

# Learning in a Digital World

**Plenary Session**

**“Applications of Psychological Science  
to Learning Using Technology”**

**Victor A. Benassi**





**Center for Excellence in Teaching and Learning**  
**University of New Hampshire**

# **Applications of Psychological Science to Learning Using Technology**

<http://www.unh.edu/teaching-excellence/resources/Multimedia%20learning.html>

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# Acknowledgments

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- This work is also supported by the University of New Hampshire (UNH) Office of the Provost and Vice President for Academic Affairs.
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# BDA

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**Before the Digital Age**

**(Circa 1954 – 1975)**

# B.F. Skinner's Teaching Machines



# B.F. Skinner's Teaching Machines

<https://www.youtube.com/watch?v=jTH3obIIRFo>

# Educational Public Television: “Watch Mr. Wizard”

<http://www.youtube.com/watch?v=Zlavfr6llzs>

# PLATO





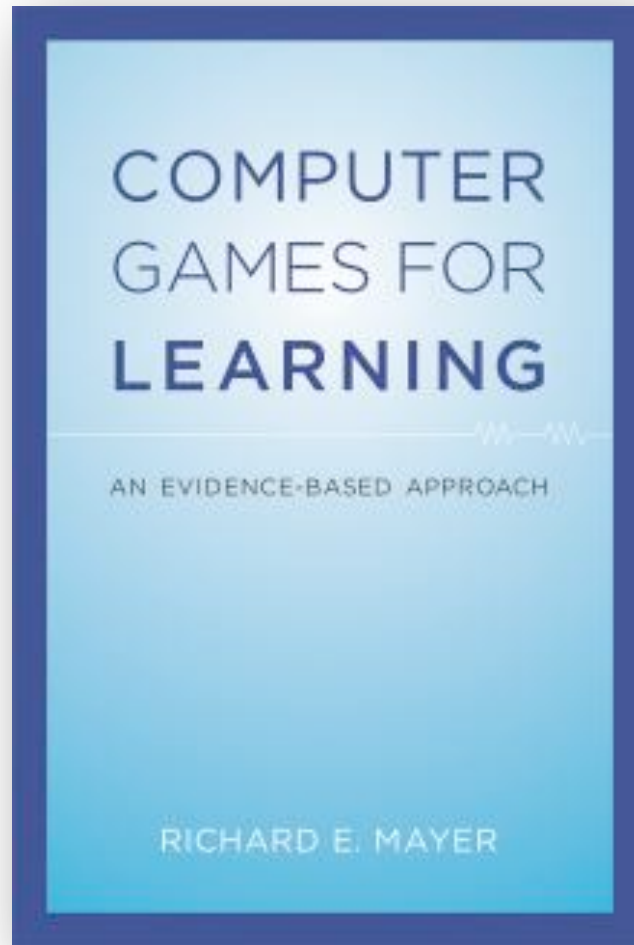
[https://www.youtube.com/watch?v=rf5\\_ivobNb4](https://www.youtube.com/watch?v=rf5_ivobNb4)

DA



**In the Digital Age**

# Computer Games: Do they facilitate student learning?



# Video: More and fancier video production does not necessarily facilitate learning

Firing Neurons | Cell Dance 2010, Public Outreach Video Winner

<http://www.biotechniques.com/multimedia/videos/?pager.offset=48>

Leonard Bosgraaf, Ph.D., Molecular Shots, Inc, of Groningen, The Netherlands, for "Firing Neurons," a movie created entirely by computer animation

## **What YouTube viewers say:**

“Incredible Science Animation About Neurons!”

“What is name of the music please?”

“ This video helped me in understanding how neurons communicate. Please make more. Very informative. Thank you.”

Followed by:

“Wow, no f-----g kidding!”

<http://www.biotechniques.com/multimedia/videos/?artId=307463>

45% of the video with violins, but no words.

Only images of neurons that do not inform.

<http://www.youtube.com/watch?v=haNoq8UbSyc>

Contrast the previous with this. Not so cool,  
but effective?

<http://www.youtube.com/watch?v=d648WiEchtQ>

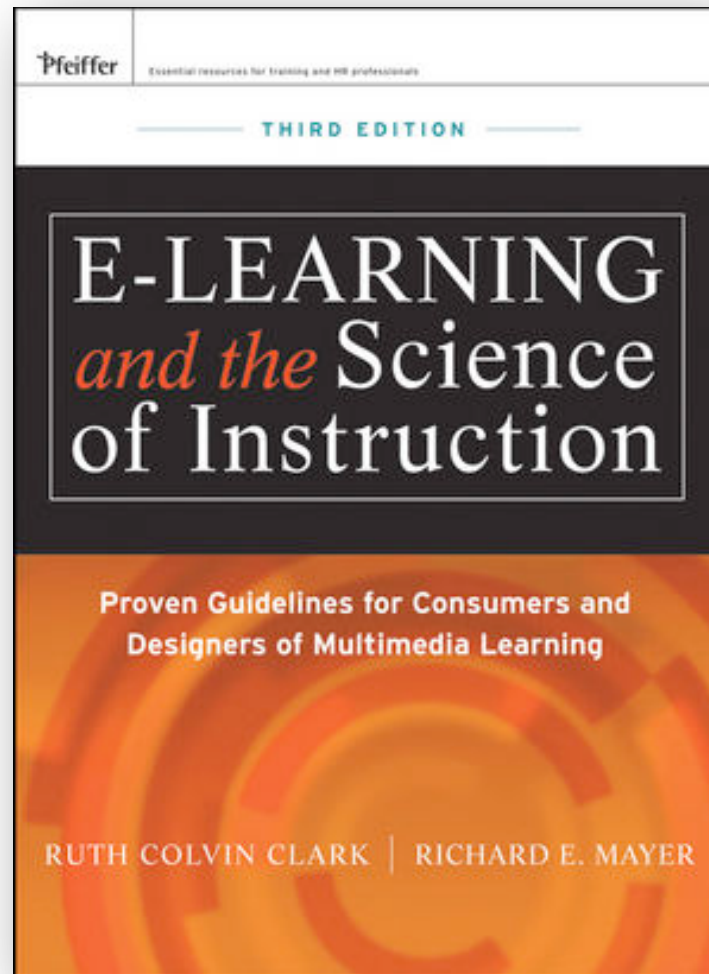


# Carnegie Mellon University Open Learning Initiative



Ruth C. Clark and Richard E. Mayer (2011, 3rd edition)

e-Learning and the Science of Instruction: Proven Guidelines for  
Consumers and Designers of Multimedia Learning



# Intelligent Tutoring Systems

Auto-Tutor (PI: Arthur Graesser, University of Memphis)

“AutoTutor is a computer tutor that helps students learn by holding a conversation in natural language. AutoTutor tracks the cognition and emotions of the student and responds in a manner that adapts to the student. AutoTutor has been developed to help students learn about physics and computer literacy. Emotions are recognized by the dialogue patterns, facial expressions, and body posture of the student.”

<http://www.memphis.edu/iis/projects/autotutor/>

# Cognitive Tutors

Another type of Intelligent tutor.

Development based on John Anderson's ACT-R theory.

<http://ies.ed.gov/ncee/wwc/interventionreport.aspx?sid=87>

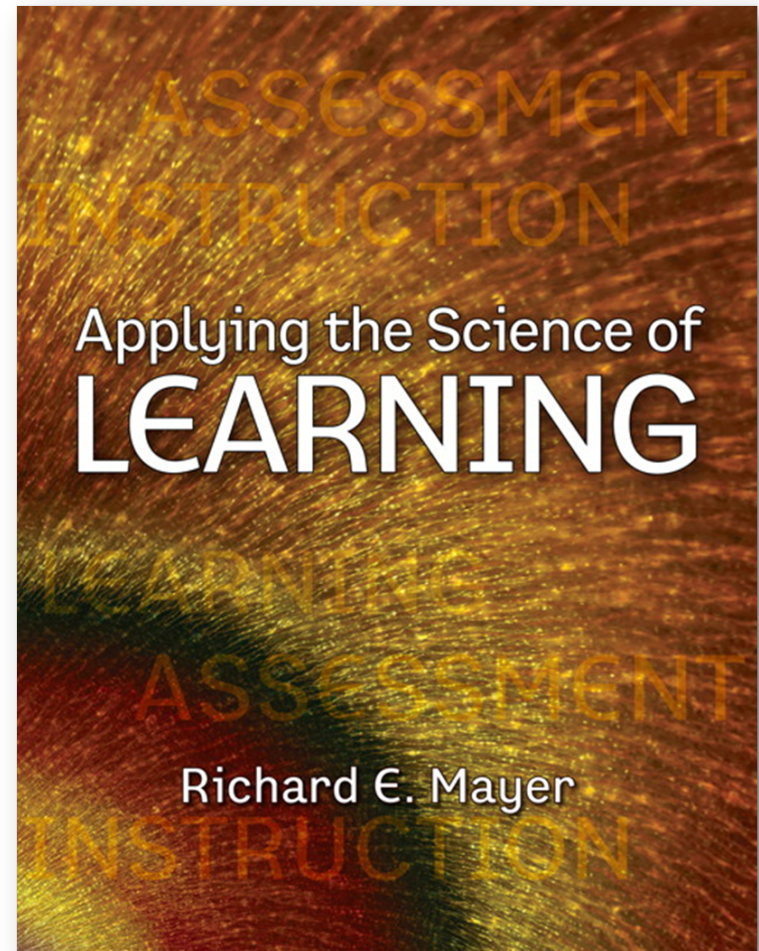
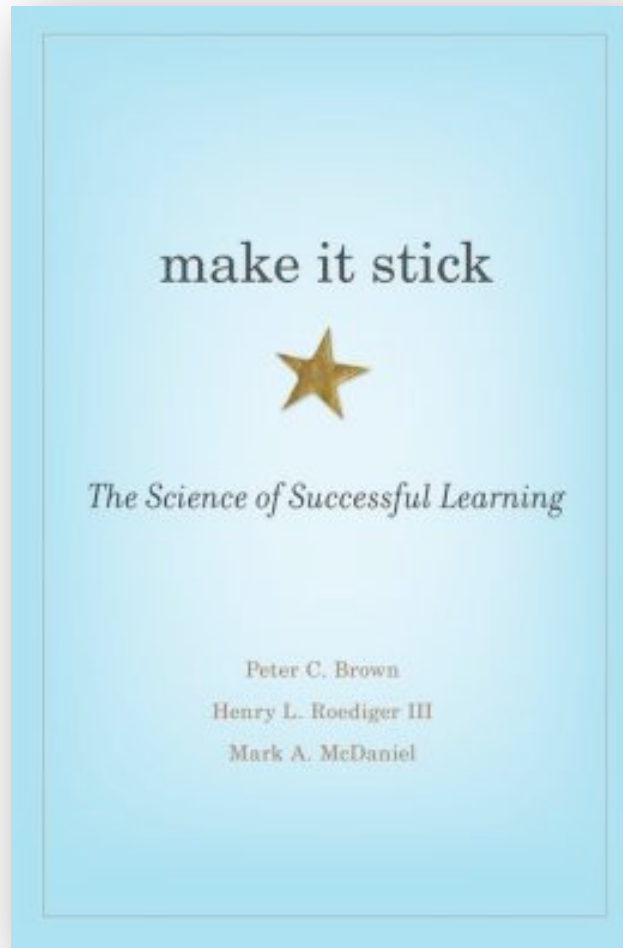
# The Power of Learning Analytics

