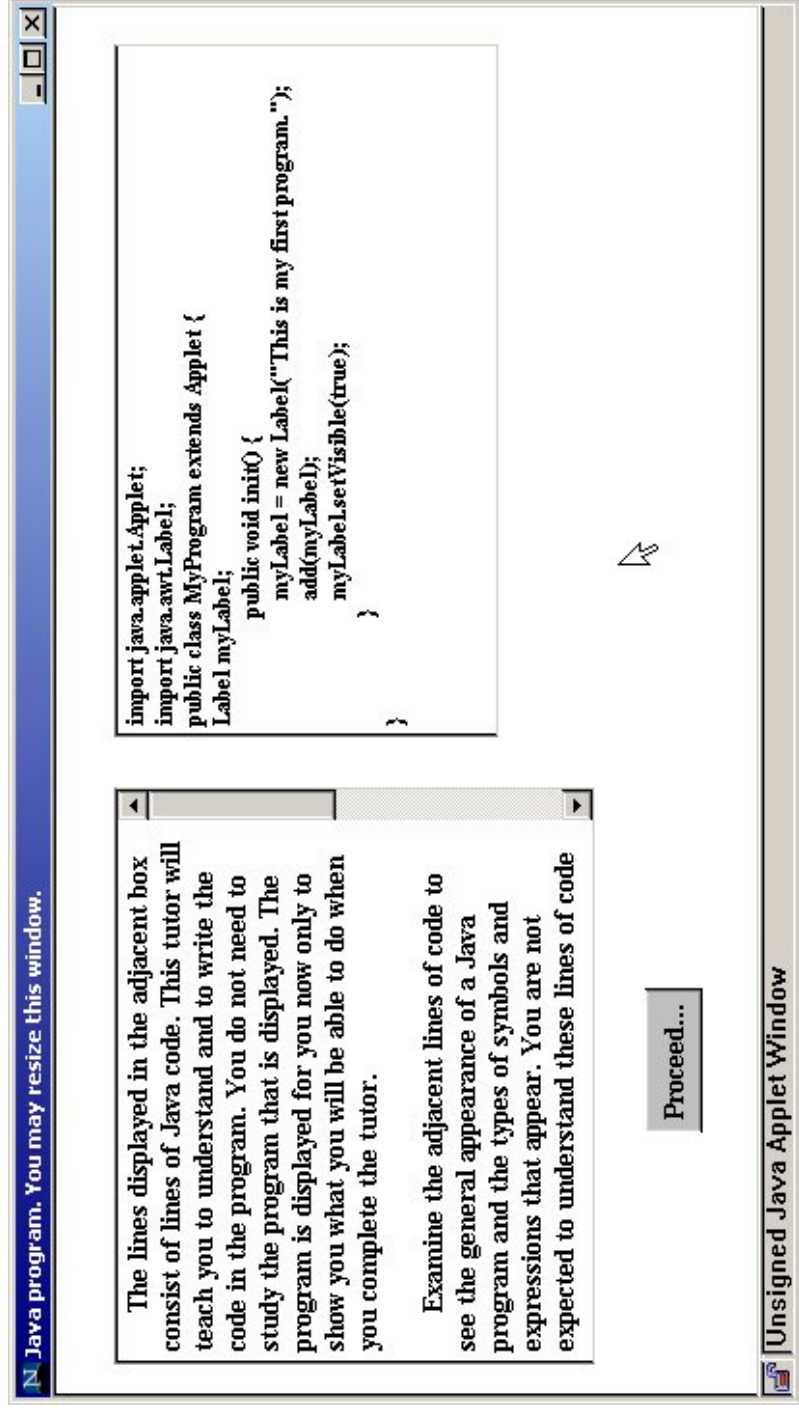
Advanced Organizers



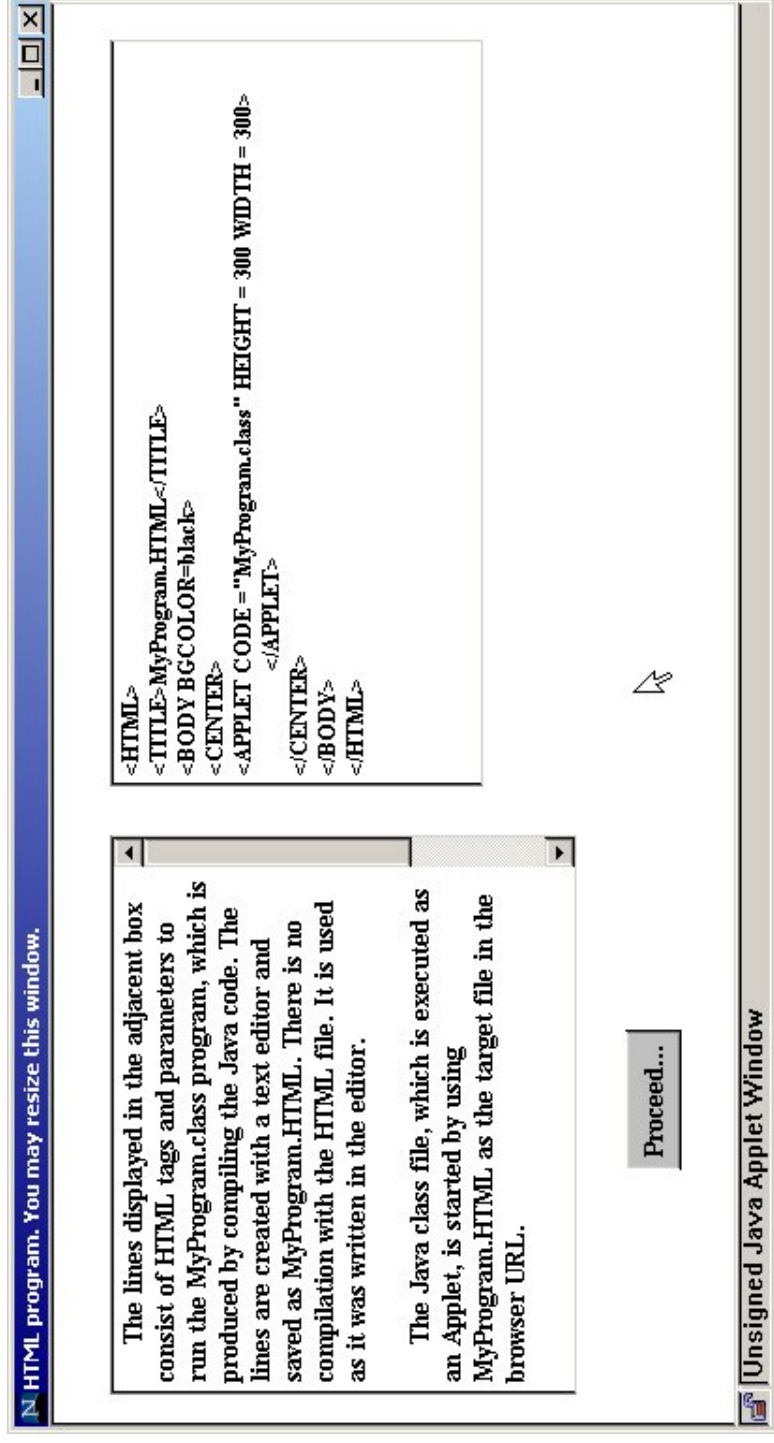
Run the Applet



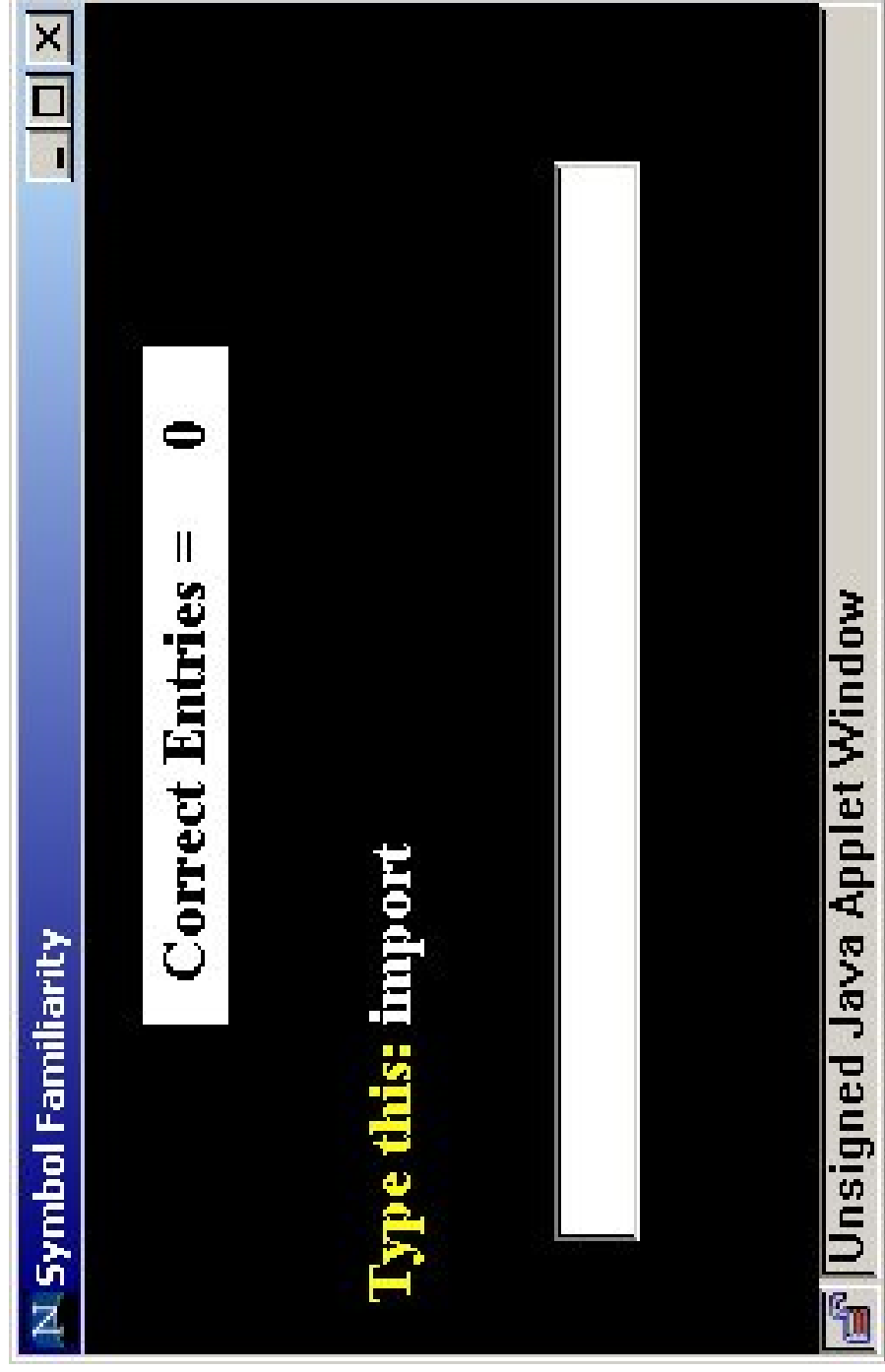
Program Overview



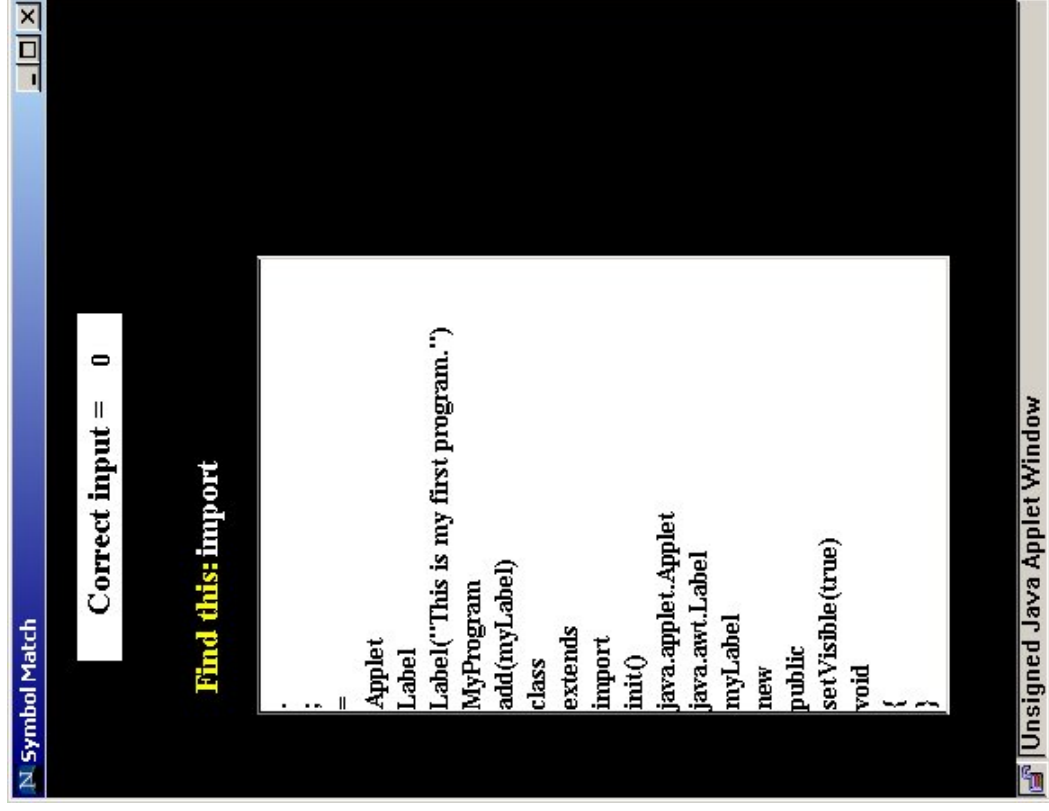
HTML Overview



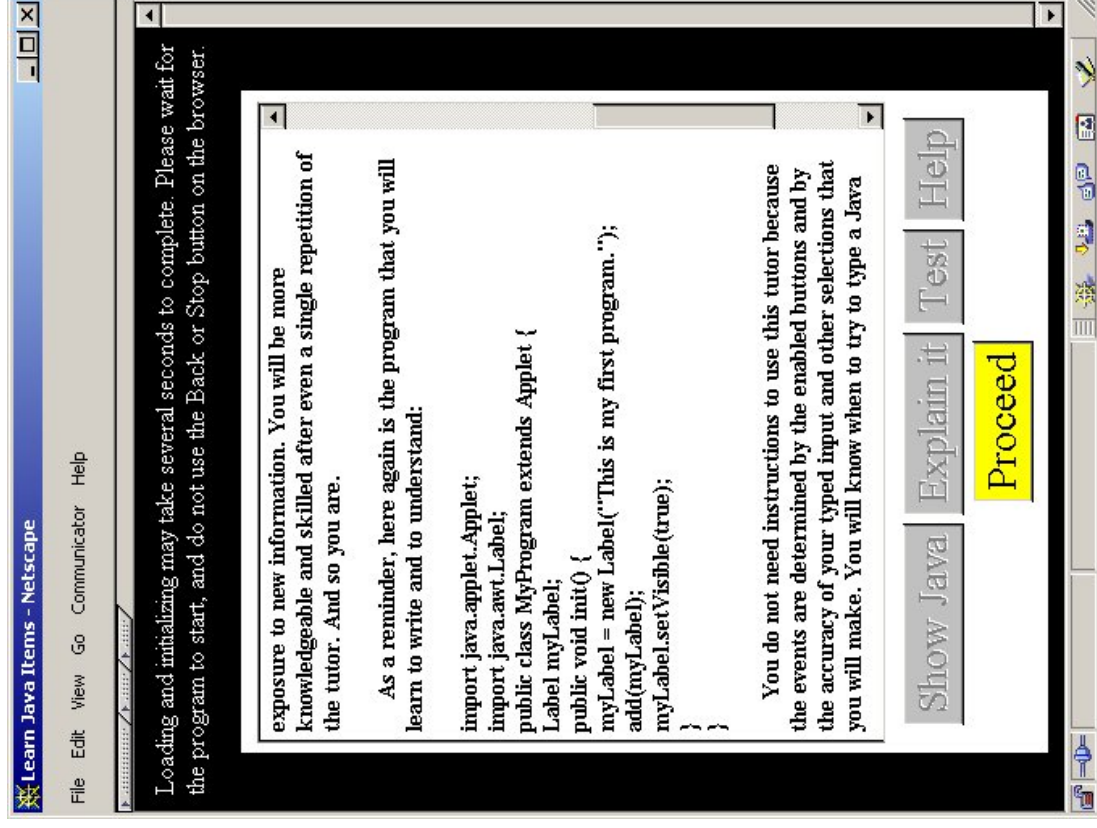
Item Familiarity



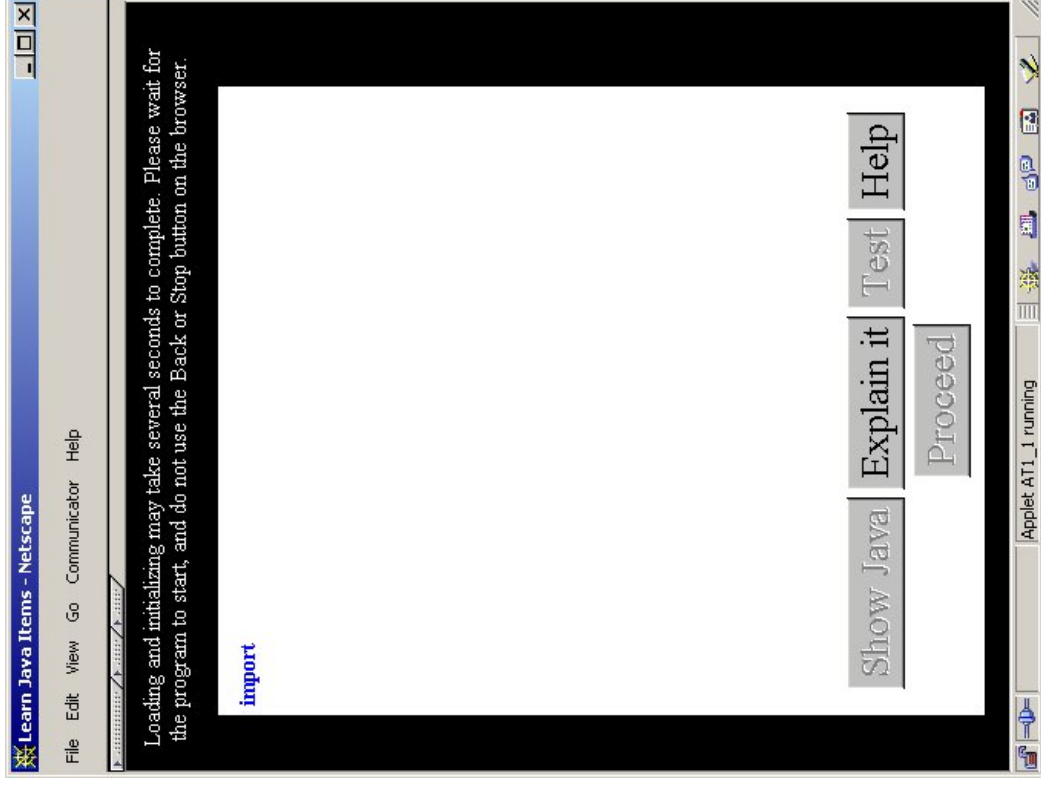
Item Identification



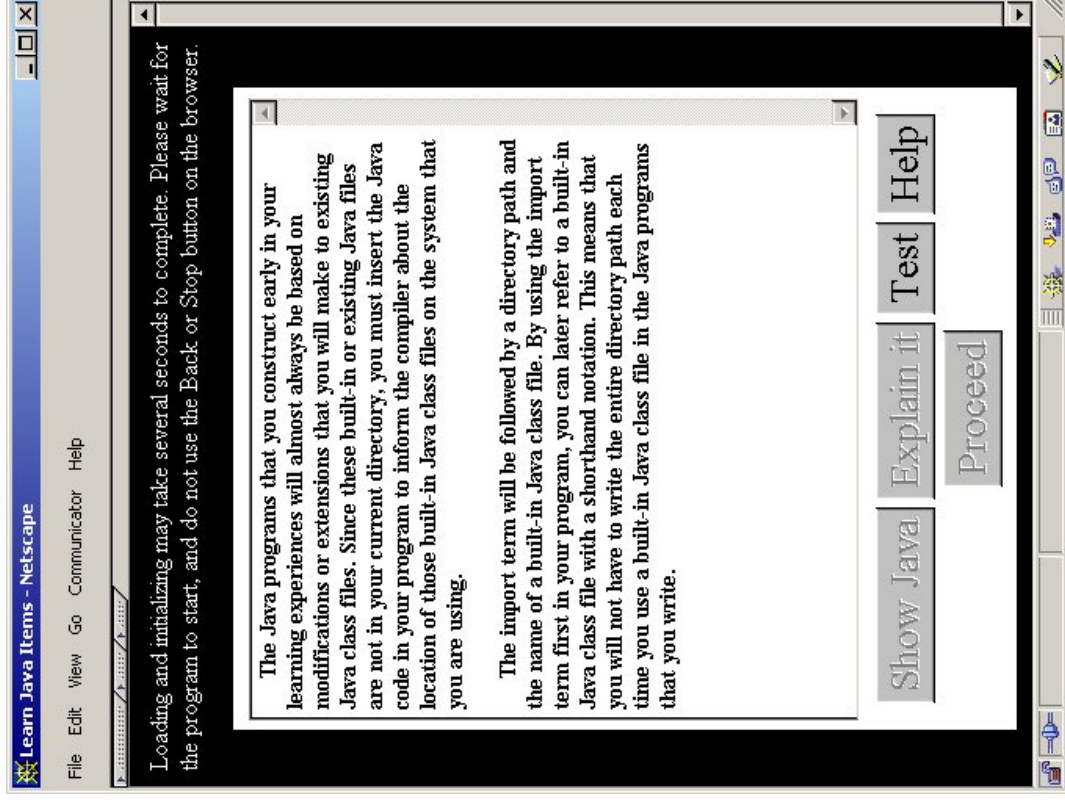
Item Learning



Observe the Item in Context



Read the Description (General Rules)

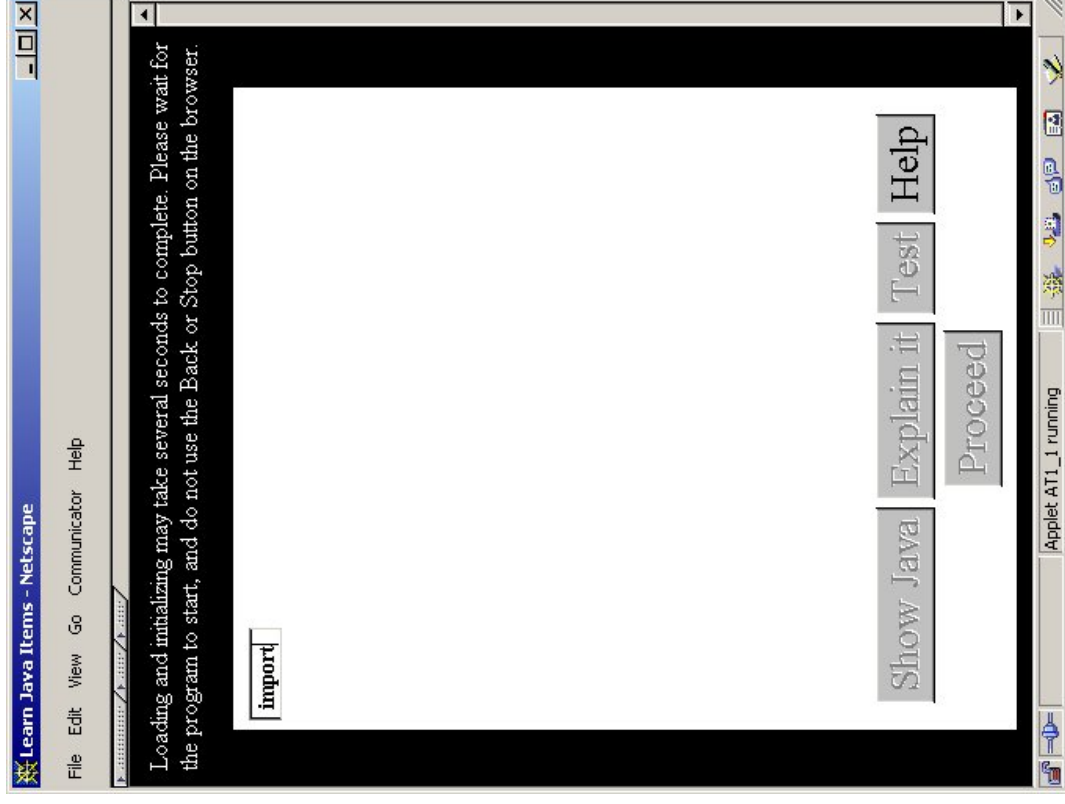


Multiple-Choice Test

The screenshot shows a Netscape browser window titled "Learn Java Items - Netscape". The address bar shows "http://www.umbc.edu/~java/". The main content area displays a test interface with the following elements:

- A message at the top: "Loading and initializing may take several seconds to complete. Please wait for the program to start, and do not use the Back or Stop button on the browser."
- A question box: "What is the purpose of the import term?"
- A prompt: "Select the best answer."
- Three radio button choices:
 - Choice 1: Save a file in the import directory.
 - Choice 2: Allow a shorthand notation for the use of a built-in Java class file.
 - Choice 3: Allow a modified reference to a file in your current directory.
- Four buttons at the bottom: "Show Java", "Explain it", "Test", and "Help".
- A "Proceed" button below the "Test" button.

