

SynergyNet: Exploring the potential of a multi-touch classroom for teaching and learning



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The UK's TLRP – TEL Programme

- Teaching and Learning Research Programme
- Technology Enhanced Learning £12M
- Phase 2: 2008-2012
- One of eight projects

SynergyNet: Supporting Collaborative Learning in an Immersive Environment

HapTEL: Haptic Technology Enhanced Learning

Ensemble: Semantic Technologies for the Enhancement of Case-Based Learning

MiGen: Intelligent Support for Mathematical Generalisation

Inter-Life: Interoperability and Transition

A **Learning Design Support Environment (LDSE)** for Teachers and Lecturers

Echoes 2: Improving Children's Social Interaction through Exploratory Learning in a Multimodal Environment

Personal Inquiry (PI): Designing for Evidence-based Enquiry across Formal and Informal Settings of Learning

The SynergyNet Team



Education & Psychology

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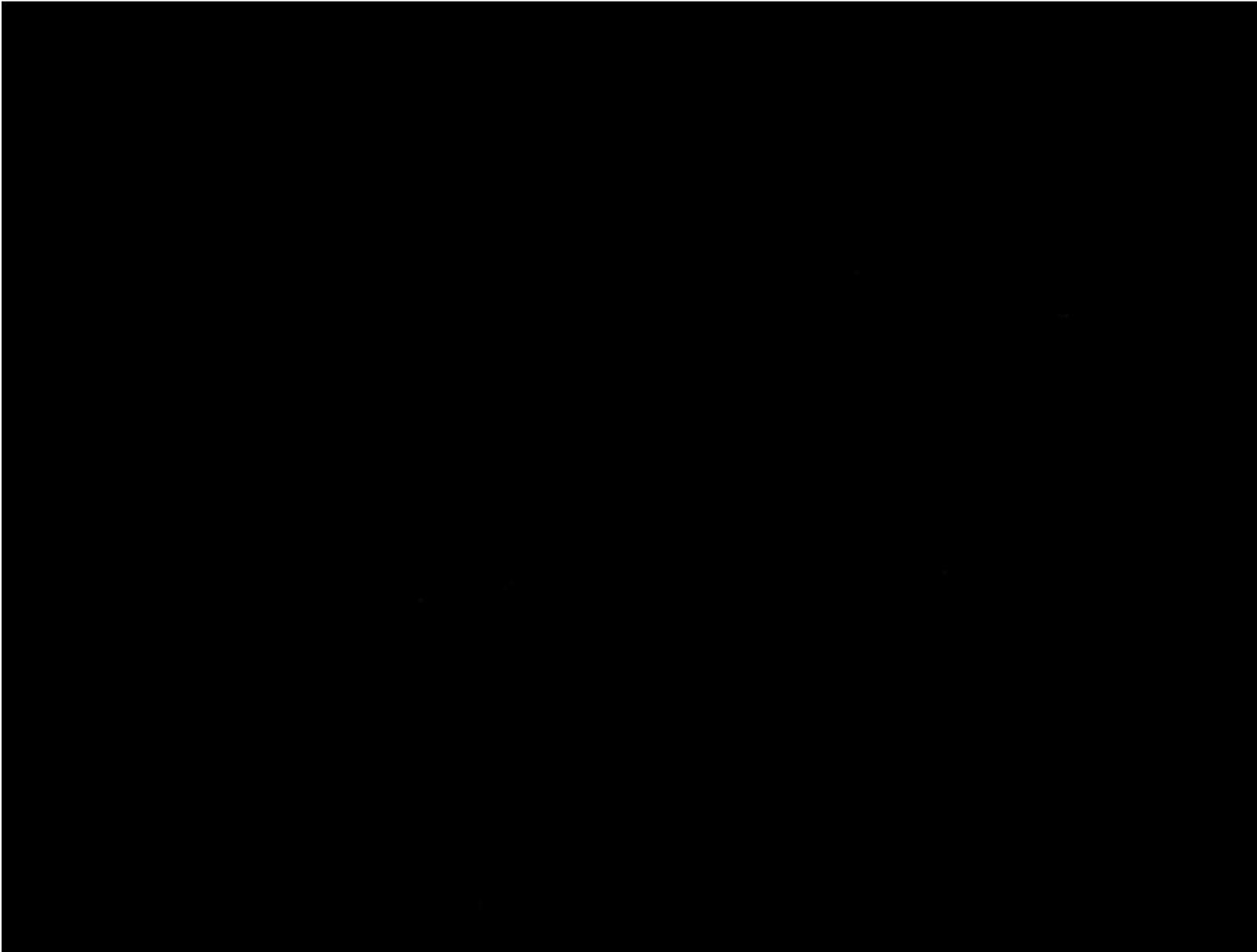
Malcolm Munro