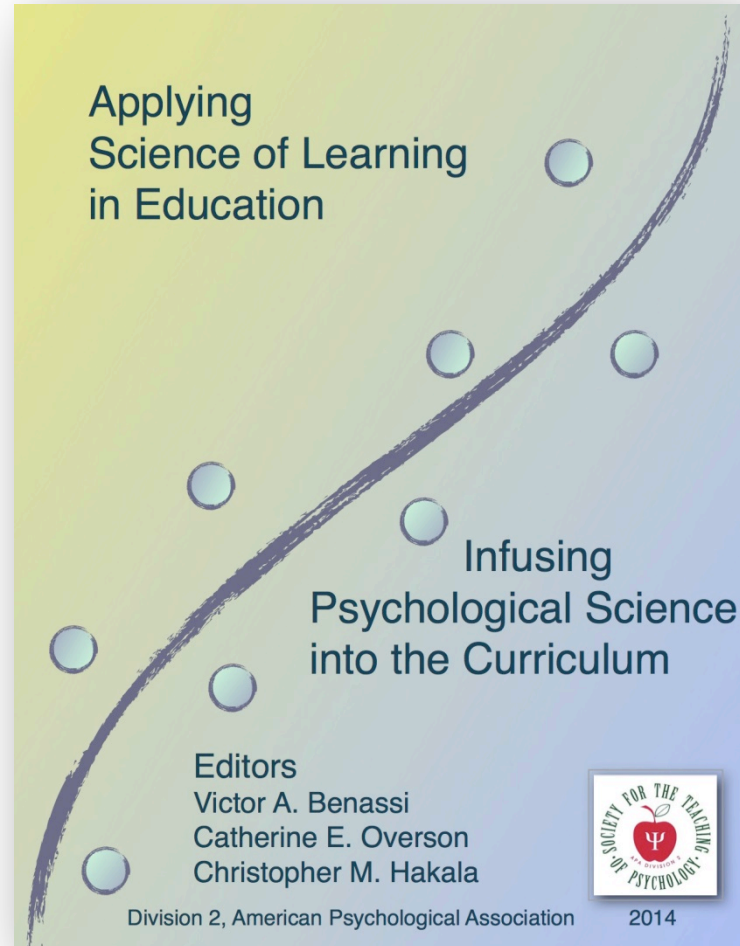
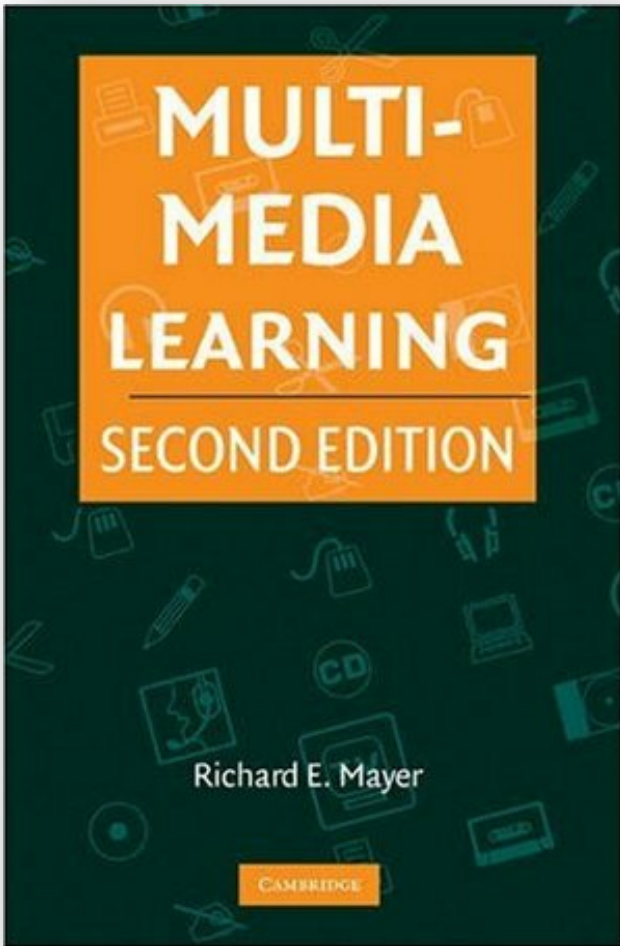
*Yesterday, Linda Baer called learning analytics “The Game Changer.”*

*Remainder of this presentation will focus on how my colleagues and I have used data to assess the impact of instructional interventions and to make course adjustments, based on principles of psychological science.*

# Overview of Remainder of Presentation

1. **Using Personal Response Systems** (*iClicker*) in the Classroom to Promote Student Learning in a Lower-Division Course on Energy and Environment.
2. **Embedding Questions** in Online Video Lectures in a Graduate-Level “Flipped” Course on Occupational Therapy for Children.
3. **Applying Multimedia Principles** with Face-To-Face and Online PowerPoint Presentations.







# Using Personal Response Systems

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**Using Personal Response Systems** (*iClicker*) in the Classroom to Promote Student Learning in a Lower-Division Course on Energy and Environment.

Course: Energy and Environment

Enrollment: > 200

Question: Does “clicking” make a difference?

# Partial Assessment of a Peer Instruction Method

<http://mazur.harvard.edu/research/detailspage.php?ed=1&rowid=8>

- Presentation of in-class questions – three clicker conditions
- Teacher presented some material followed by a question using a particular presentation strategy.
- Repeated 3 times per class period.
- On different class days, teacher either:
  1. Click/peer-to-peer discussion/click
  2. Click/think/click
  3. Think/ peer-to-peer discussion/think
- After each condition, teacher provided correct response

## An In-Class Question

**If you were asked to convert  $12 \text{ in}^2$  into  $\text{m}^2$ , which conversion factor would be the correct one to use?**

A  $\frac{1 \text{ in}}{0.0254 \text{ m}}$

B  $\frac{0.0254 \text{ m}}{1 \text{ in}}$

C  $\left[ \frac{1 \text{ in}}{0.0254 \text{ m}} \right]^2$

D  $\left[ \frac{0.0254 \text{ m}}{1 \text{ in}} \right]^2$

## A Related Exam Question

During the solution of a problem you decide to use the unit conversion factor  $\frac{1 \text{ yr}}{8,760 \text{ hr}}$ . What conversion are you most likely trying to accomplish?

- A. hours to years
- B. years to hours
- C. years to days
- D. days to years

**Inserting Embedded Questions  
into Lecture-Capture Presentations  
May Promote Learning and Long-Term  
Retention**



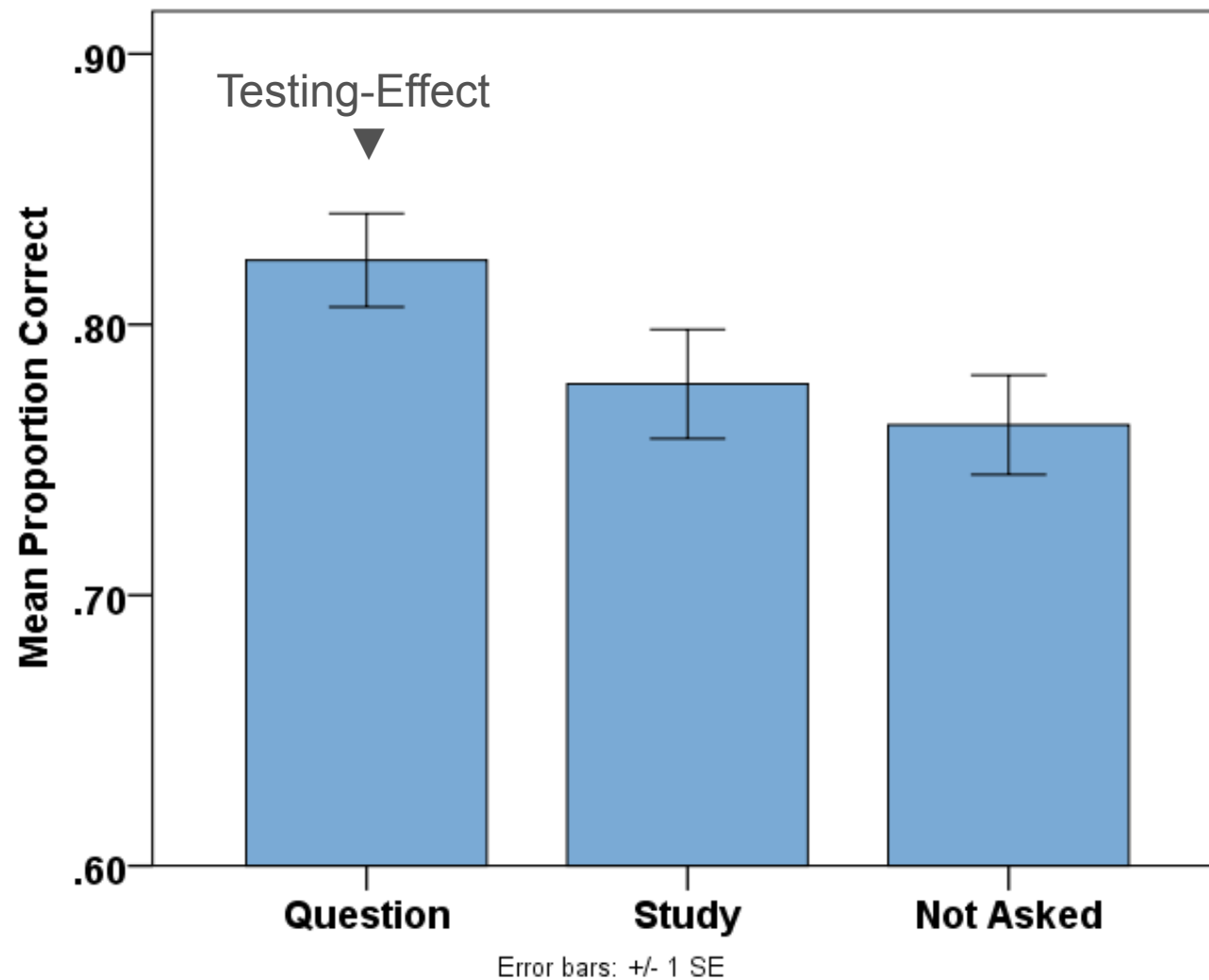
**Embedding Questions** in Online Video  
Lectures in a Graduate-Level “Flipped”  
Course on Occupational Therapy for Children

- Master’s Level Course:  
Occupational Therapy for Children
- Flipped Class
- Enrollment = 60+

# Project Intervention

- Generation of specific objectives (advance organizers)
- Presentation of base materials (Pre-training)
- Embedded questions in pre-training presentations
- Questions were either:
  1. Multiple-choice (quiz condition)
  2. Summary Statement (study control)
  3. Not-asked (not-asked control)

Mean proportion correct on midterm exam questions for each of the three experimental conditions.