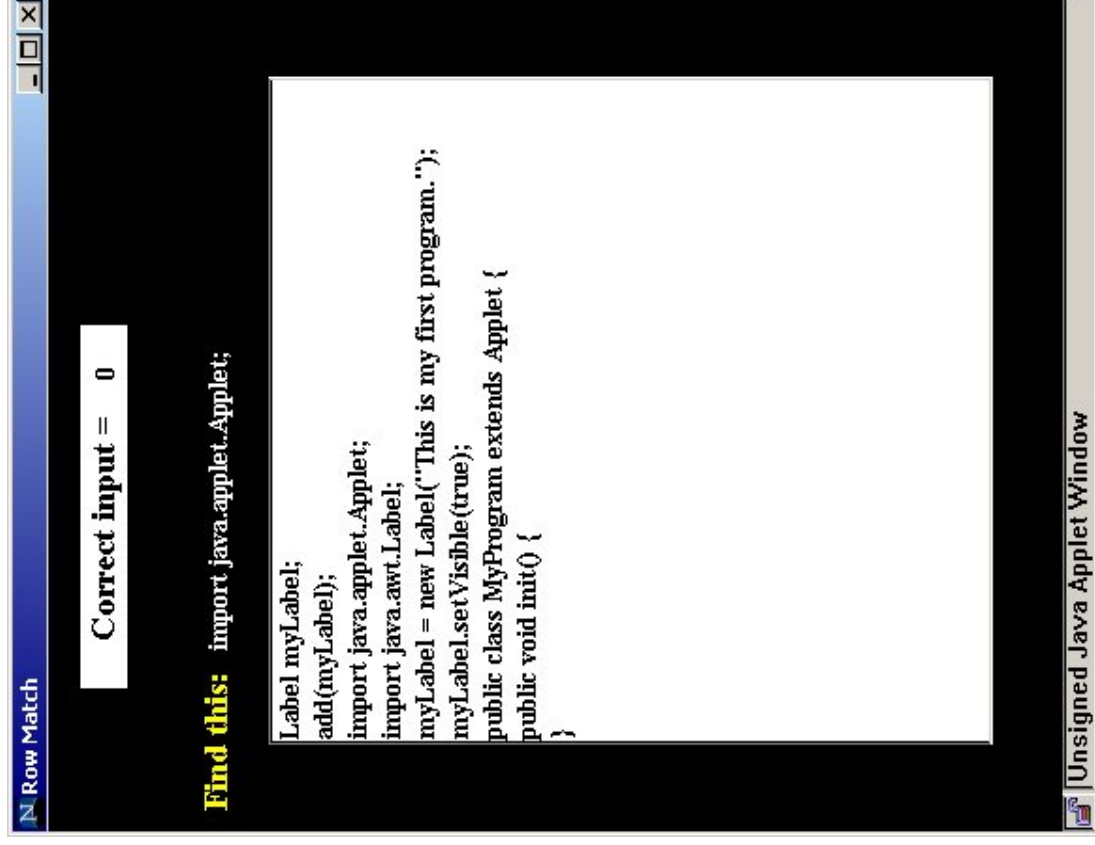
Input the Item from Recall



Row Familiarity



Row Identification



Row Interface

Java Tutoring System: Pass 1 of 3

Explain the code?

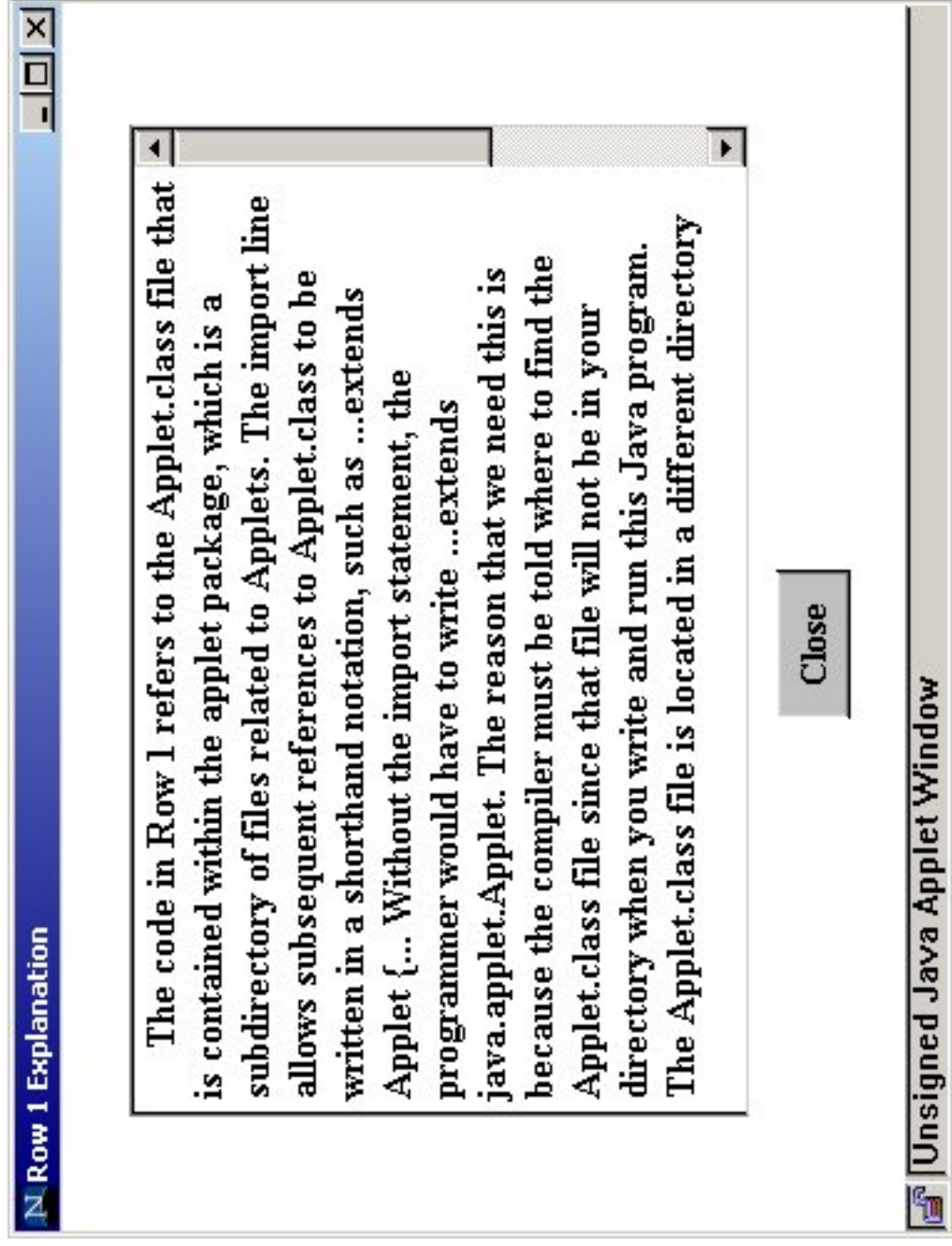
Row 1	
Row 2	
Row 3	
Row 4	
Row 5	
Row 6	
Row 7	
Row 8	
Row 9	
Row 10	

Unsigned Java Applet Window

Row Interfaces

- **Pass 1**
 - Similar to Item interface
 - Observe the code
 - Read the meaning of a row
 - Take a multiple-choice test after correct input
- **Pass 2**
 - Observe the code
 - Repeat input until correct
- **Pass 3**
 - Whenever observe the code on a row, clear all rows, and start over

Explanation of a Row



Observe the Code

Java Tutoring System: Pass 1 of 3

Row 1	<code>import java.applet.applet;</code>	Show the code ?
Row 2		
Row 3		
Row 4		
Row 5		
Row 6		
Row 7		
Row 8		
Row 9		
Row 10		

Unsigned Java Applet Window

Take Test After Correct Input

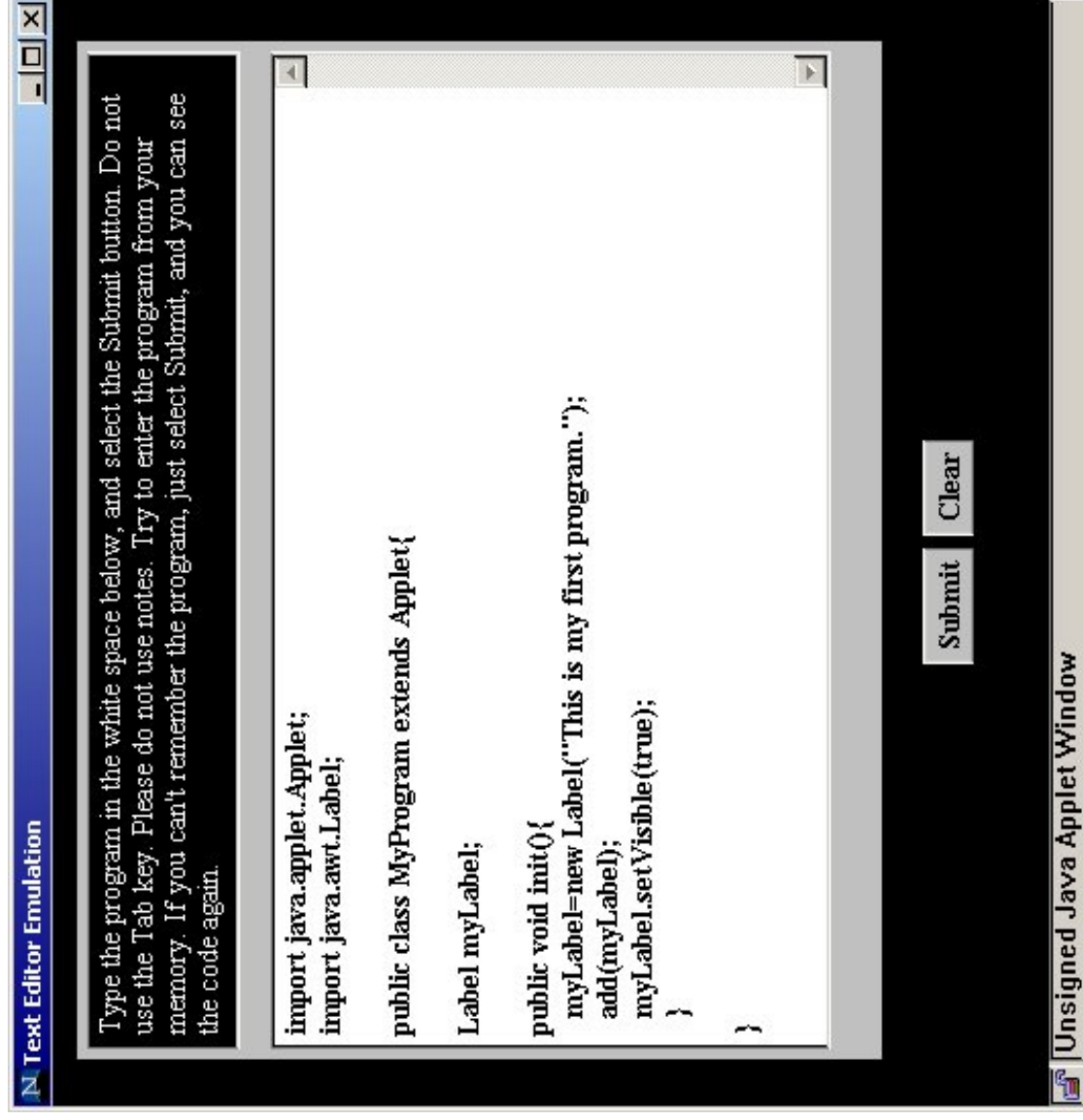
Java Tutoring System: Pass 1 of 3

Row 1	<code>import java.applet.Applet;</code>
Row 2	<code>import java.awt.Label;</code>
Row 3	<code>public class MyProgram extends Applet {</code>
Row 4	
Row 5	
Row 6	
Row 7	
Row 8	
Row 9	
Row 10	