Seamus Smith

What are the pedagogical problems multi-touch can solve?

- Multi-touch tables
 - Direct touch, shared control, joint attention
 - Early years – guided interaction, bridging between experiences, plan, do, review; sharing experiences
 - Primary school– embedding effective collaboration and group ‘orchestration’ by teacher

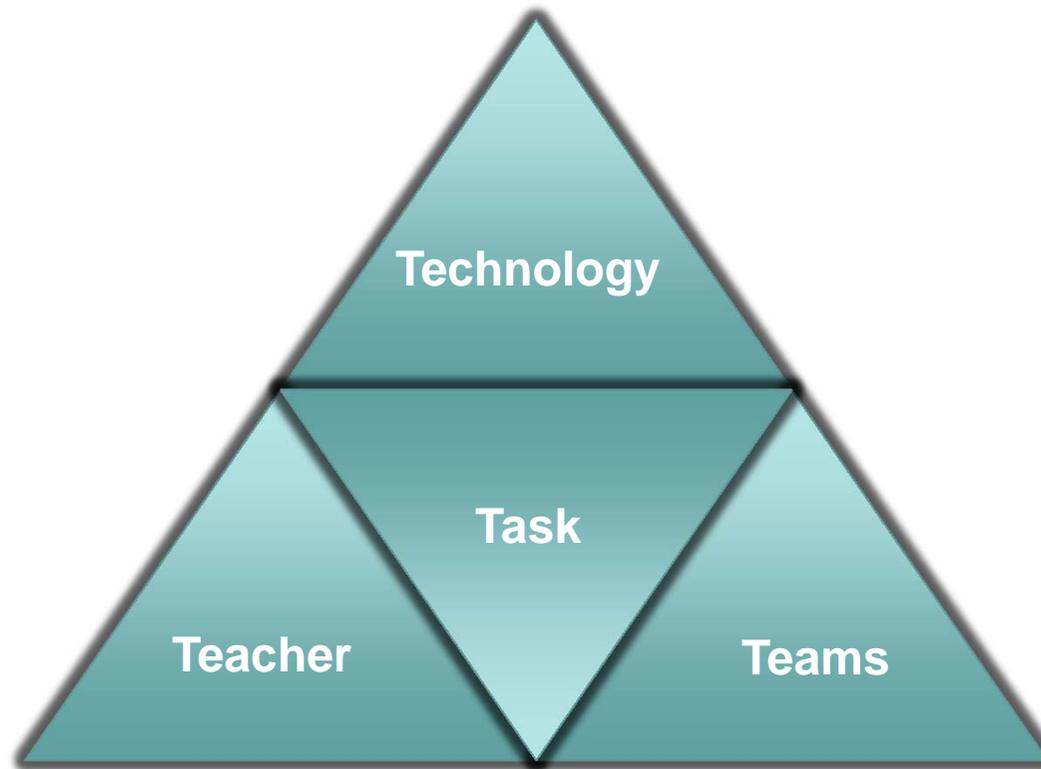




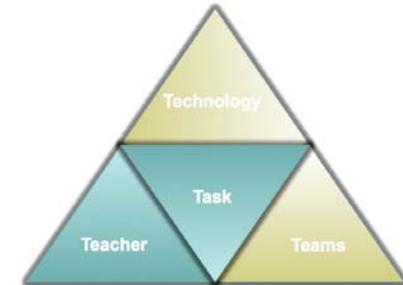
Durham
University

[SynergyNet Network Flick!](#)