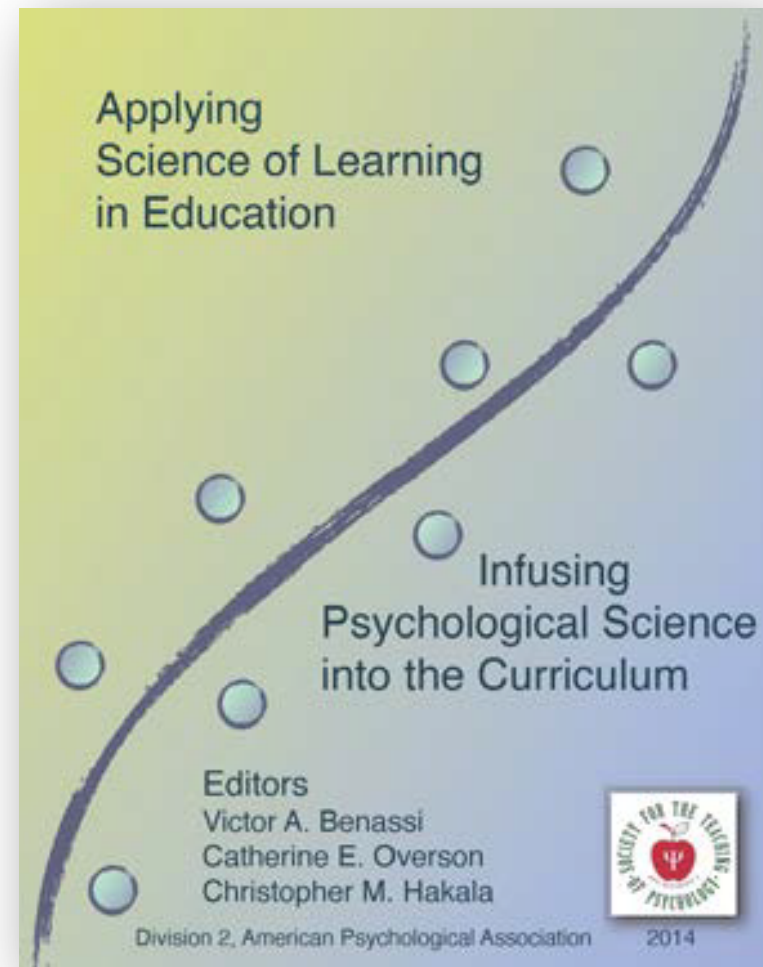


# Multimedia Learning

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Mayer, R. E. (2014). Research-Based Principles for Designing Multimedia Instruction. In V.A. Benassi, C.E. Overson, & C.M. Hakala (Eds.). *Applying science of learning in education: Infusing psychological science into the curriculum*. Retrieved from the Society for the Teaching of Psychology web site: <http://teachpsych.org/ebooks/asle2014/index.php>



# Multimedia Design Two Approaches



Mayer, R. E. (2011). Applying the science of learning. Upper Saddle River, NJ: Pearson

# Our Approach

<b>Science of Learning</b>	<b>Science of Instruction</b>	<b>Science of Assessment</b>
Cognitive Load Theory	Multimedia principles of instruction	Use of authentic measures of student performance <ul style="list-style-type: none"><li>• Learning</li><li>• Retention</li><li>• Transfer</li></ul>

Mayer, R. E. (2011). Applying the science of learning. Upper Saddle River, NJ: Pearson

# Cognitive Load

## ***Extraneous Cognitive Load***

- ✓ Does not serve the instructional goal
- ✓ Poor instructional design

## ***Essential Cognitive Load***

- ✓ Represents essential material in working memory
- ✓ Load depends on Complexity of material

## ***Generative Cognitive Processing***

- ✓ Required for deep understanding of material (e.g., construction of schemas)
- ✓ Good instructional design—increases student motivation to learn

# Goals of Multimedia Instruction

Minimize Extraneous Load

Manage Essential Load

Foster Generative Processing

# Minimize Extraneous Load

Table 2, Mayer, 2014 (page 62)

<b>Principle</b>	<b>Description</b>
Coherence	Delete extraneous material
Signaling	Highlight essential material
Redundancy	Don't add onscreen captions to narrated graphics
Spatial contiguity	Place printed words near corresponding part of graphic
Temporal contiguity	Present spoken words at same time as corresponding graphics

# Manage Essential Load

Table 3, Mayer, 2014 (page 64)

<b>Principle</b>	<b>Description</b>
Segmenting	Break lesson into learner-paced parts
Pre-training	Present characteristics of key concepts before lesson
Modality	Use spoken words rather than printed words



# Foster Generative Processing

Table 4, Mayer, 2014 (page 66)

<b>Principle</b>	<b>Description</b>
Personalization	Put words into conversational style rather than formal style
Voice	Put words into human voice rather than machine voice
Embodiment	Have onscreen agent use human-like gestures and movements
Image	Do not necessarily put an image of agent on the screen

# Multimedia Projects

1. In-Class *PowerPoint* Projects
  - Mixture of multimedia principles
2. Out of class *PowerPoint* Projects

# In-class PowerPoint projects

Experimental Design

# Multimedia Principle

“People learn better from words and pictures than from words alone.”

Mayer, page 223

Example 1

**ORIGINAL**

# Descriptive vs. Analytic Epidemiology



- *Descriptive studies*--used to identify a health problem that may exist. Characterize the amount and distribution of disease.
- *Analytic studies*--follow descriptive studies, and are used to identify the cause of the health problem.

**MODIFIED**

# Descriptive vs. Analytic Epidemiology

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## **Descriptive Studies**

Used to identify a health problem that may exist. Characterize the amount and distribution of disease.

## **Analytic Studies**

Follow descriptive studies, and are used to identify the cause of the health problem.



# Signaling Principle

“People learn better when cues that highlight the organization of the essential material are added”

Mayer, page 108

Example 1

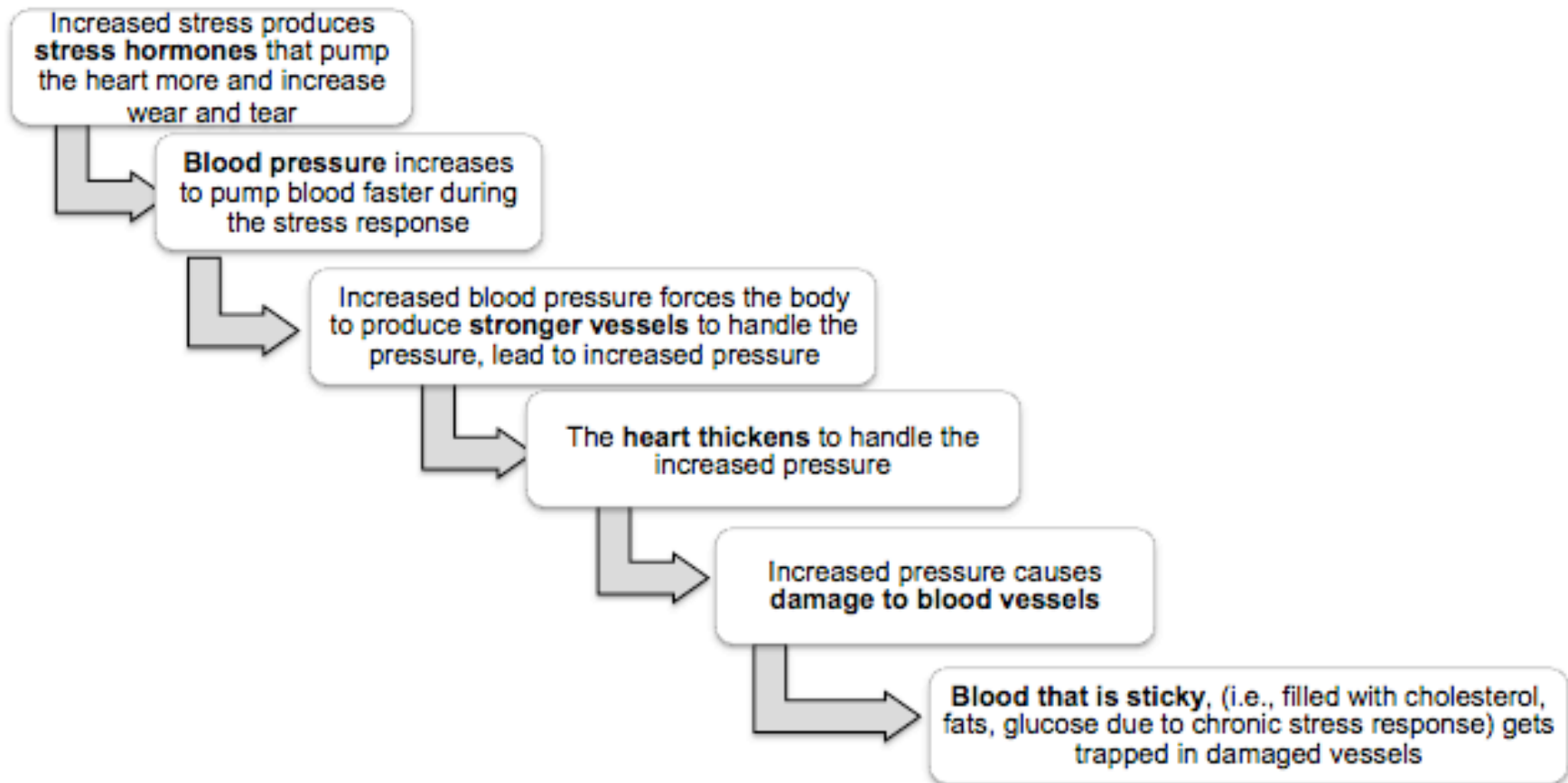
**ORIGINAL**

# Cardiovascular Disease and Chronic Stress Pathway

1. Increased stress produces stress hormones that pump the heart more and increase wear and tear
2. Blood pressure increases to pump blood faster during the stress response
3. Increased blood pressure forces the body to produce stronger vessels to handle the pressure, lead to increased pressure
4. The heart thickens to handle the increased pressure
5. Increased pressure causes damage to blood vessels
6. Blood that is sort of sticky and filled with cholesterol, fats, glucose
  - This can happen anywhere but when it happens to actual heart vessels a person is at even greater risk

**MODIFIED**

# Cardiovascular Disease and Chronic Stress Pathway



# Coherence Principle

“People learn better when extraneous material is excluded rather than included”

Mayer, page 89

Example 1

**ORIGINAL**

# Positivist Approach





# Positivist Approach



- Donald Black: perspective & method of natural *sciences*
  - Form & test hypotheses empirically

# Positivist Approach



- Donald Black: perspective & method of natural *sciences*
  - Form & test hypotheses empirically
- Some hypotheses:

# Positivist Approach



- Some hypotheses:
  - Law varies inversely w/ other social control
  - > stratification = more law
  - > “downward law” than “upward law”
  - > law as intimacy decreases [most law where people interact a lot w/ little intimacy]

# Positivist Approach



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# Positivist Approach





**MODIFIED**



## Positivist Approach

- Donald Black: perspective & method of natural *sciences*
  - Form & test hypotheses empirically
- Some hypotheses:
  1. Law varies inversely with other social control
  2. > stratification = more law
  3. > “downward law” than “upward law”
  4. > law as intimacy decreases
    - ✓ most law where people interact a lot with little intimacy

# Learning Outcomes

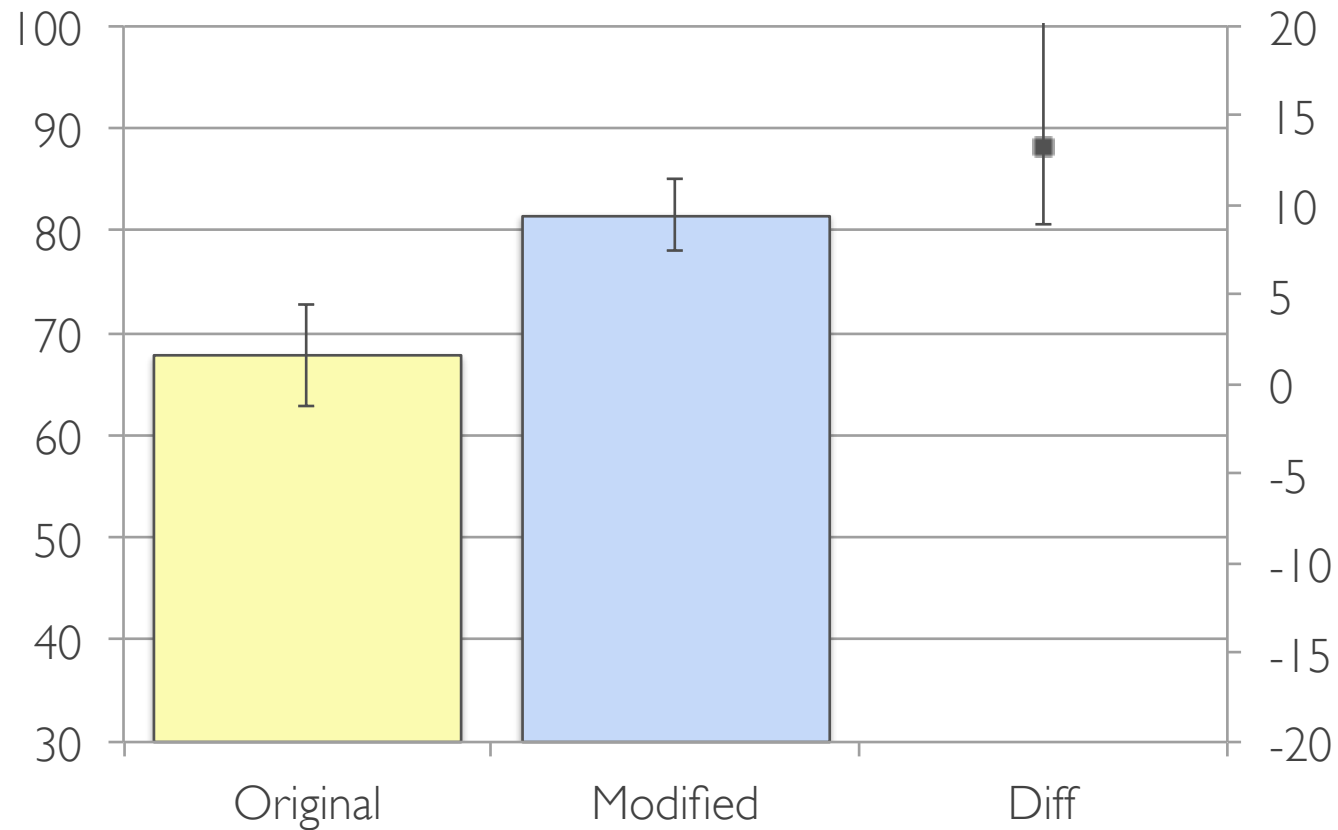
# Experiment I:

## Learning

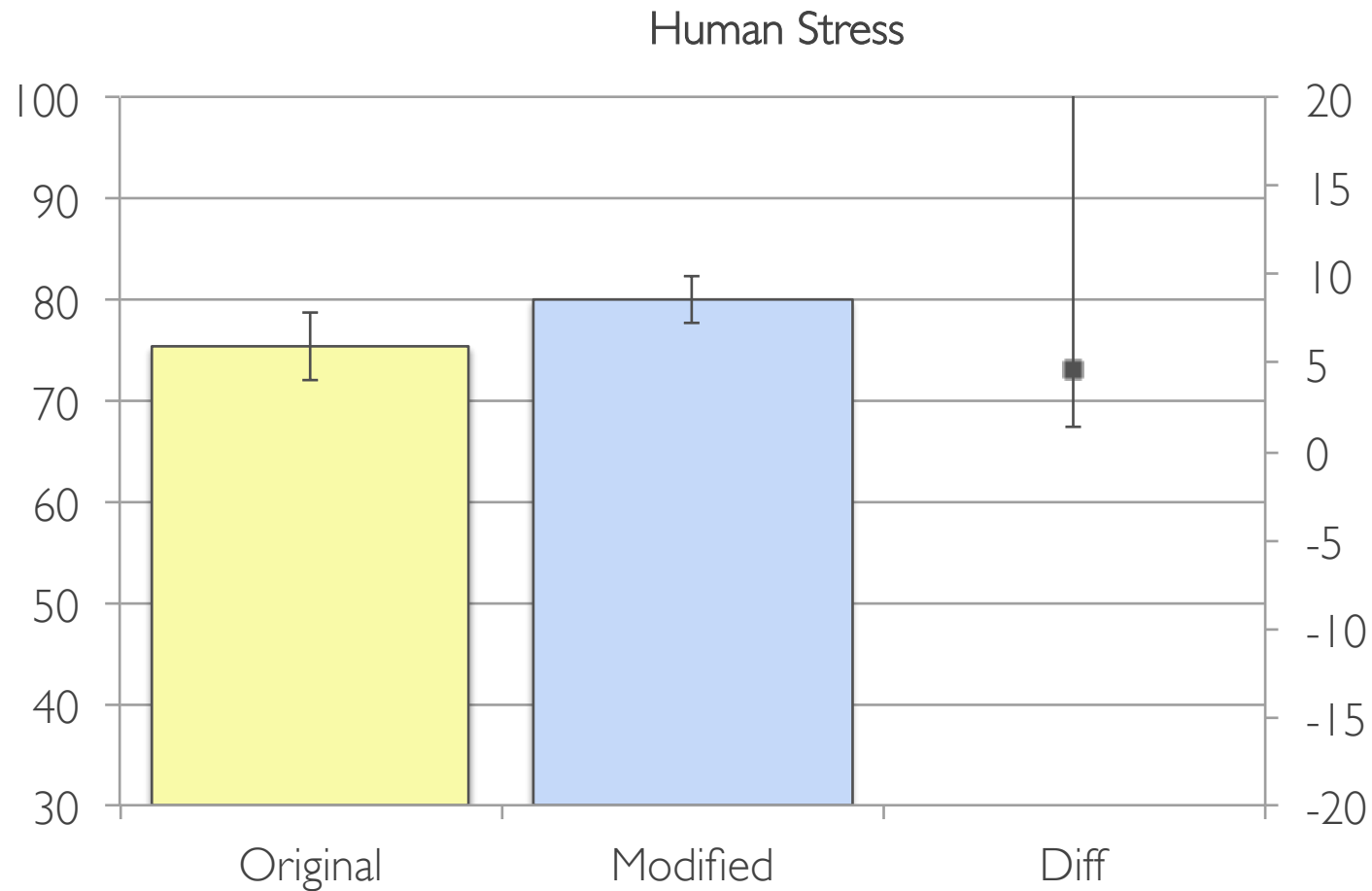
Mean Percent Correct Responses to  
**Questions Asked at End of Class** During  
Which Modified or Original PowerPoint Slides  
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Justice Studies



Mean Percent Correct Responses to **Questions Asked at End of Class**  
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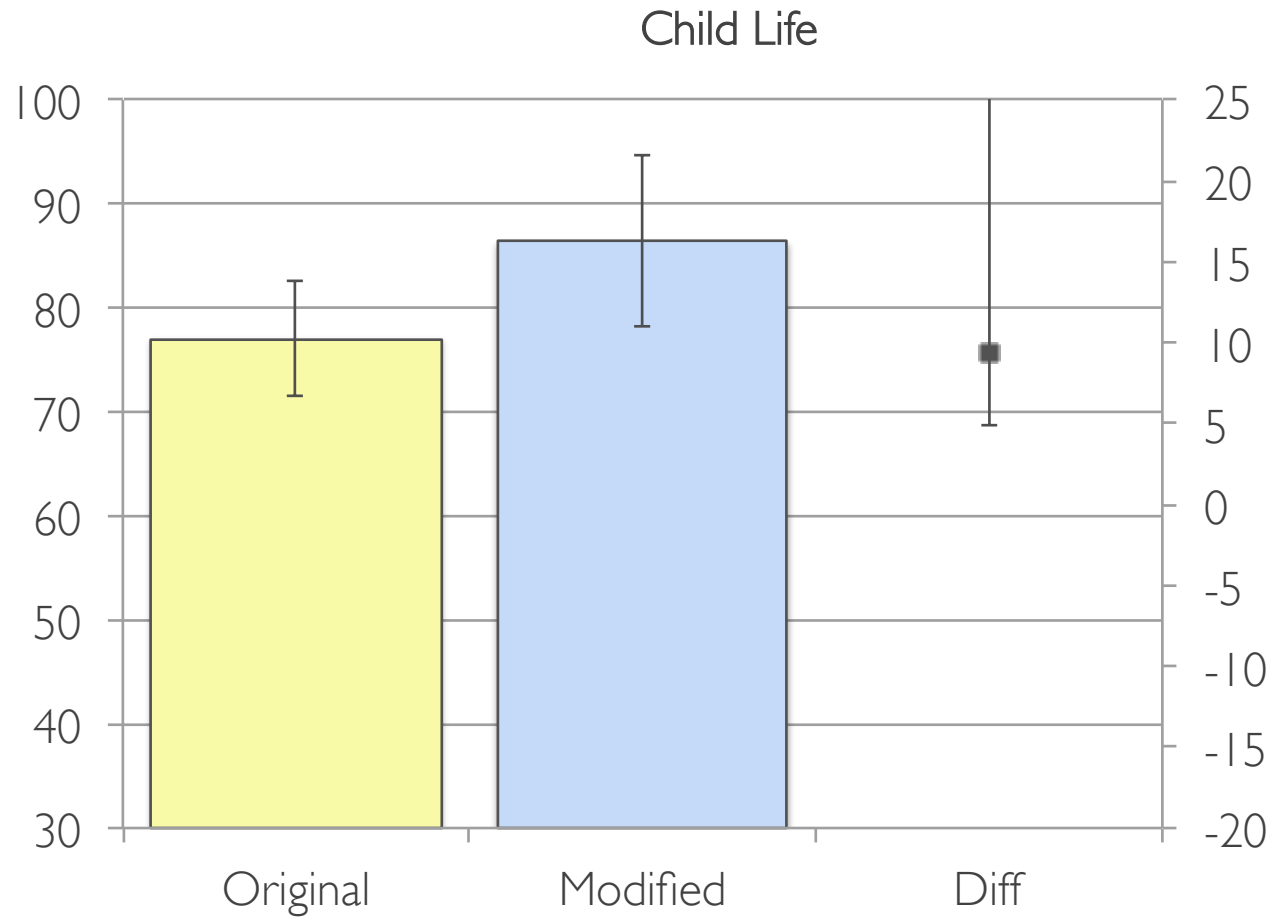


## Experiment 2:

### Long-Term Retention

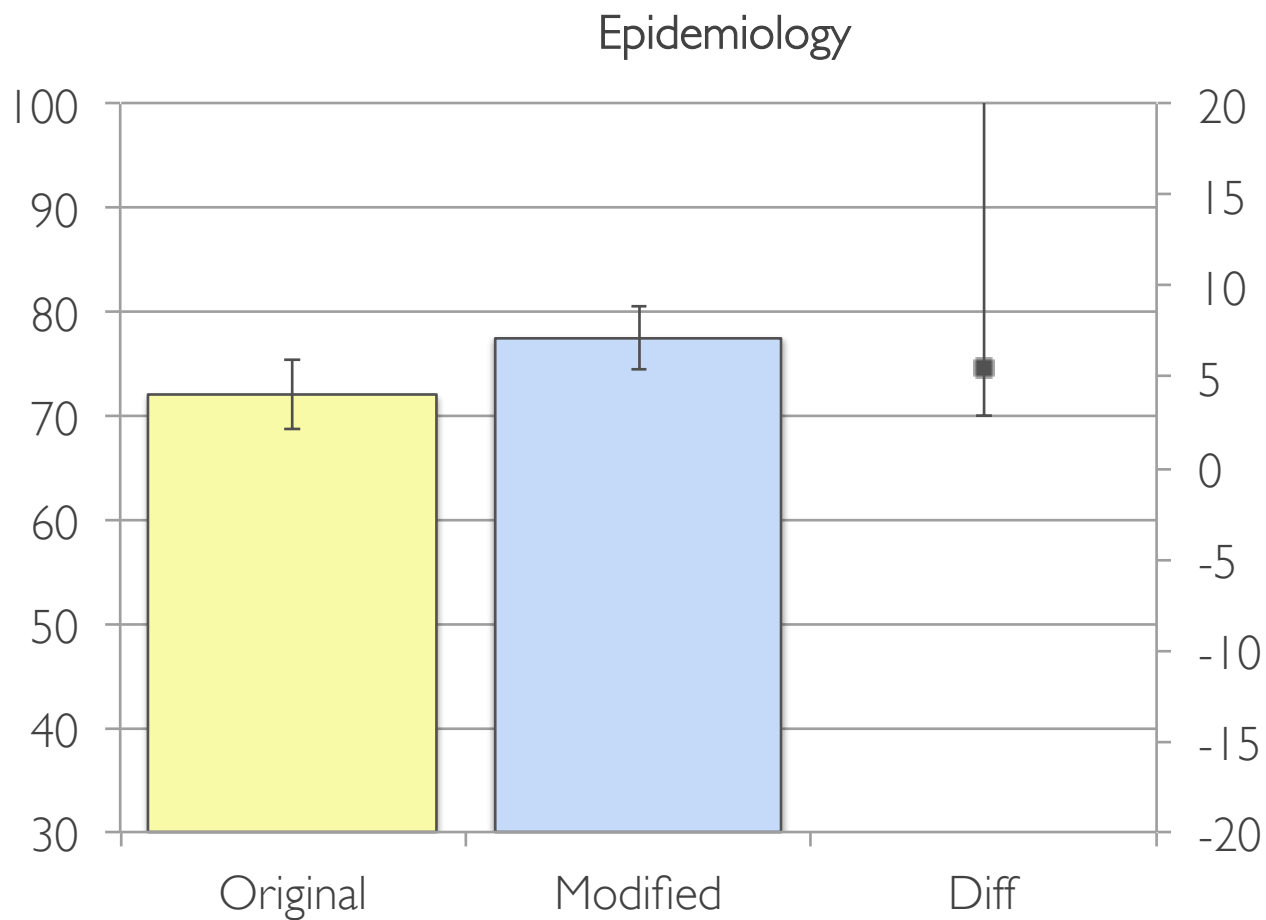
Mean Percent Correct Responses to  
**Midterm Exam Questions** Based on  
Information in Modified or Original  
PowerPoint Slides

Mean Percent Correct Responses to **Midterm Exam Questions**  
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Mean Percent Correct Responses to **Midterm Exam Questions**  
Based on Information in Modified or Original PowerPoint Slides.