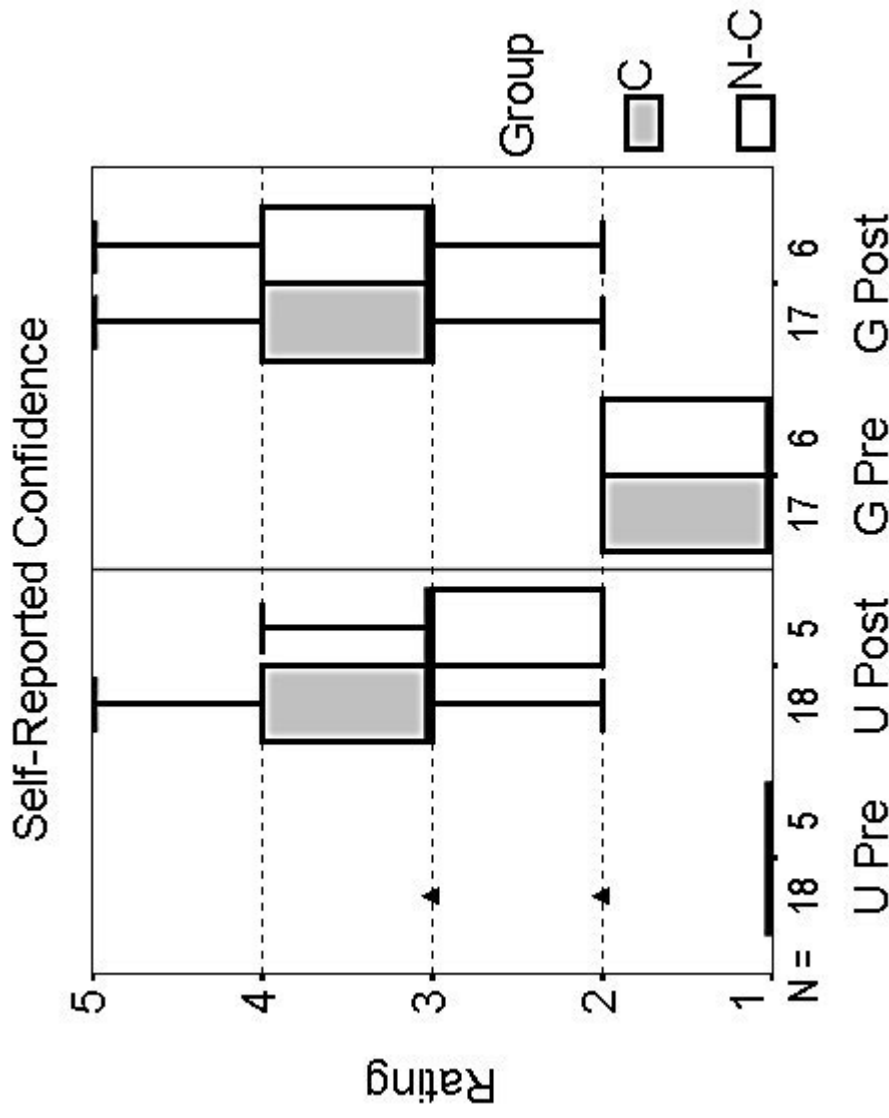
Take Test

Unsigned Java Applet Window

Text Window

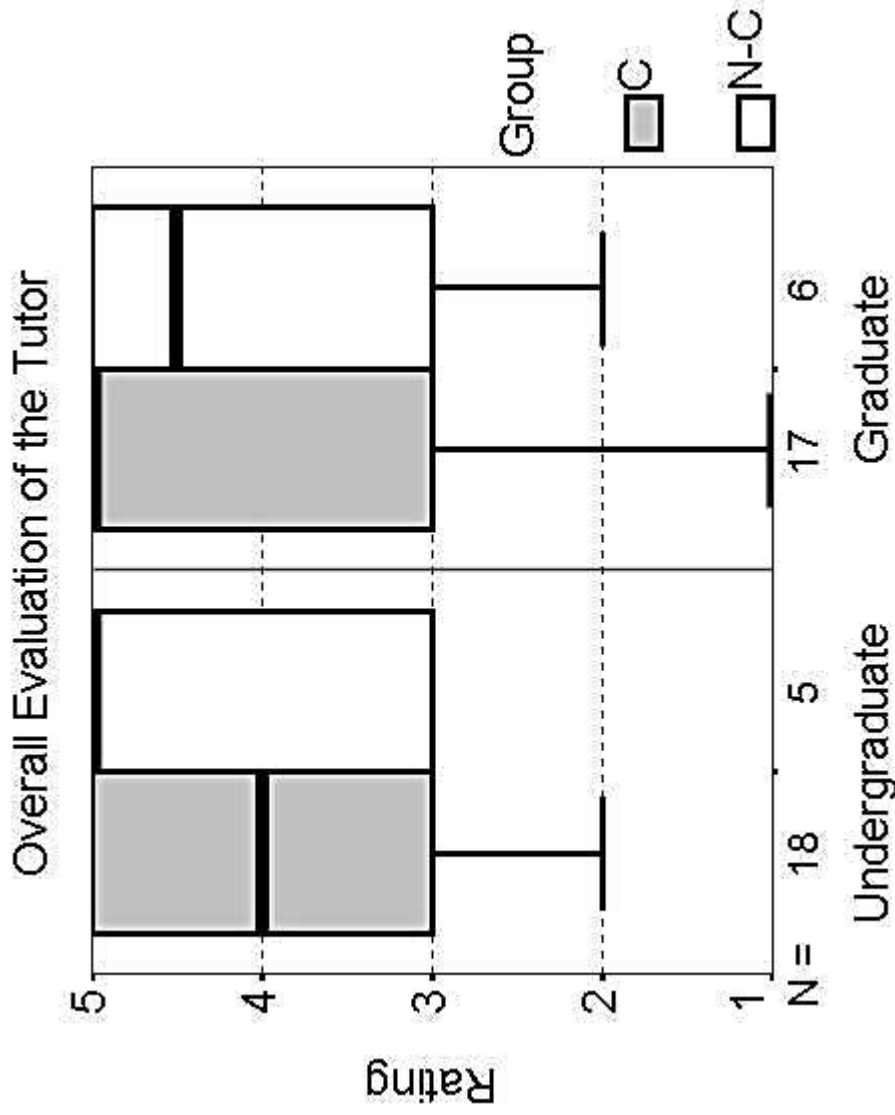


Confidence in Using the Items of Code



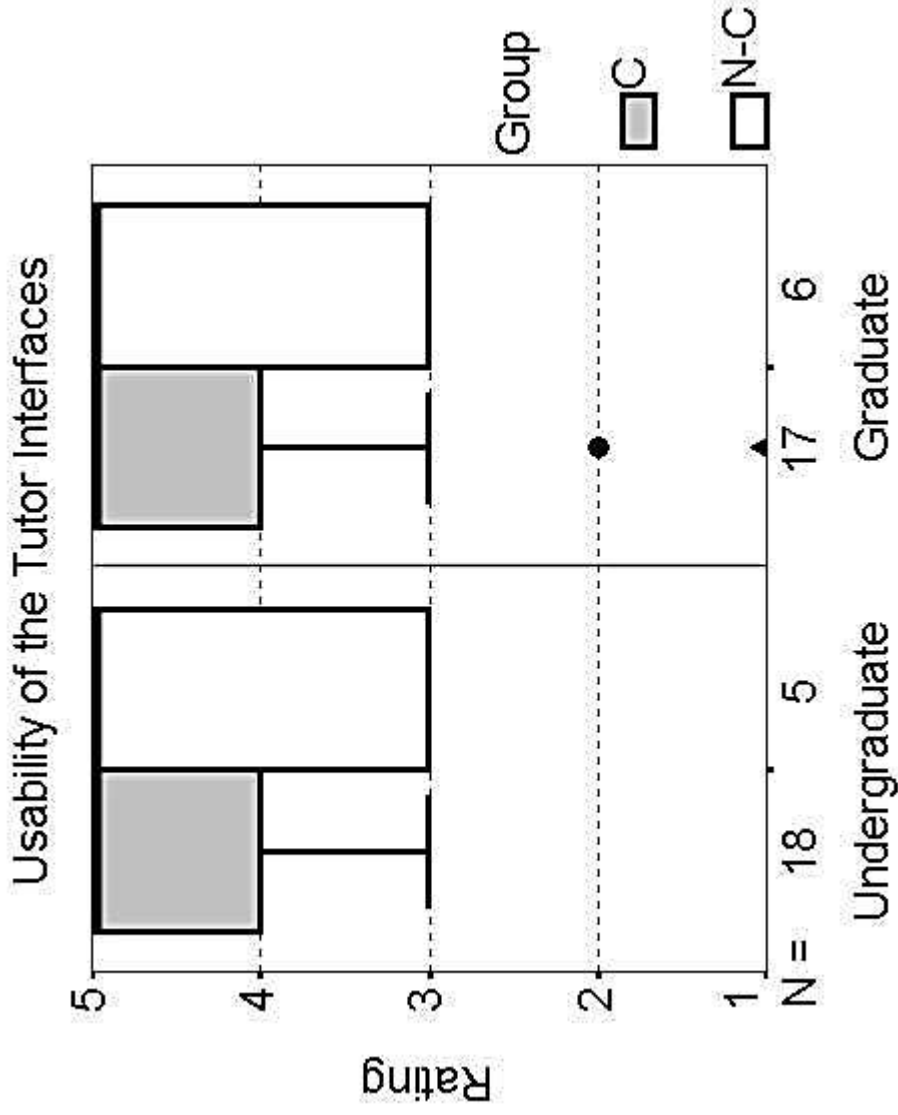
1 = Not at all confident. I do not know how to use the symbol.
5 = Totally confident. I know how to use the symbol.

Overall Evaluation of the Tutor



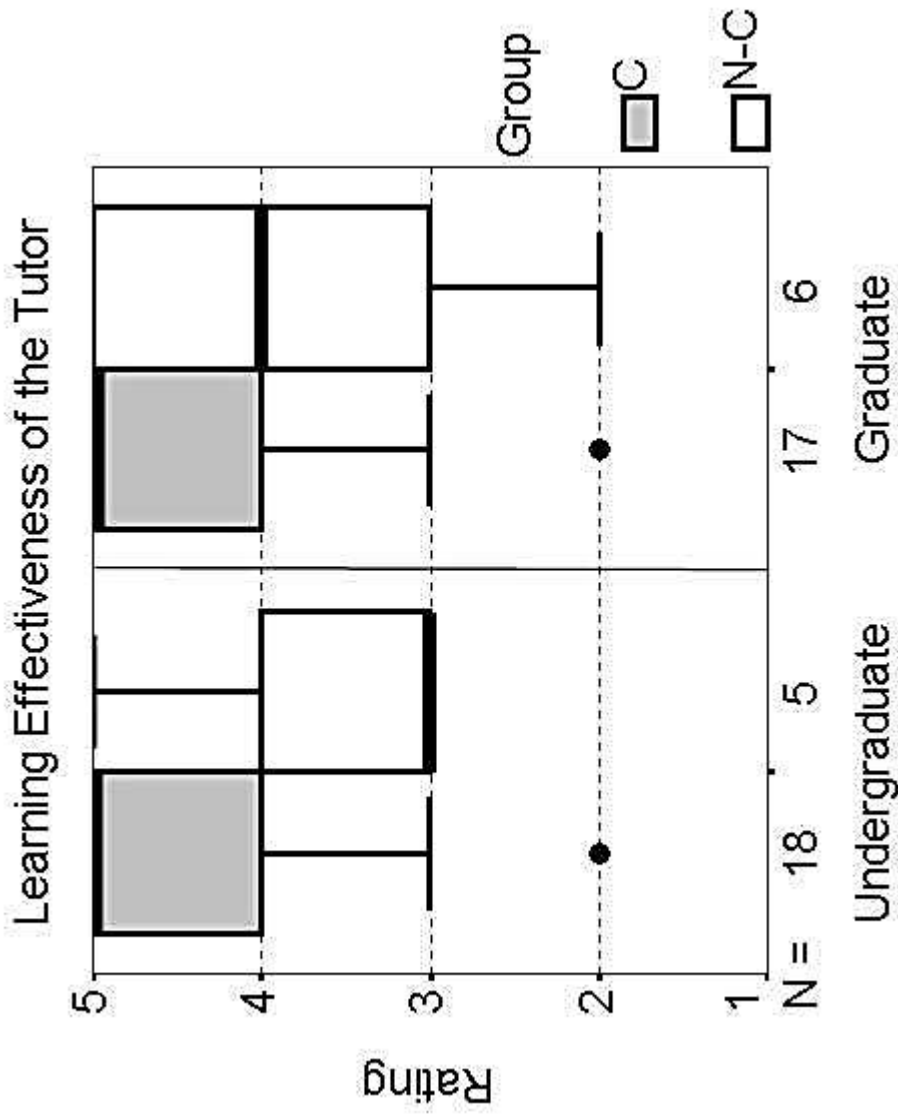
1 = Totally negative. I did not like the tutor.
5 = Totally positive. I liked the tutor.