Technology, Teams, Tasks & Teachers



Technology & Teams

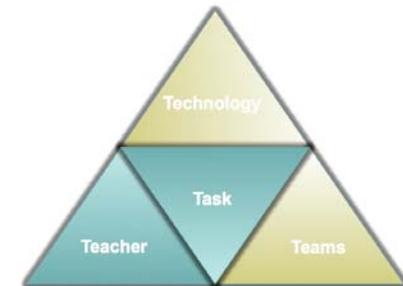


- Study 1: multi-touch vs. paper
 - More joint attention with MTT
 - More quickly developed a joint problem space



Technology & Teams

- Study 2: Room Orientation

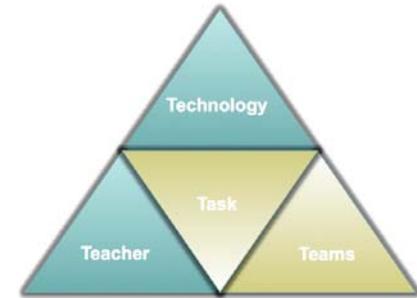


- More talk in centered room
- More correct answers in traditional room
- No difference in off-topic talk

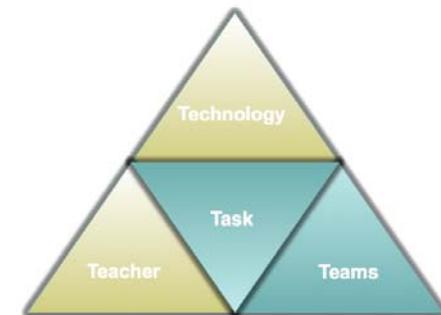
Teams & Tasks

- Emergent Roles:

- Comparison between maths and history mysteries
- Same groups, technology, task structure
- Leaders change between tasks
- More leadership moves during maths than history

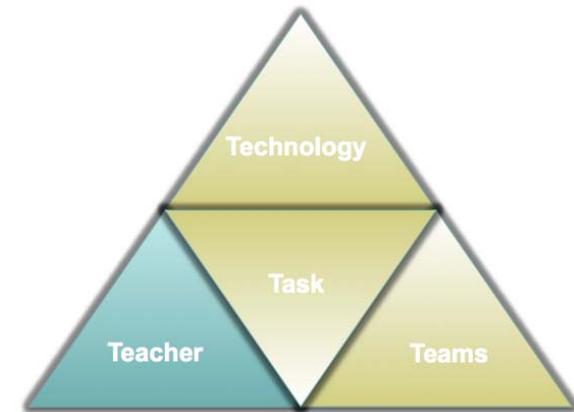


Technology & Teachers



Technology, Teams & Tasks

- NumberNet:
 - Within and between group math learning
 - Innovation and practice



Target: 150

100+50

200-50

SynergyNet Classroom



In use....



Adaptive expertise

- Experts flexibly approach novel problems and can apply a range of solutions (Hatano & Inagaki, 1986)
- Beyond routine expertise (Salomon & Perkins, 1989)
- Or a different form of expertise? (Schwartz, Bransford, & Sears, 2005)
- **Flexibility and adaptivity** (Verschaffel, Luwen, Torbeyens & Van Dooren, 2009: p 337)
-

Situated expertise

- The importance of **dialogue** between learners, which introduces more instances of **surprise, perplexity and disco-ordination**, and supports students in **making links** to their **own** areas of expertise, and those areas in which they are **just developing** expertise (Hatano, 1988)