# Out-of-class PowerPoint projects

## Introduction to Psychology Course

Experiment Design

# Attitudes (Word Version)

# Attitude Change by Our Own Behavior

- We hold many cognitions (for example: beliefs, feelings, and our behavior) about ourselves and the world around us
- We expect our cognitions to be in harmony with one another – that is, we expect that our attitudes and our behaviors are consistent/compatible
- Sometimes we behave in ways that are inconsistent with our attitudes. These conflicting cognitions produce an unpleasant psychological state – cognitive dissonance – that we strive to reduce
- Because we cannot change our past behavior, one way to reduce the dissonance is by changing our attitudes so that they are more in line with our behavior

# Attitudes (Multimedia Version)

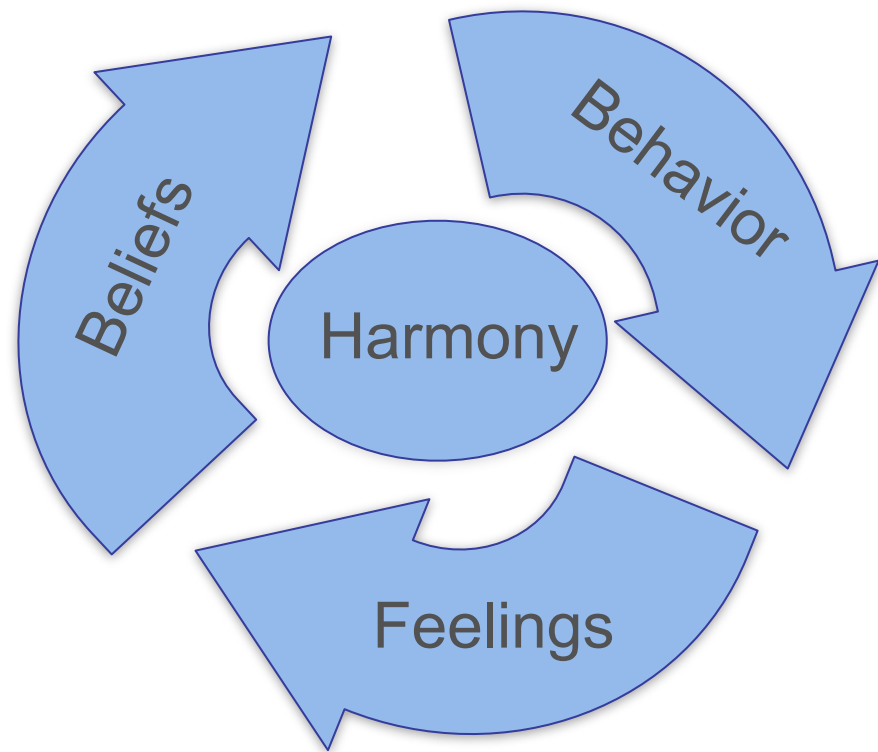
# Attitude Change by Our Own Behavior

# Attitude Change by Our Own Behavior

We hold many cognitions about ourselves and the world around us, which we expect to be consistent/compatible with one another

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We hold many cognitions about ourselves and the world around us, which we expect to be consistent/compatible with one another





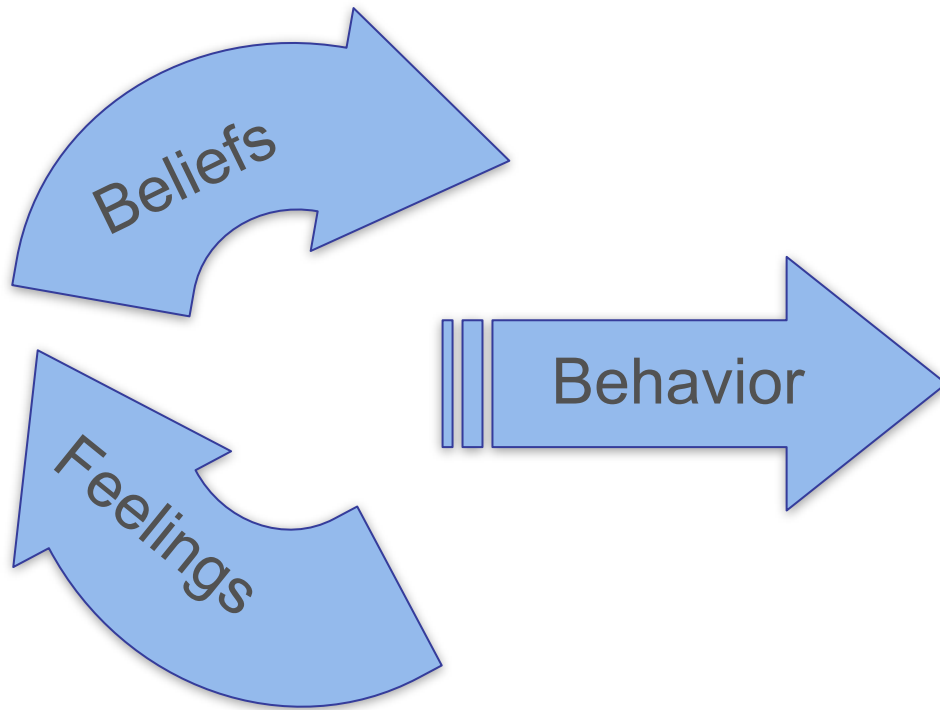
# Attitude Change by Our Own Behavior

# Attitude Change by Our Own Behavior

When we behave in ways that are inconsistent with our attitudes, we experience an **unpleasant psychological state** that we strive to reduce

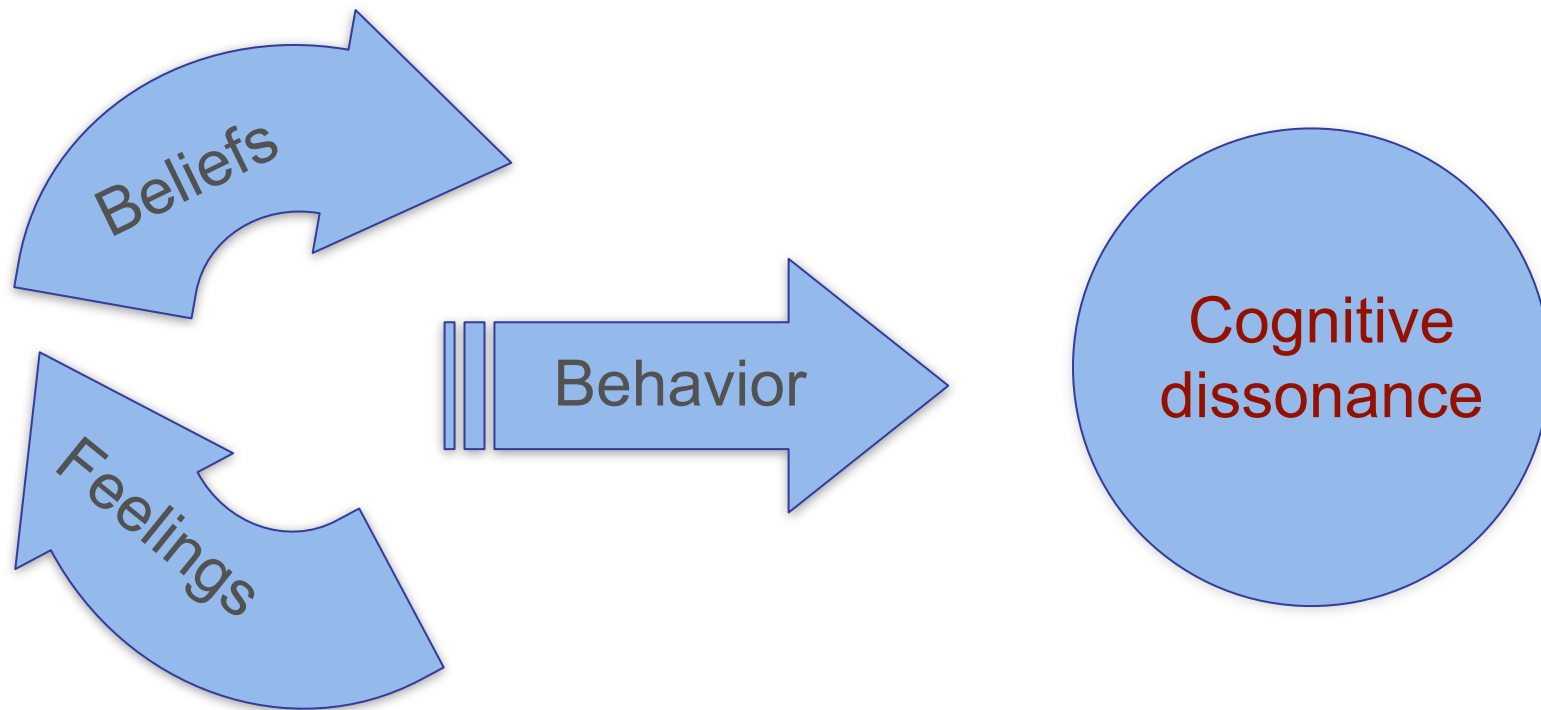
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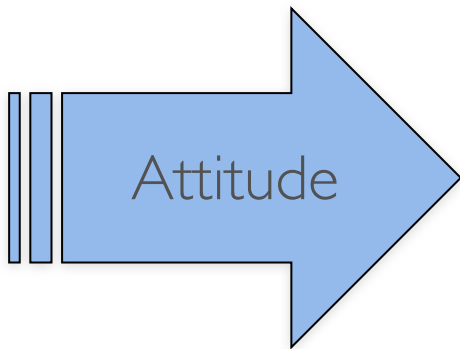
# Attitude Change by Our Own Behavior

# Attitude Change by Our Own Behavior

Because we cannot change past behavior, we reduce dissonance by changing our attitudes to align with our behavior