Usability of the Tutor Interfaces



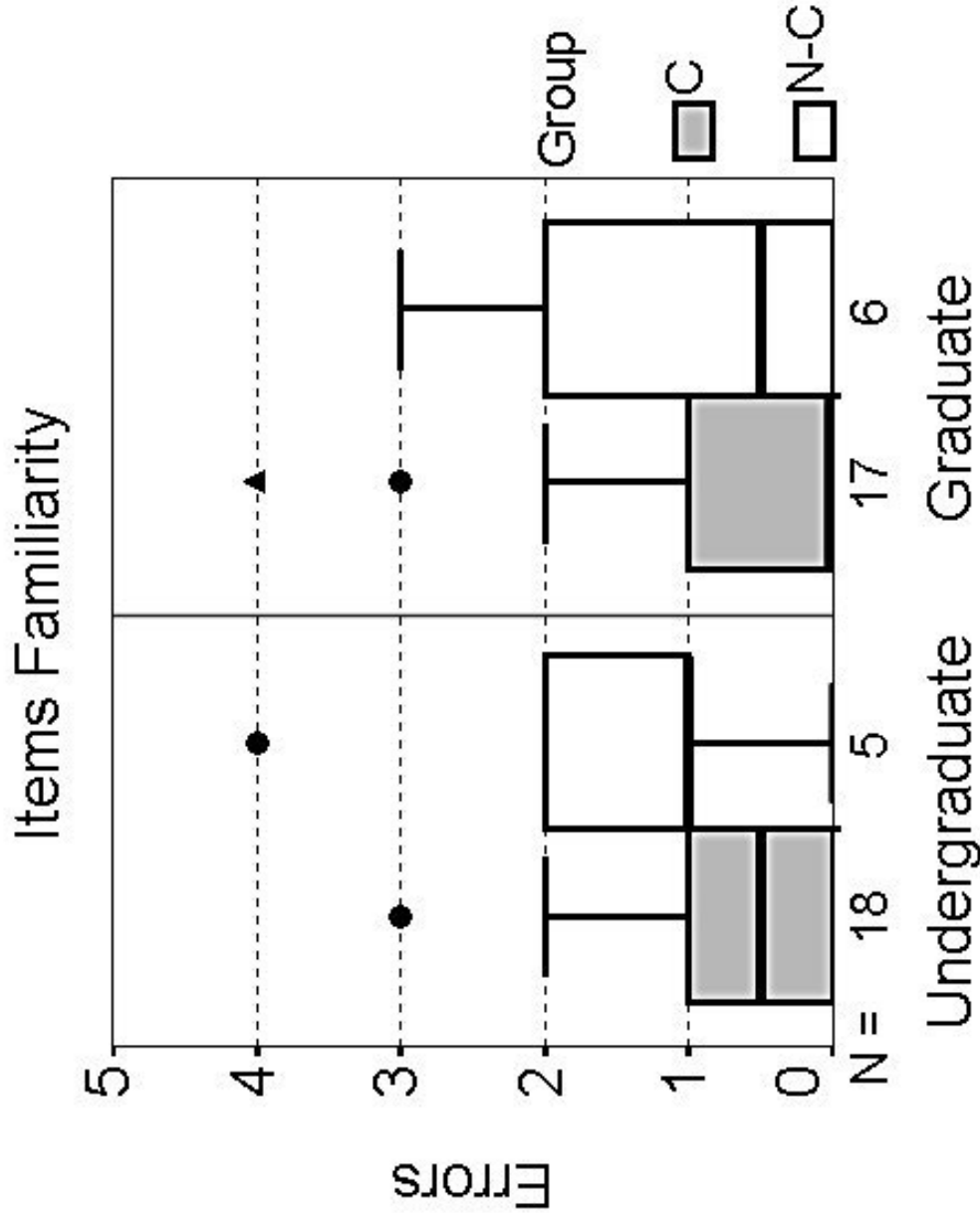
1 = Totally negative. The tutor was difficult to use.
5 = Totally positive. The tutor was easy to use.

Tutor Effectiveness to Learn Java

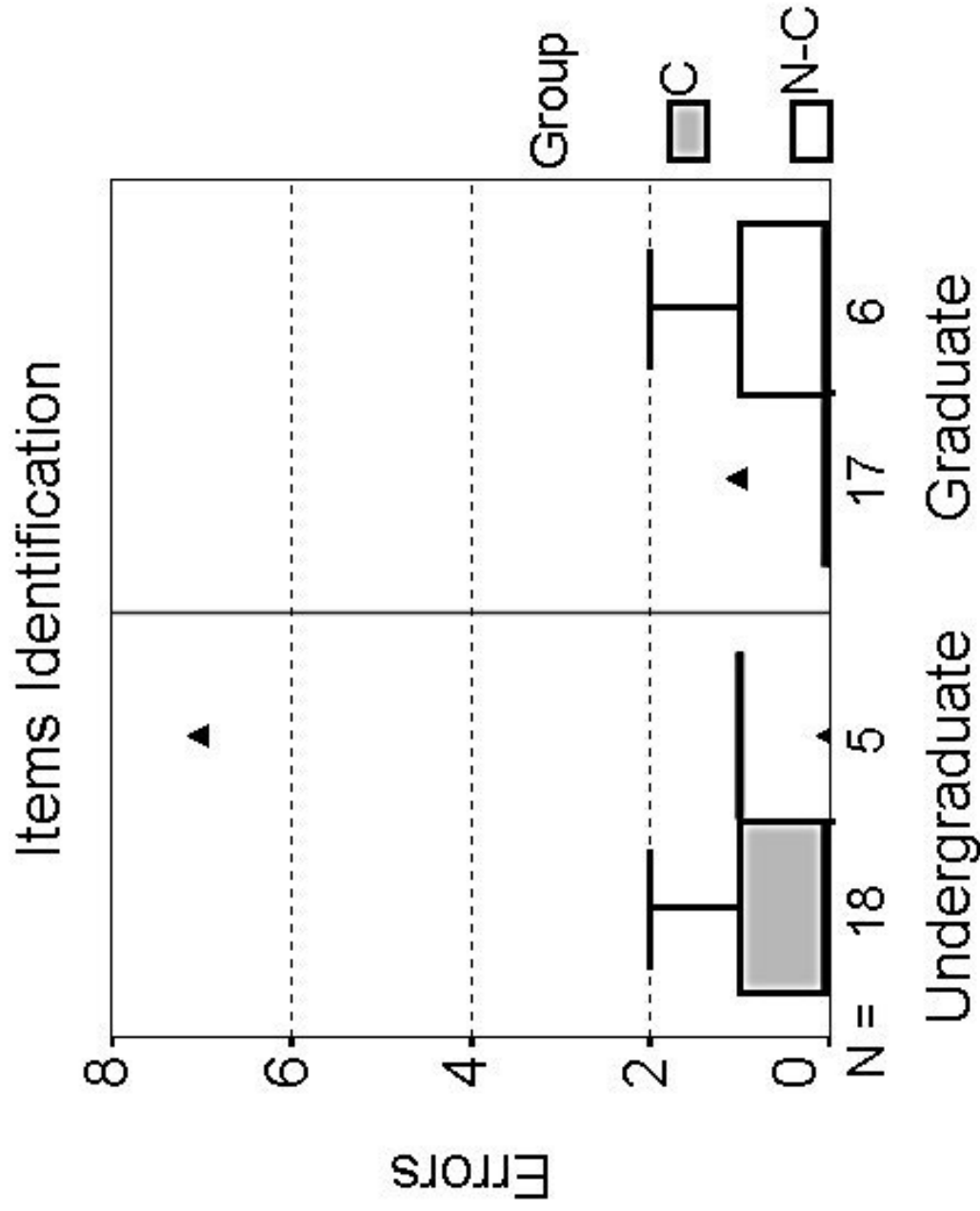


1 = Totally negative. The tutor did not help me to learn Java.
5 = Totally positive. The tutor did help me to learn Java.