NumberNet

Target:  75

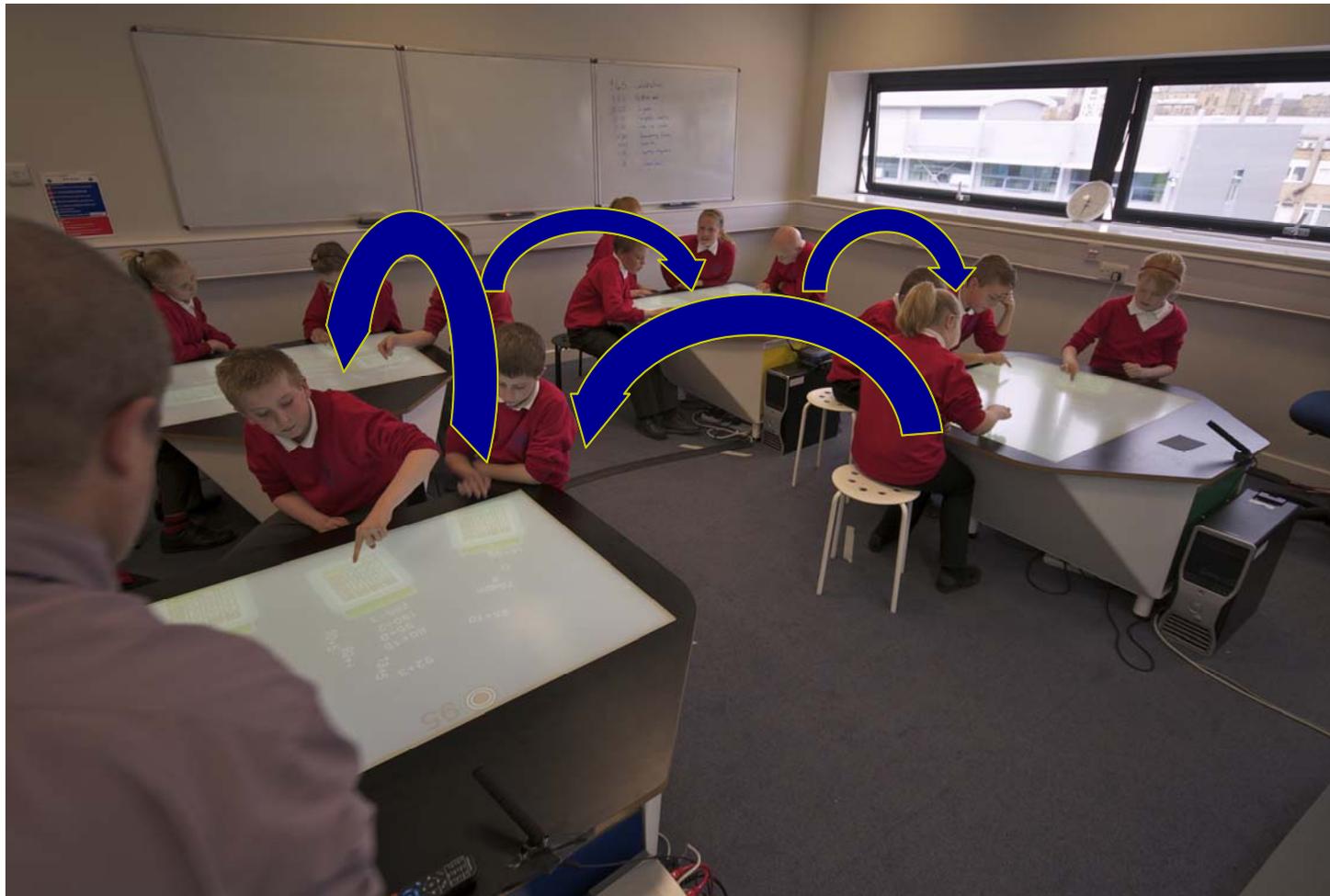
Arithmetic problems scattered around the target:

- $61+14$
- 75×1
- $70+5$
- $84-9$
- $55+20$
- $65+10$
- $77-2$
- $82-7$
- $76-1$
- $85-10$
- $80-5$
- $83-8$
- $78-3$
- $81-6$
- $(7+3)-(0+2)$

Four calculators are shown, each with a name:

- Amber
- Megan
- Jessica
- Lauren C

NumberNet



Teacher control

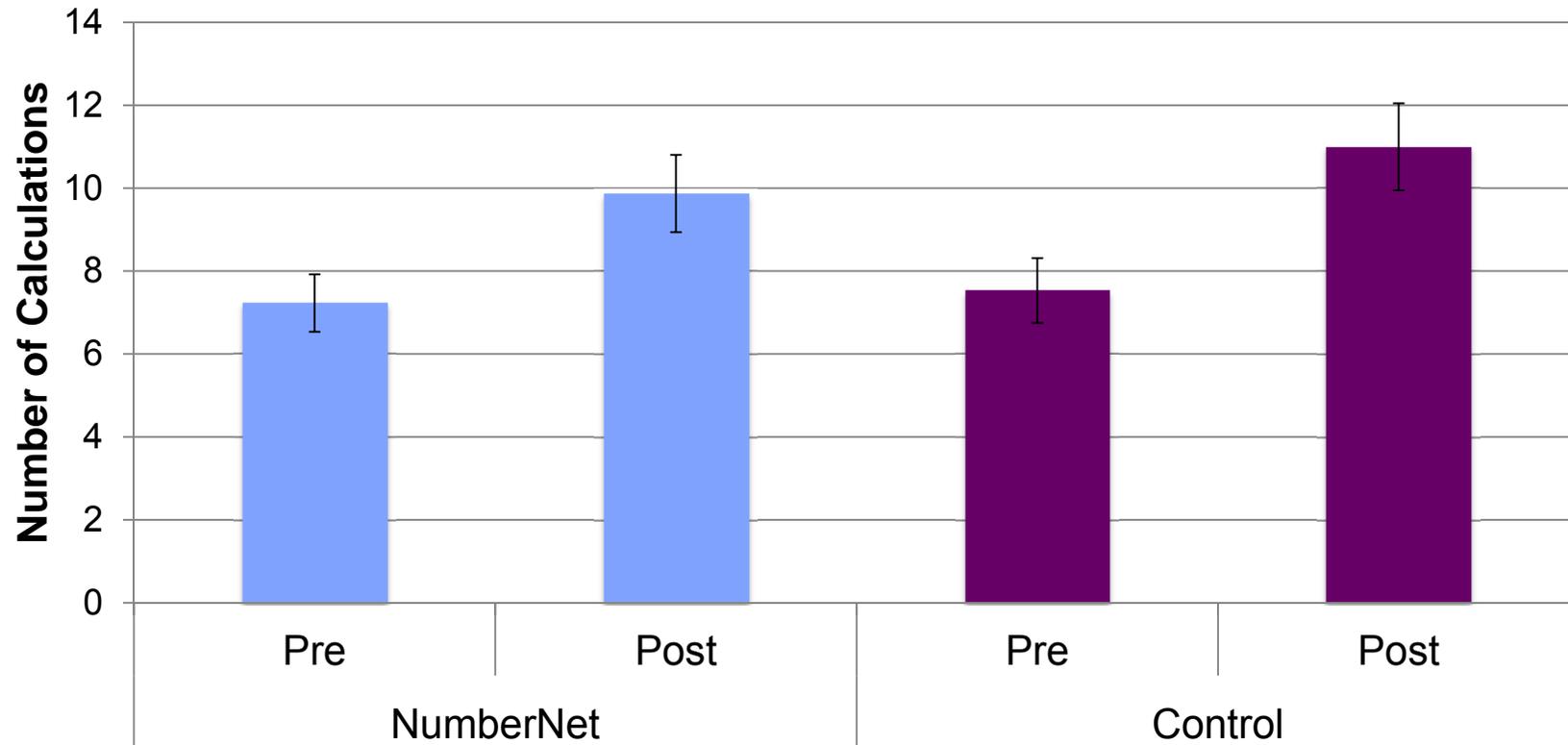
- From iPad (web interface)
- Timing/rotate tables
- Freeze the action
- Disable keys 'on the fly'
- Get feedback on correct and incorrect expressions (by group, by individual, by target number)
- Show/hide correct/incorrect expressions
- Show/hide totals (competitive)
- Project tables on the IWB