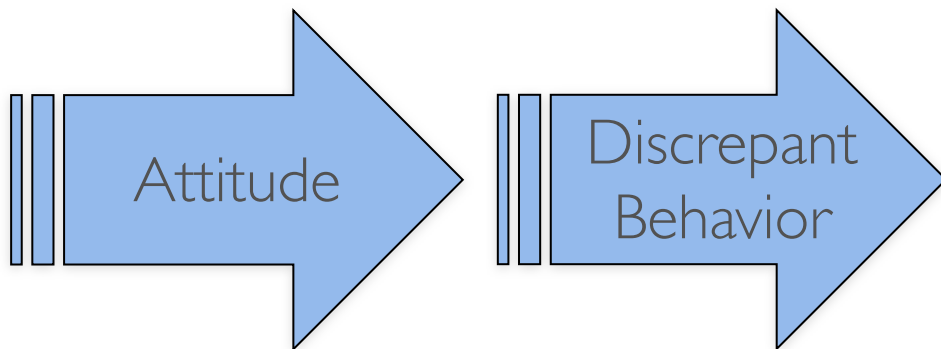
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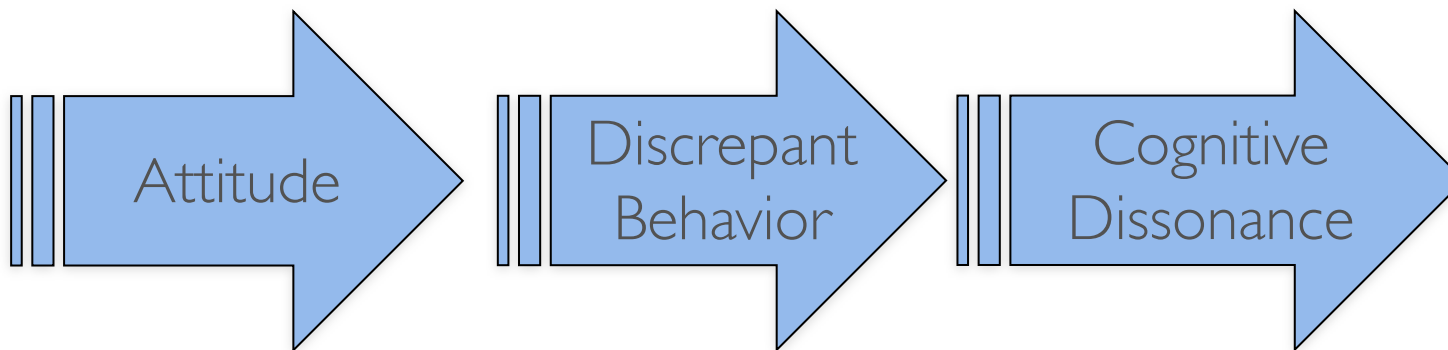
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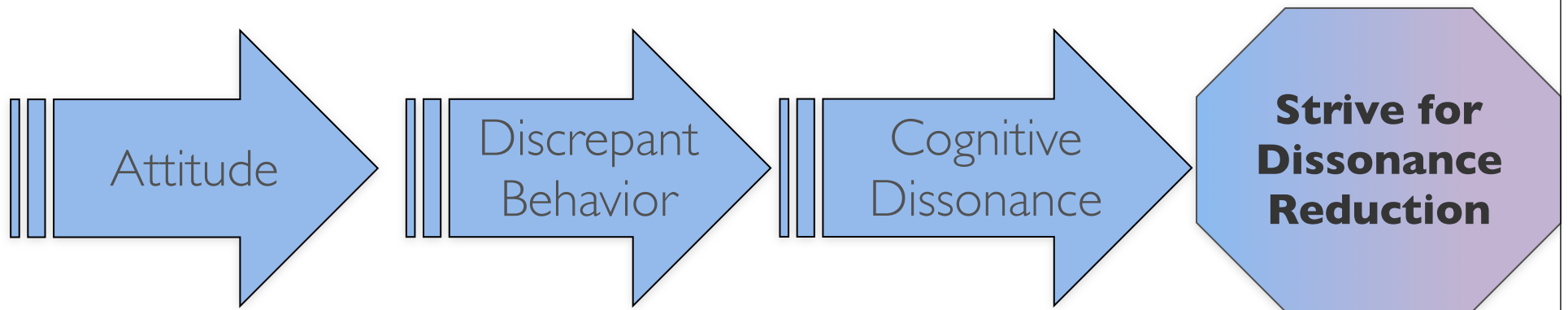
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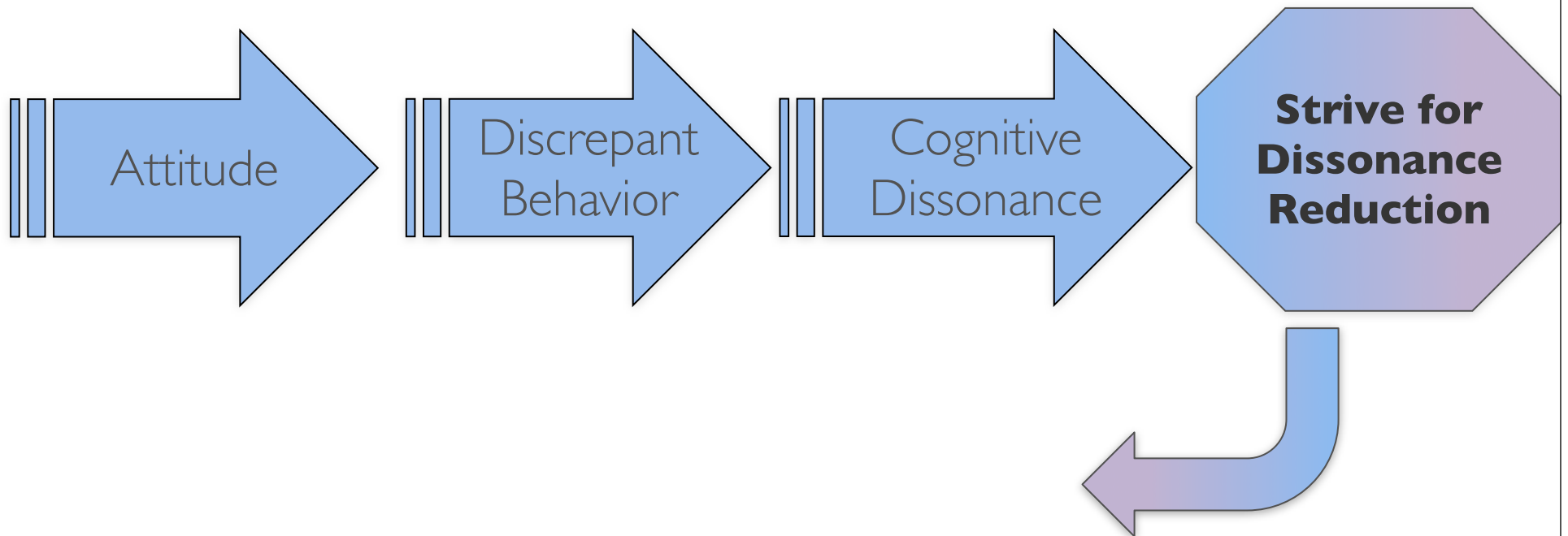
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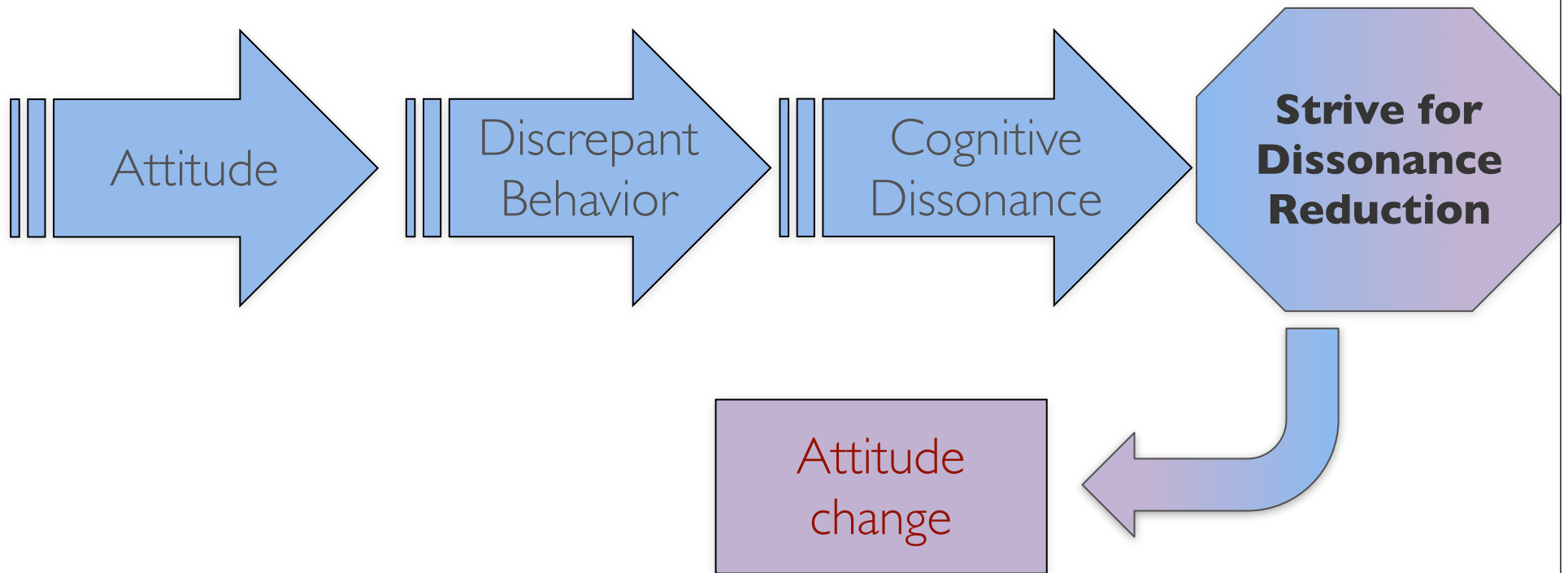
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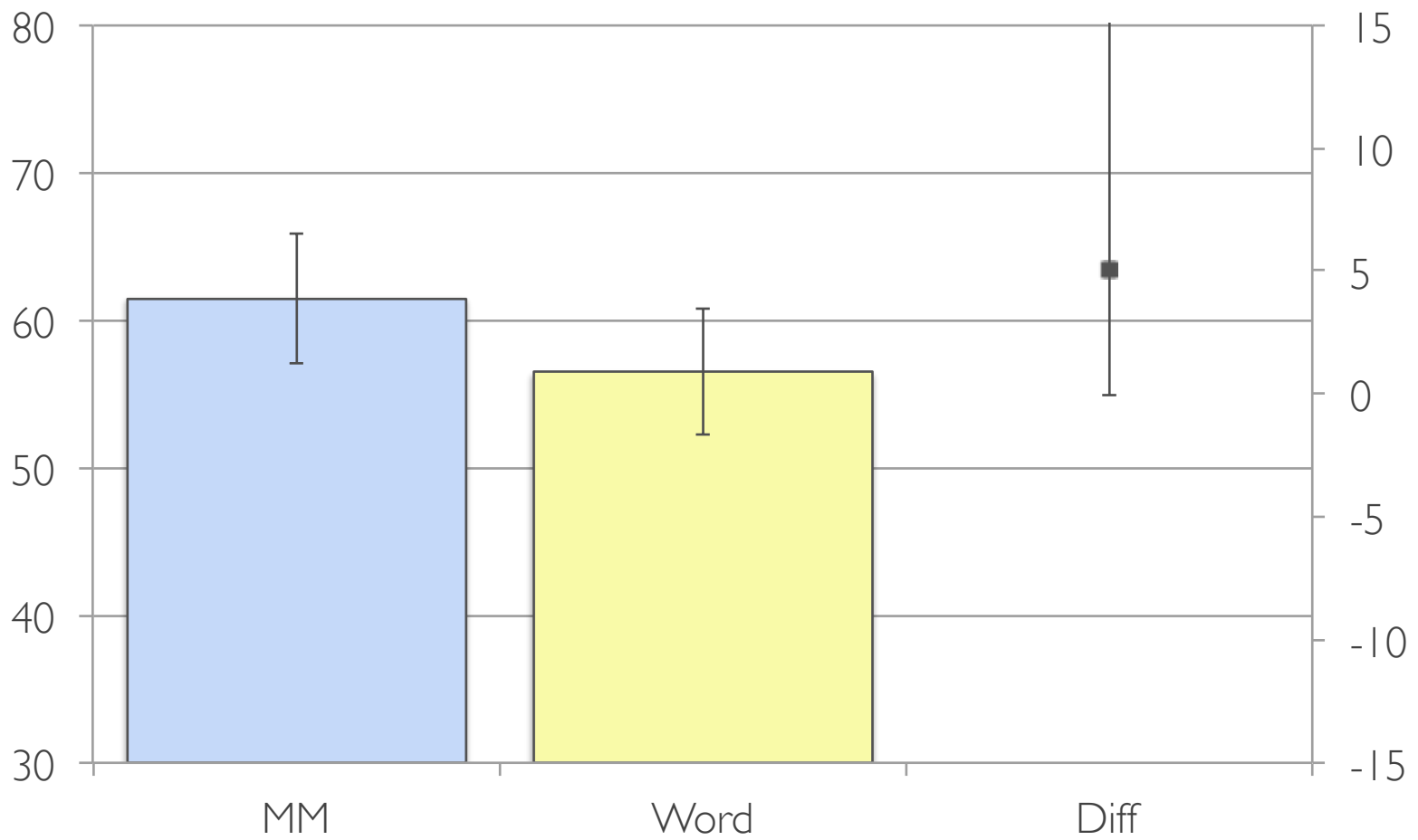
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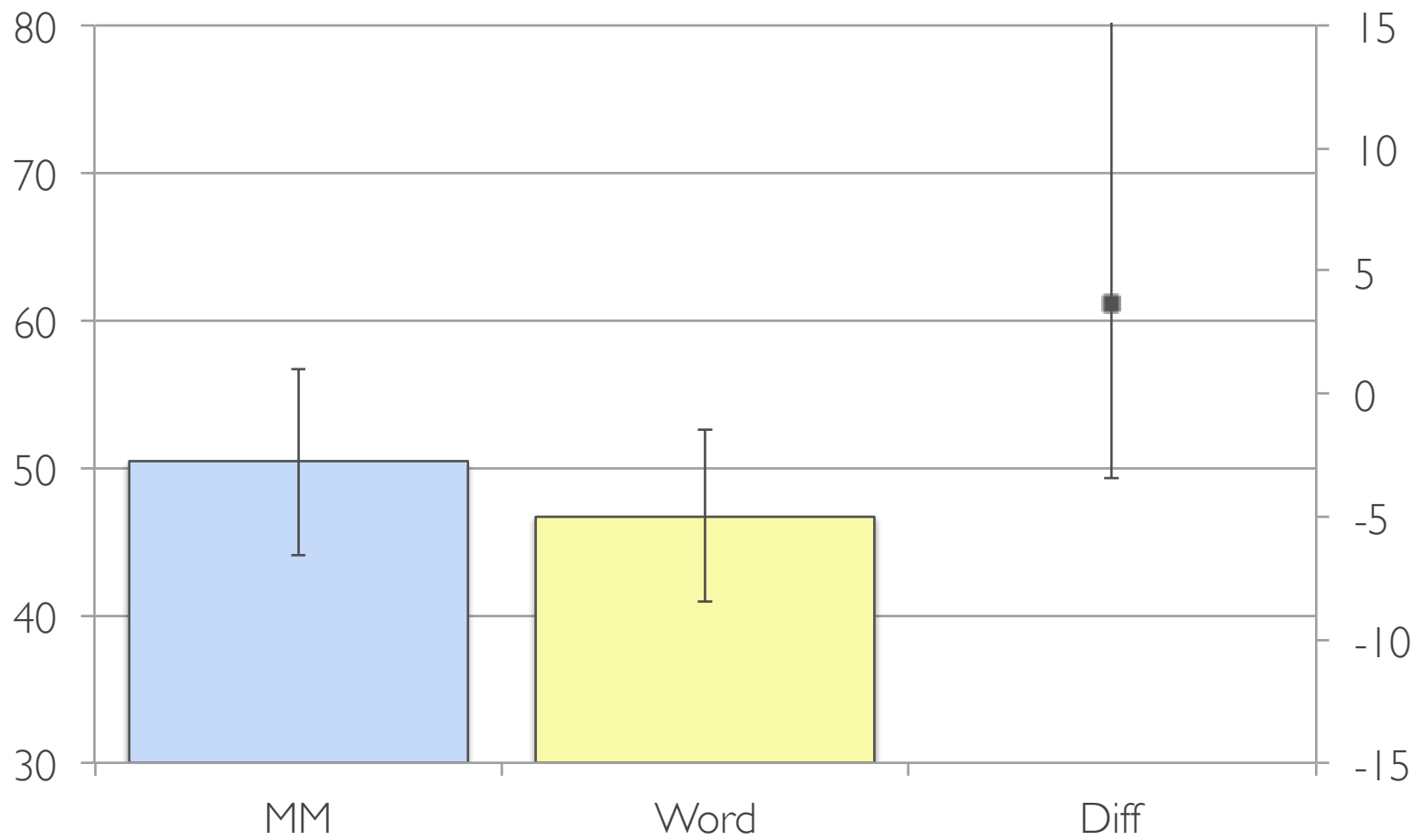