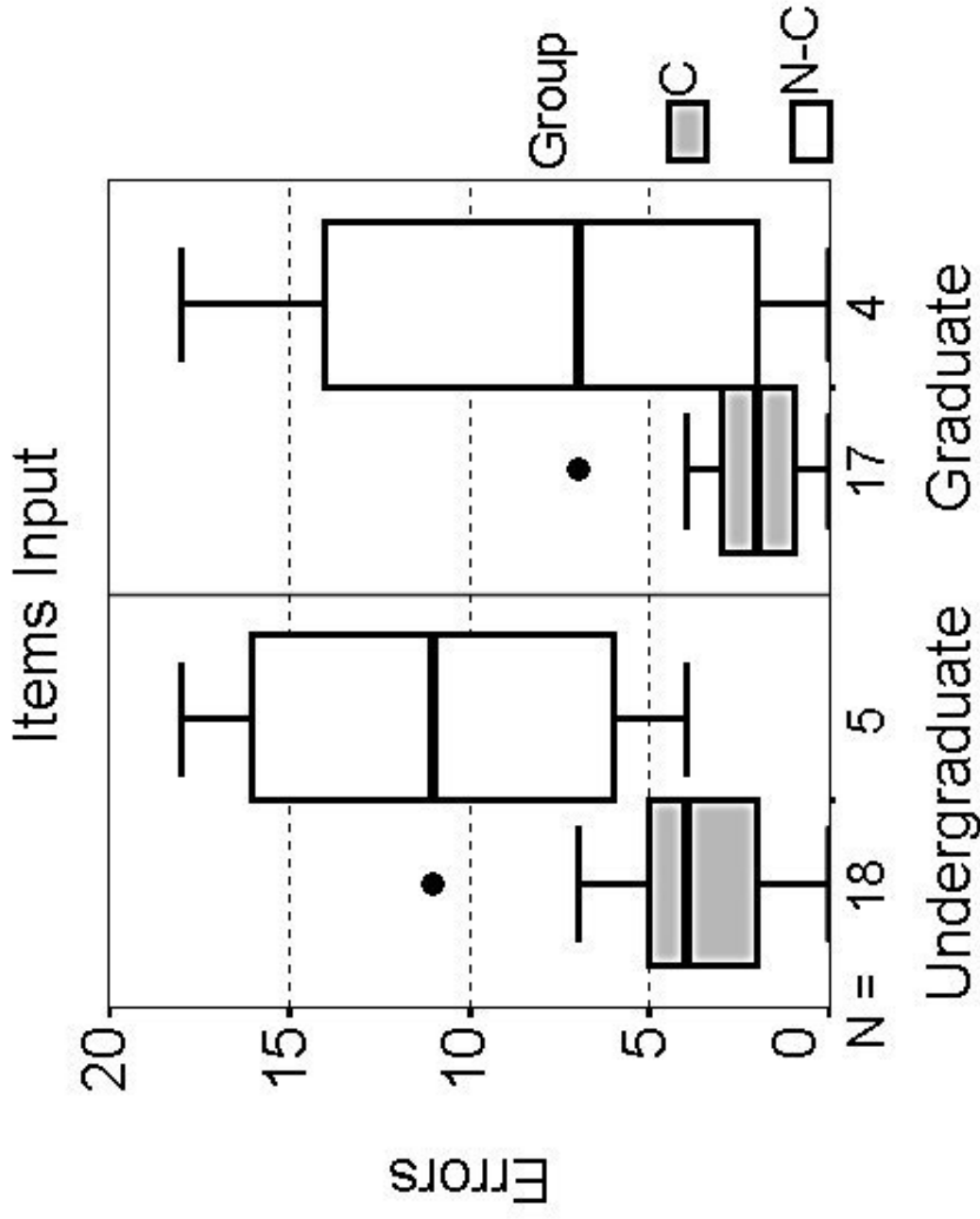
Items Familiarity Performance



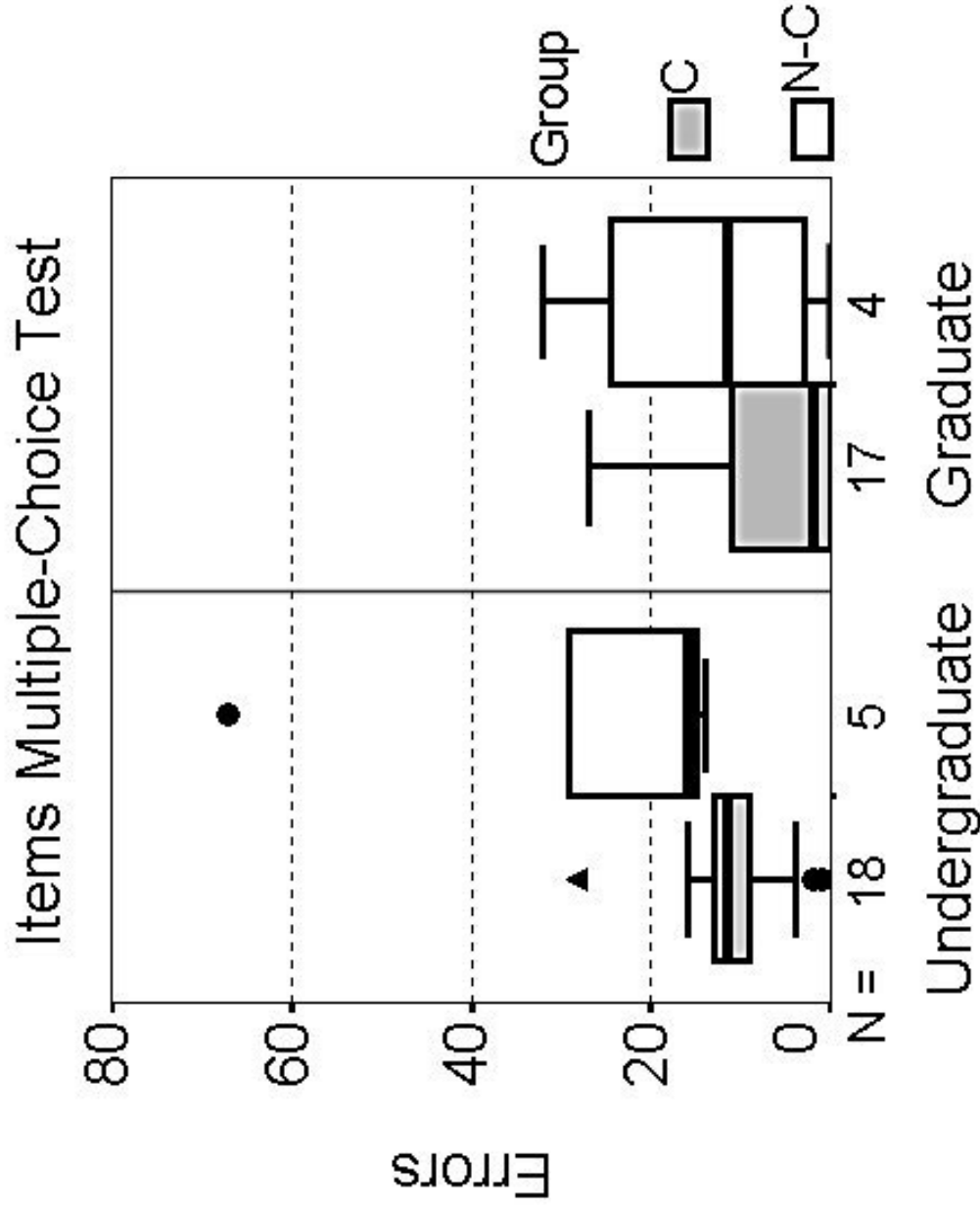
Items Identification Performance



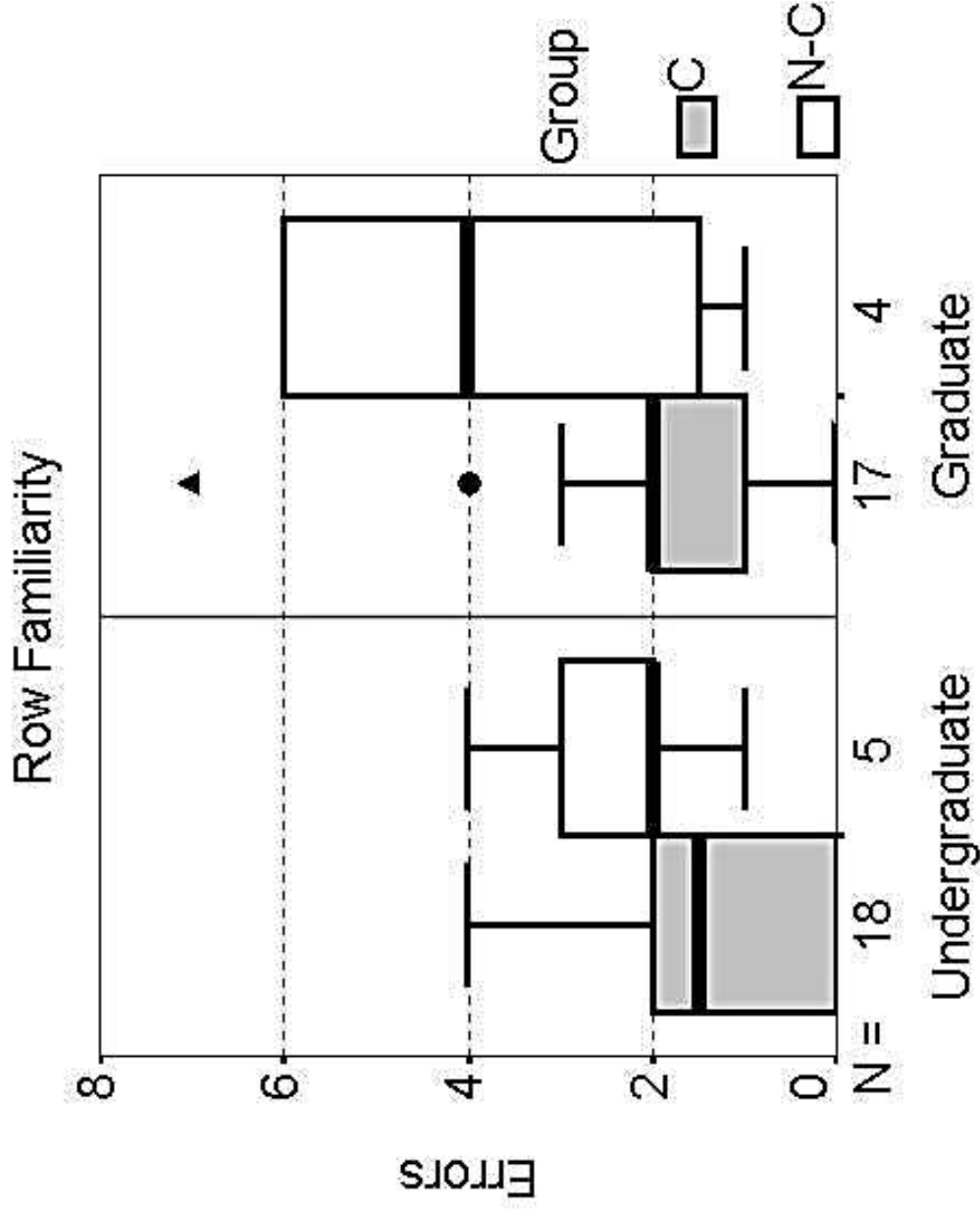
Items Input Performance (Errors)



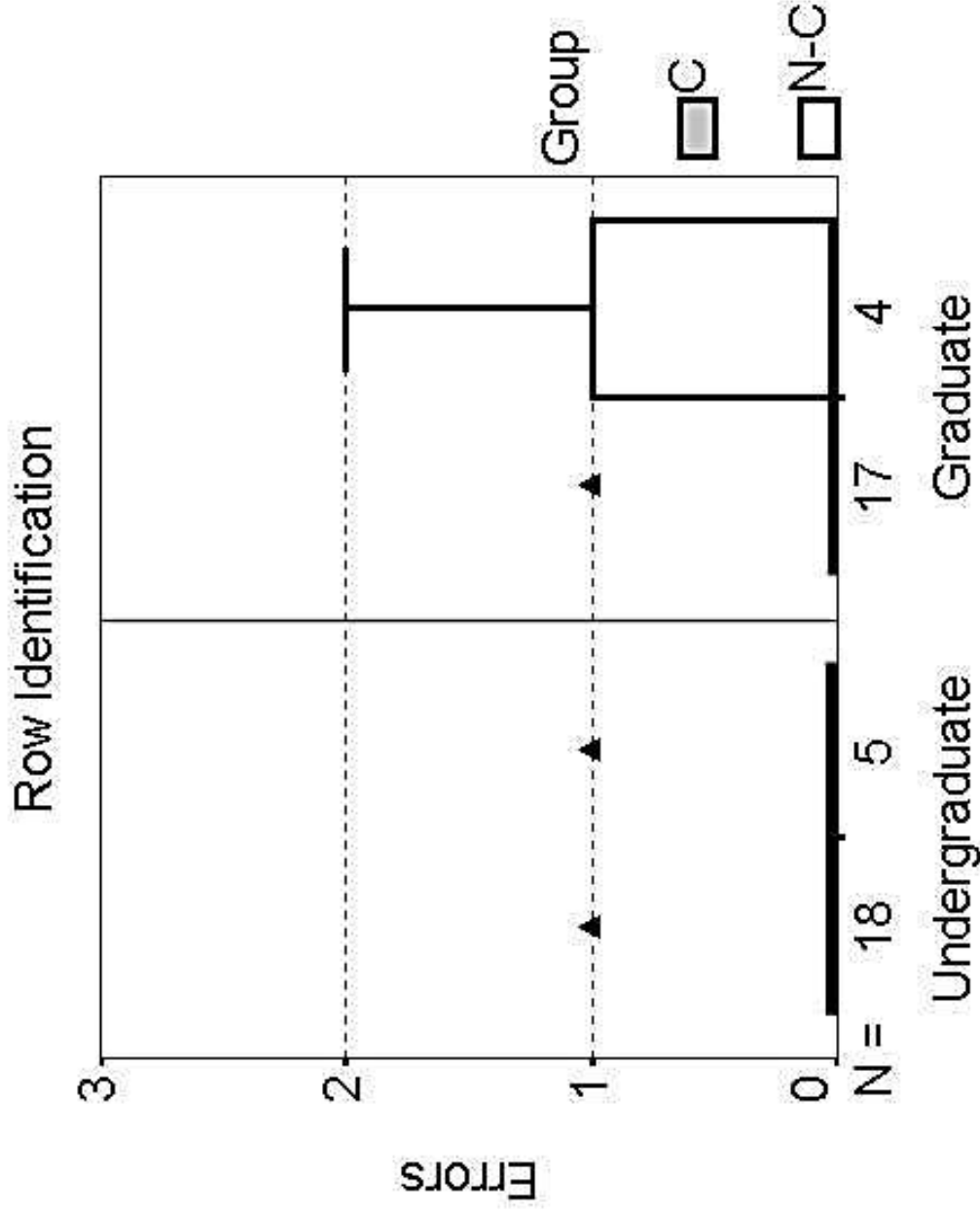
Items Test Performance (Errors)



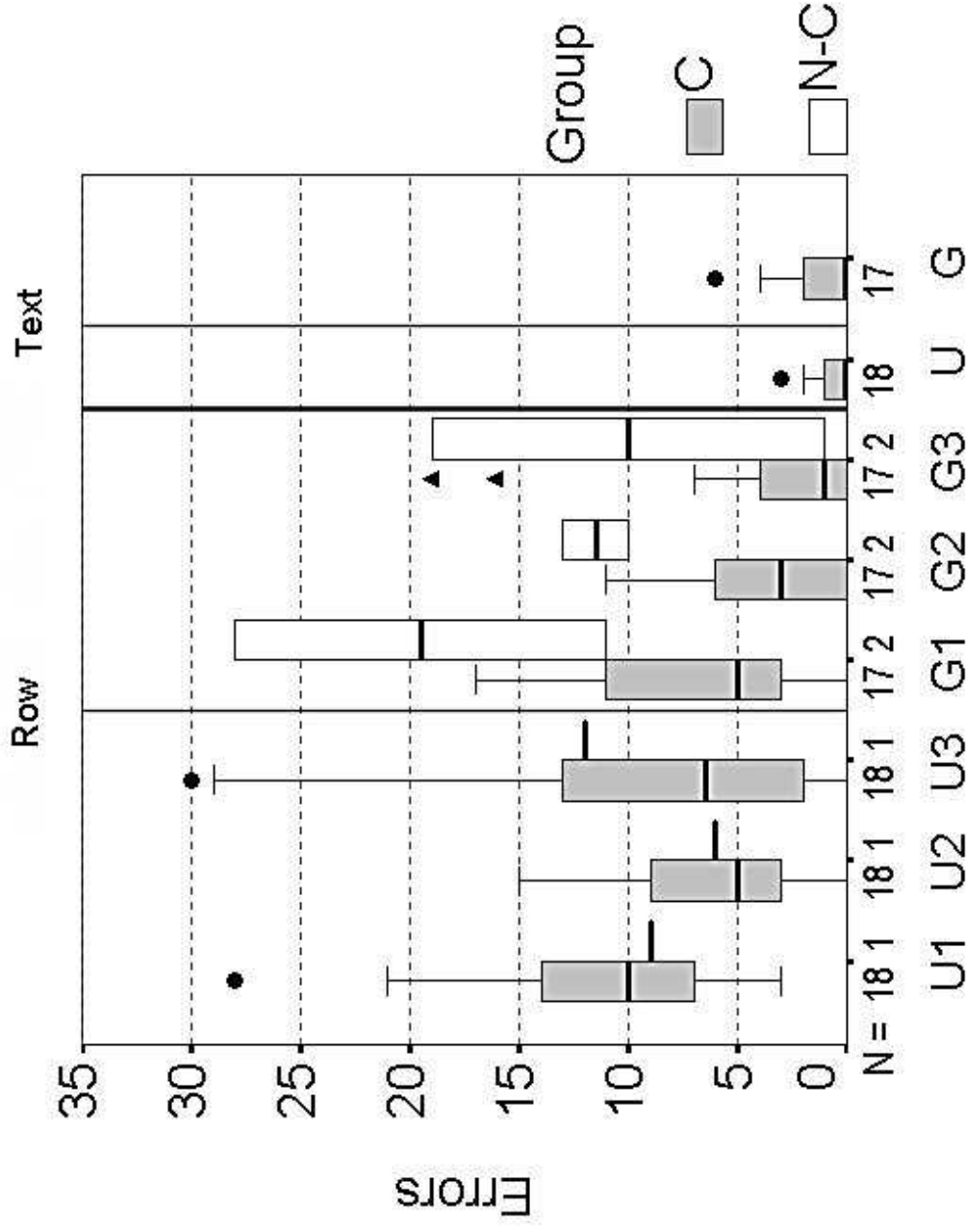
Row Familiarity



Row Identification



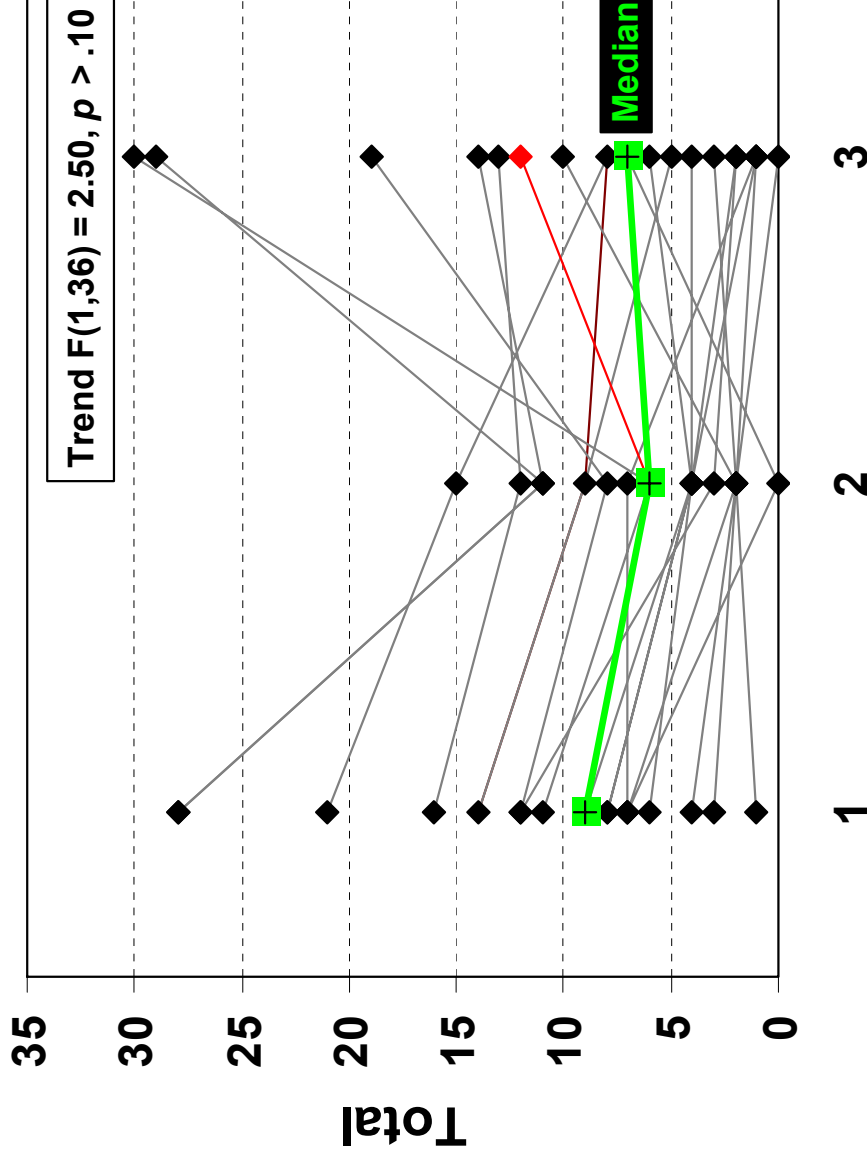
Row and Text Input Performance (Errors)



Row Input Errors: Undergraduate

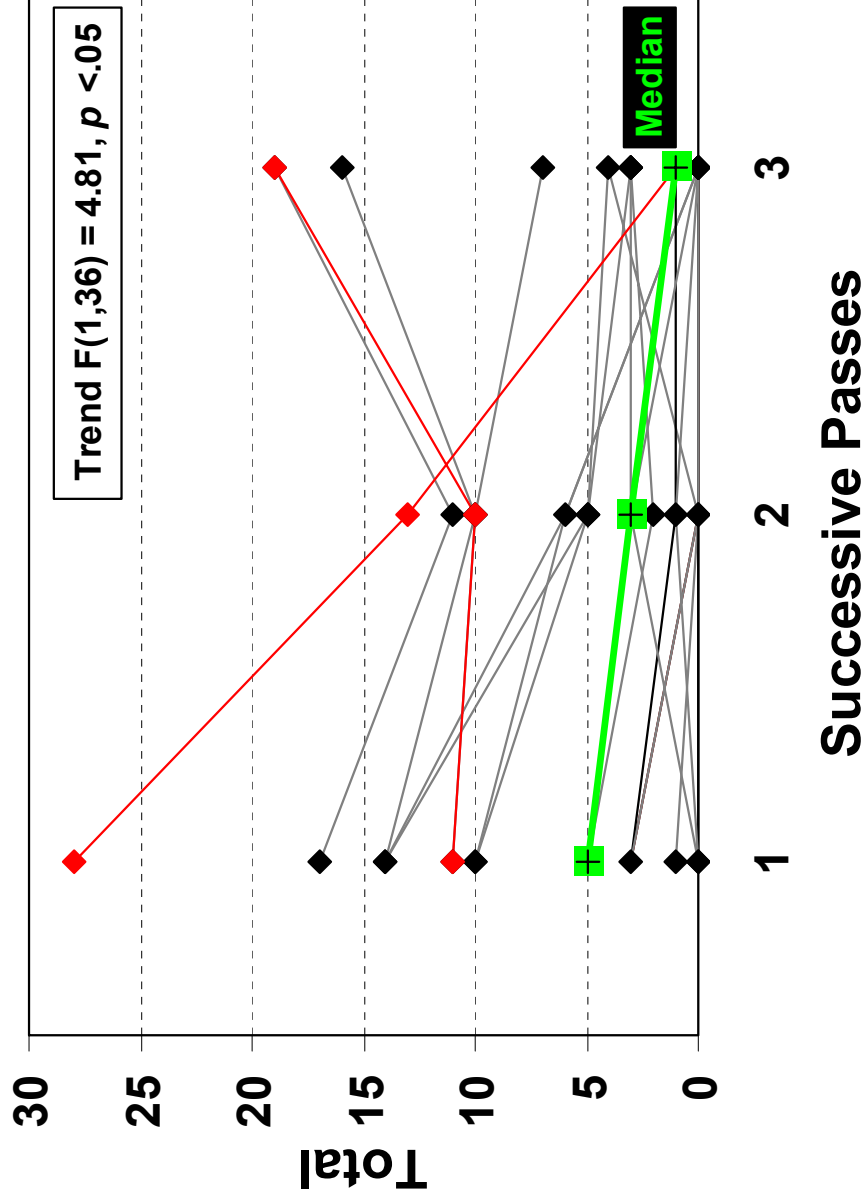
Row Interface Input Errors ($n = 19$)