# Learning Outcomes

Quiz Performances Following Multimedia  
and Word Formats:  
Learning

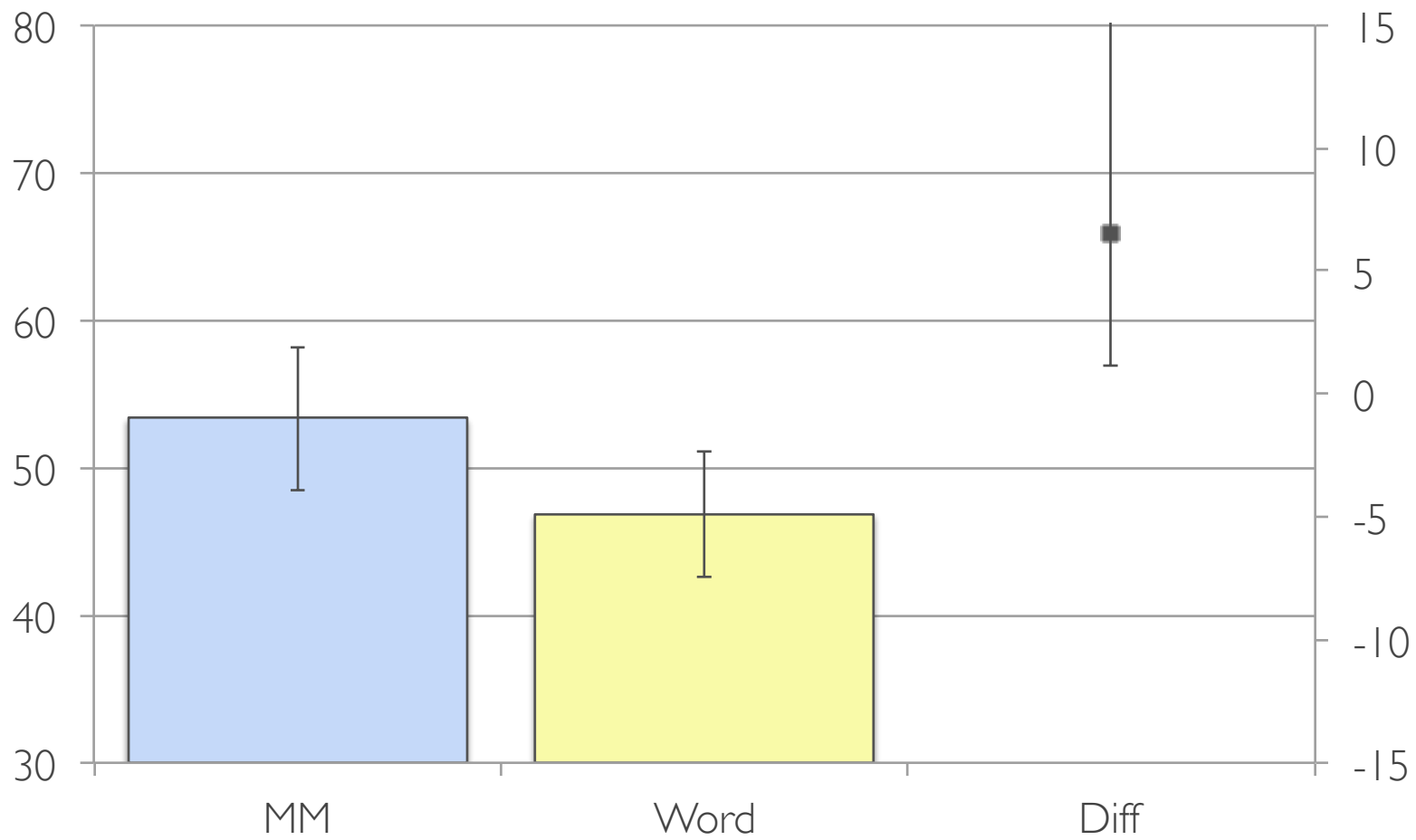


The Neuron

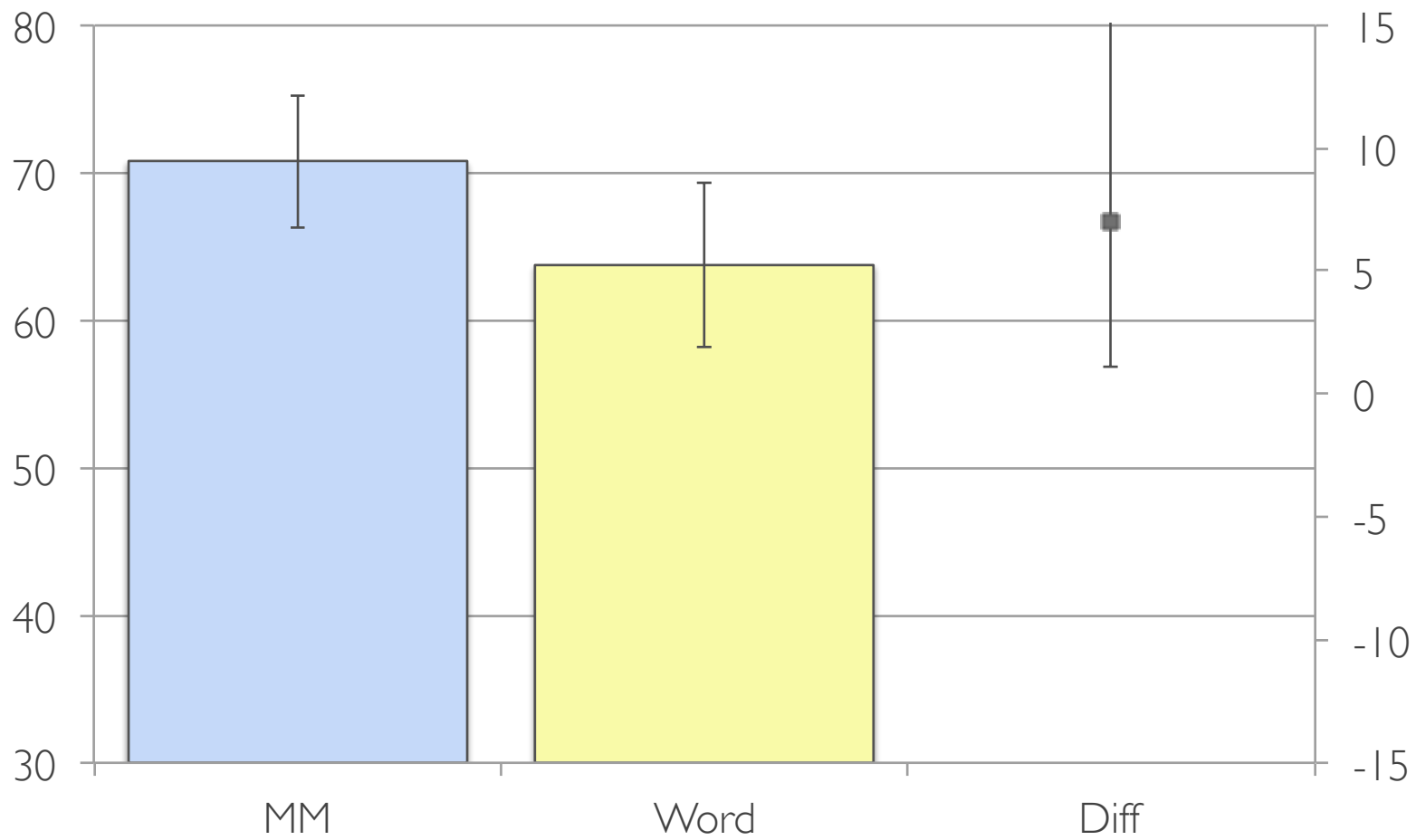


The Action Potential

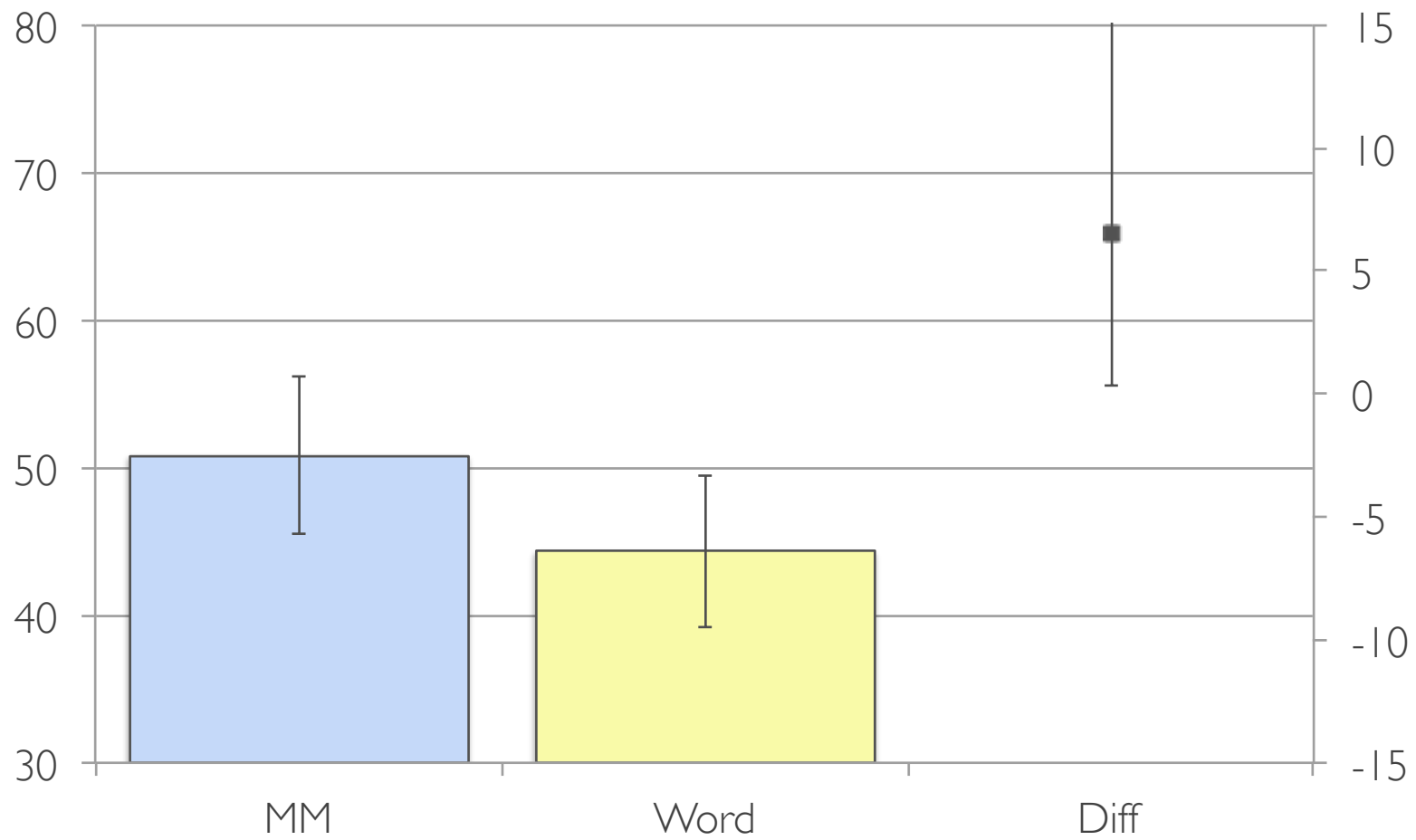




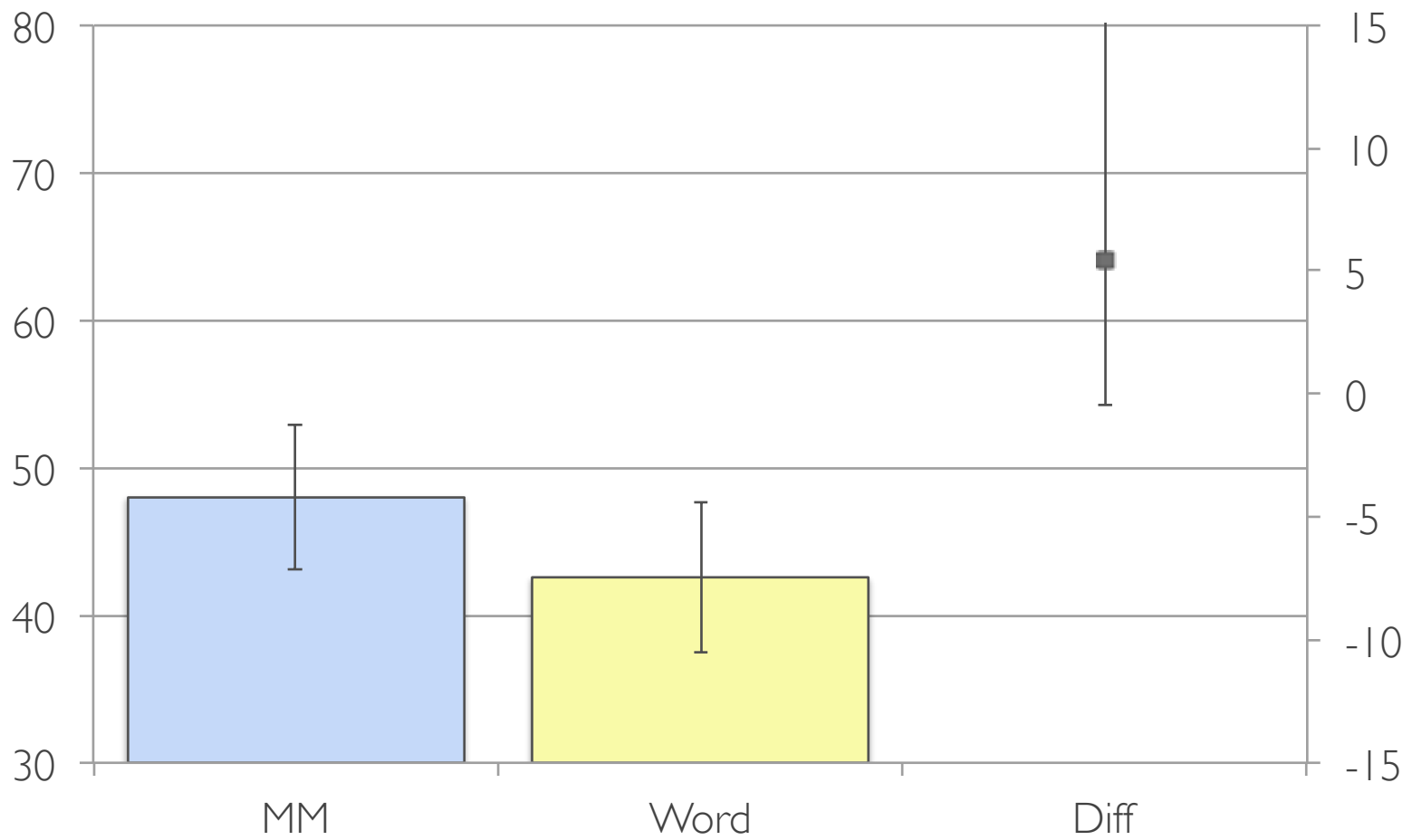
# Classical Conditioning



# Operant Conditioning

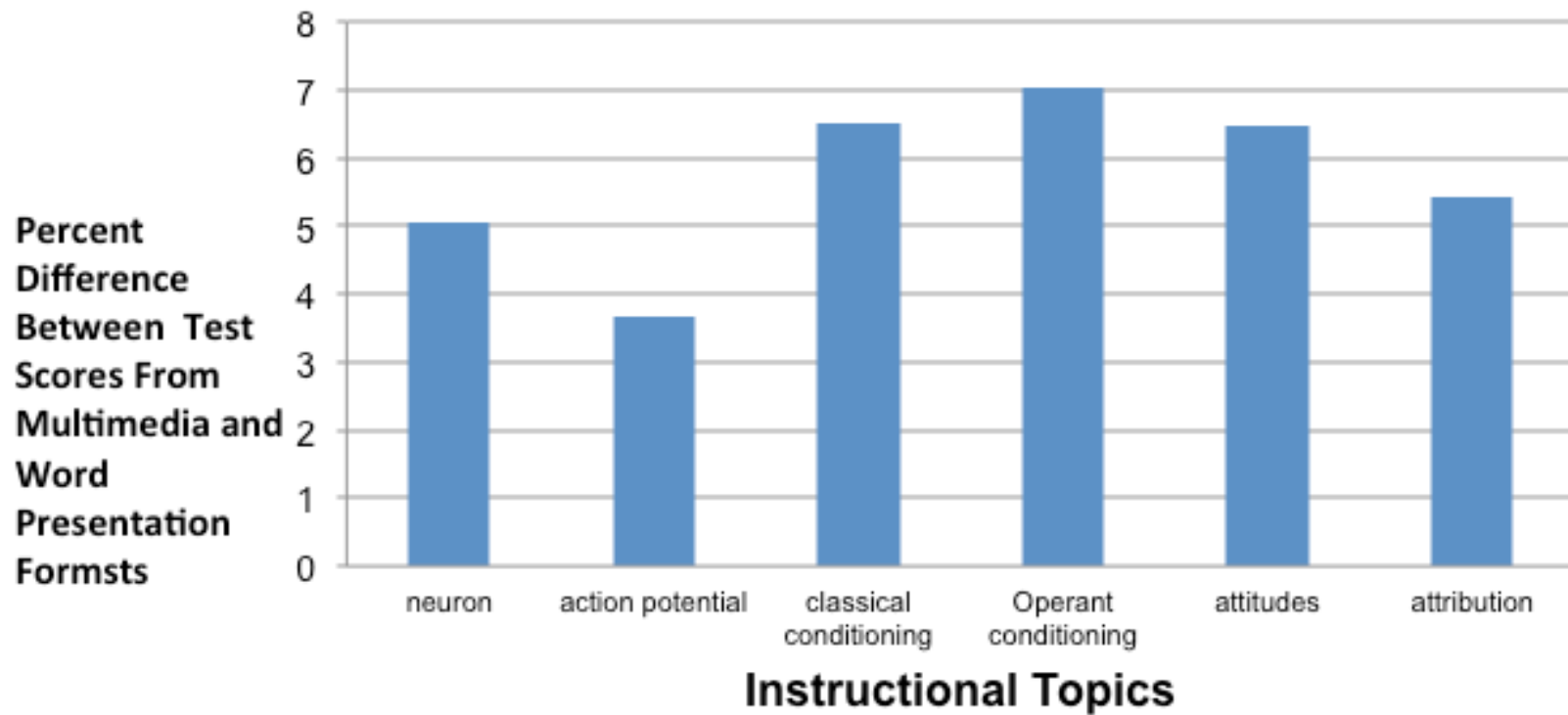


Attitudes



Attribution

**Difference Between Mean Test Scores of Multimedia and Word Versions of Presentations. (Positive Values Indicate Between Performance on Questions From multimedia Presentations.)**



# Wrap Up

Three sets of studies demonstrate that authentic academic performance is positively affected by conditions of instruction:

1. Providing opportunities for deep processing *during lectures* facilitates learning, with or without clickers.
2. *Embedding* questions during online lectures produces a kind of “testing effect.”
3. *Developing* PowerPoint slides that use multimedia instructional methods (science of instruction) can positively affect both initial learning and long-term retention of material presented during in-class lectures.

We use data from studies used to inform improvements in instruction and to develop “promising practices.”

Thank You.