Undergraduate



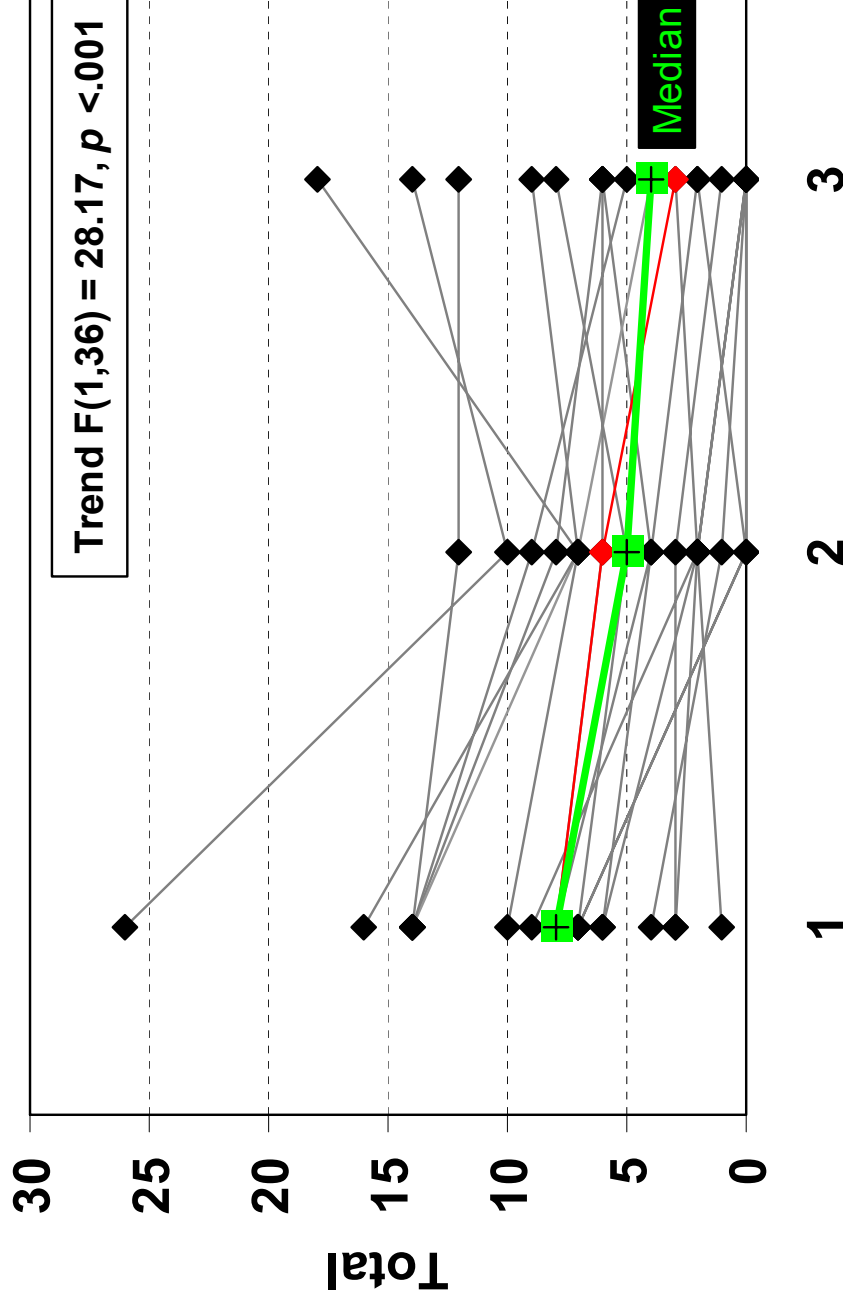
Row Input Errors: Graduate

Row Interface Input Errors ($n = 19$) Graduate



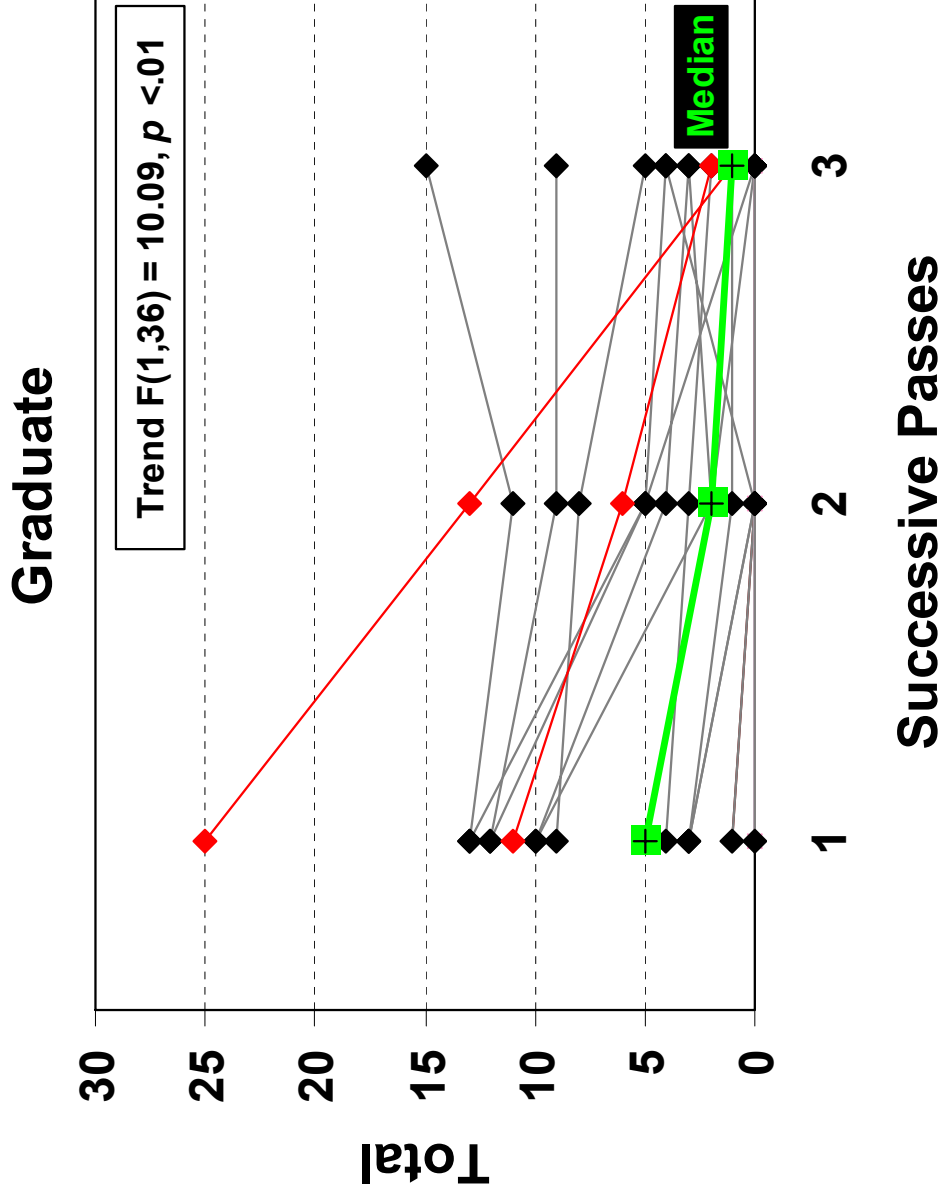
Show Code on a Row: Undergraduate

Row Interface Show Code ($n = 19$) Undergraduate

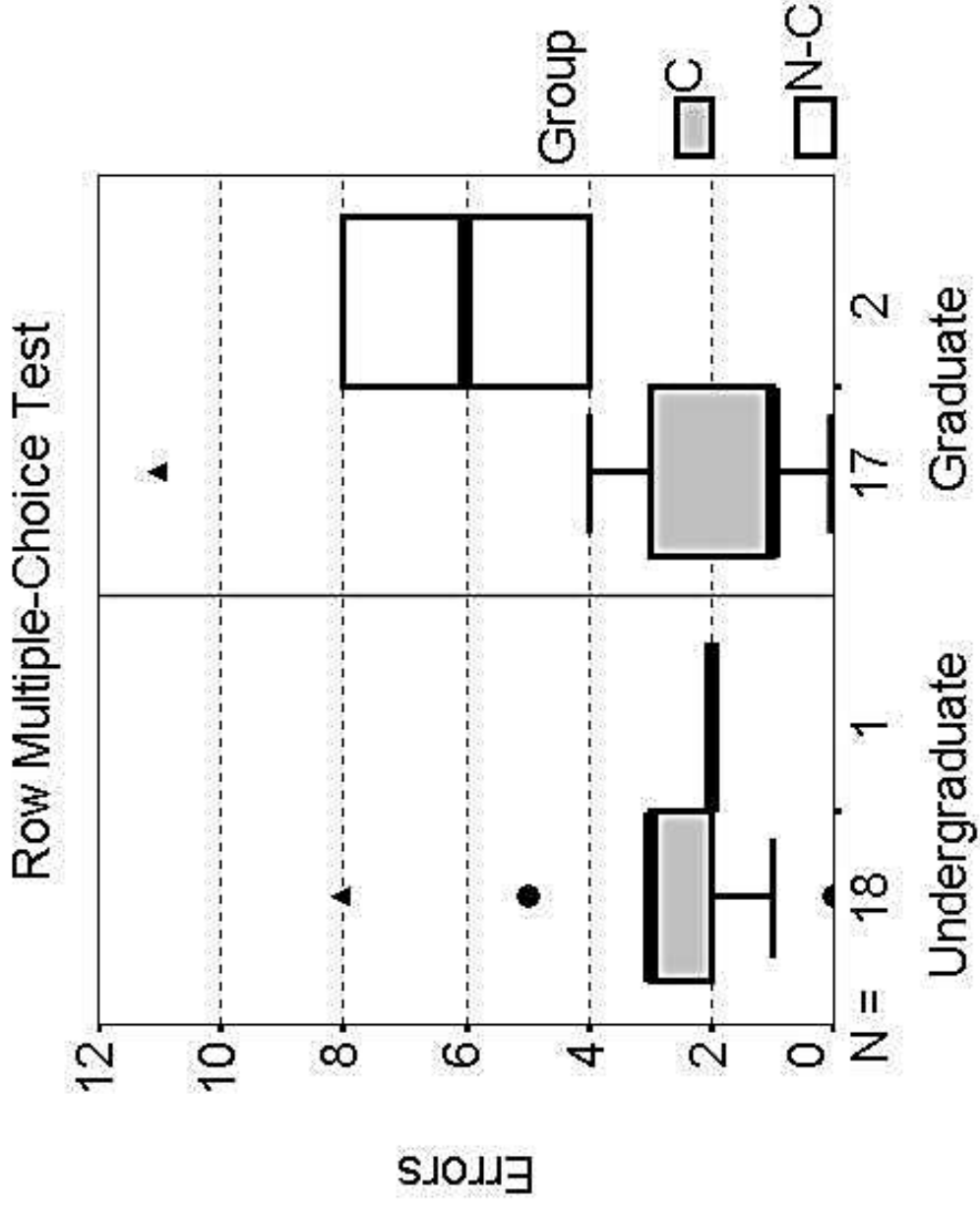


Show Code on a Row: Graduate

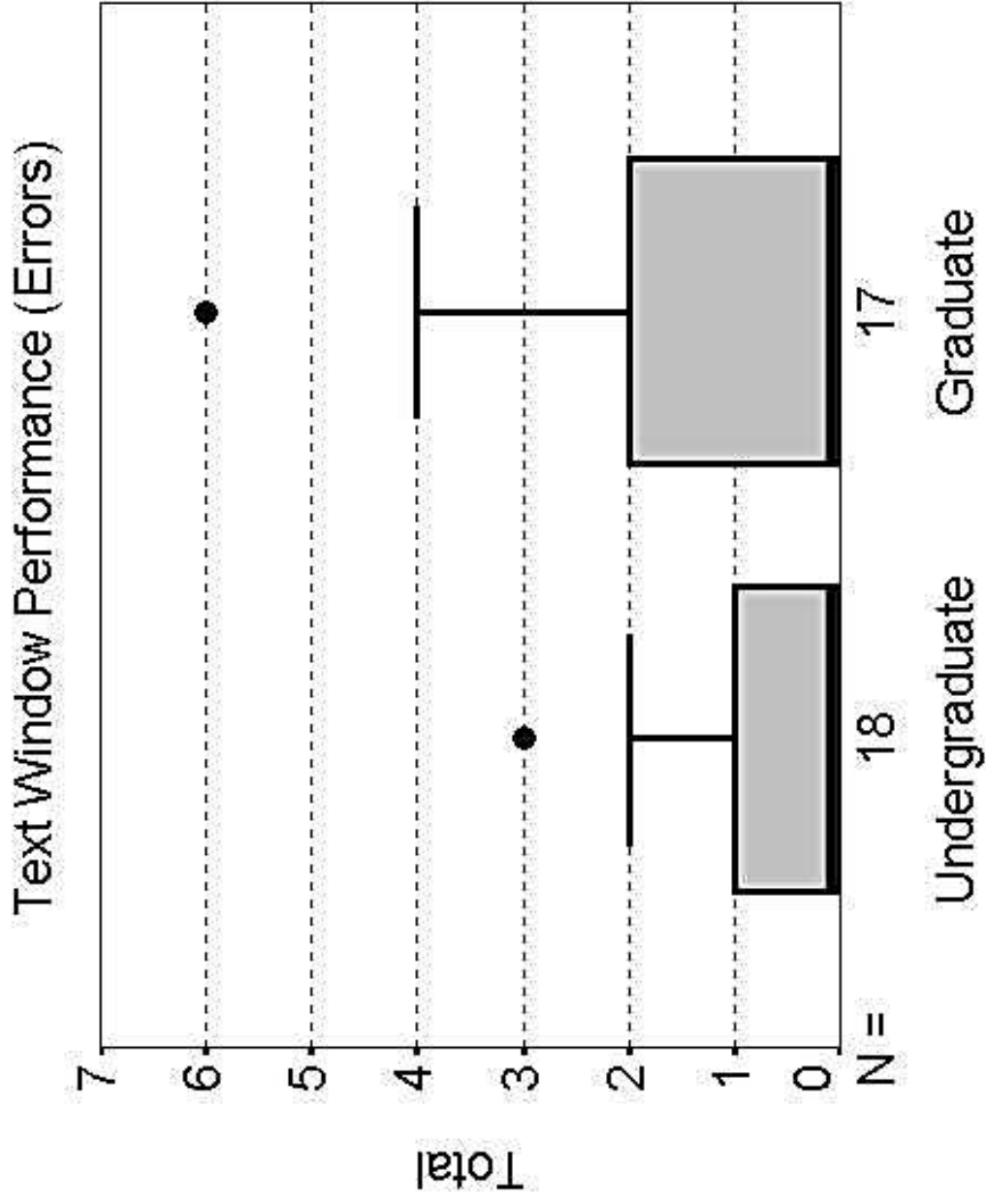
Row Interface Show Code ($n = 19$)



Row Multiple-Choice Test



Text Window Performance



Next class period

- Modified Personalized System of Instruction
 - Lecture
 - Collaboration
- Run the Applet

Conclusions

1. **Structured rehearsal** is effective.
2. **Repetition** is an undervalued factor in learning and retention.
3. The tutor generated opportunities for **overlearning**.
4. Providing a **successful learning experience** early prepares and motivates the student to handle advanced programming techniques taught in conventional ways.

Tutor URL

- <http://nasa1.ifs.umbc.edu/learnJava/tutorLinks/TutorLinks.html>