NumberNet Study 1

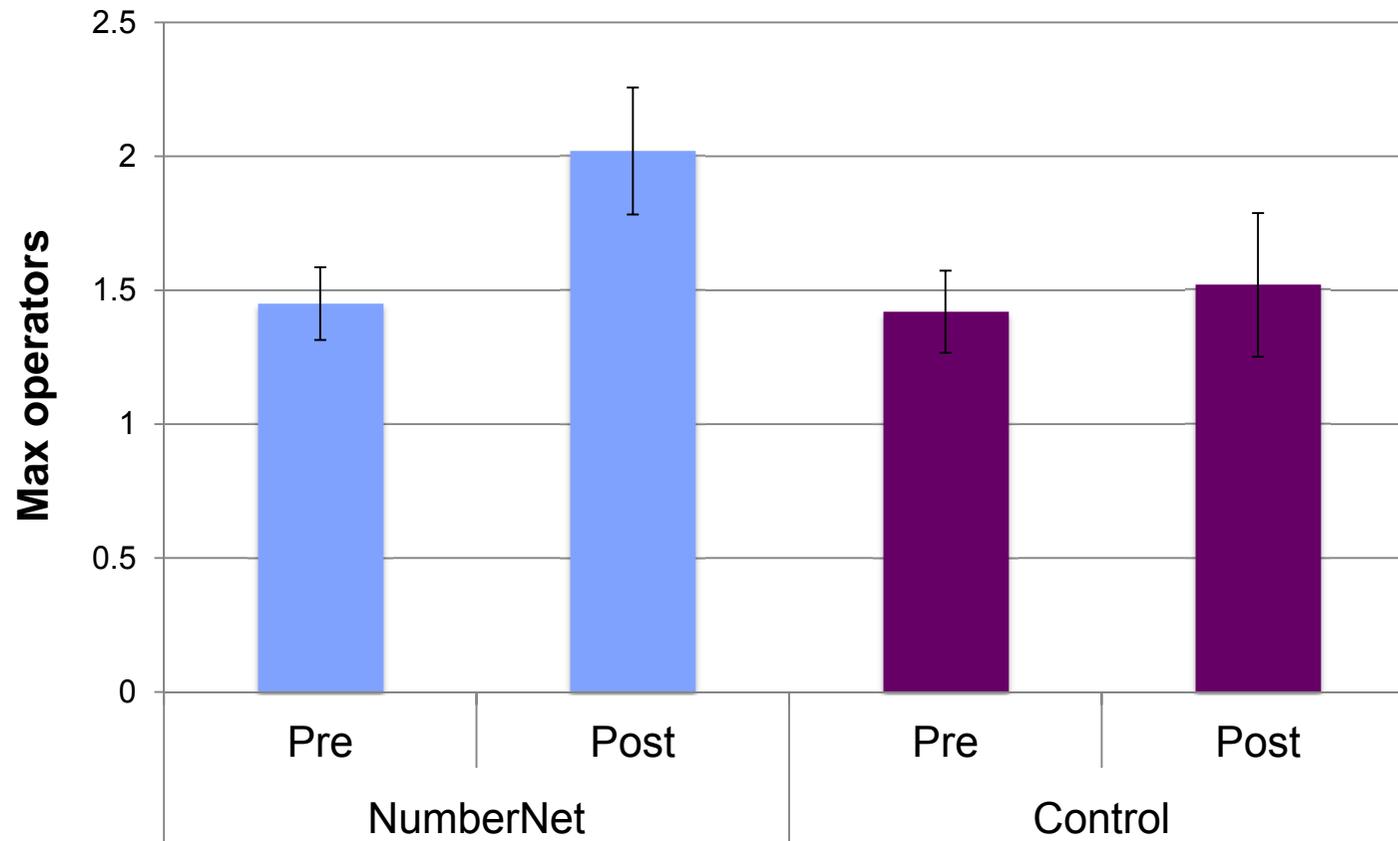
- Matched groups experimental design (N=86)
- Same time on number tasks in both conditions (NumberNet or Classroom)
- Used most simple version of NumberNet
- Paper-based pre/post test (dependent measures):
 - Number of correct calculations
 - Number of unique strings
 - Maximum operators in a single calculation

Number of Correct Calculations



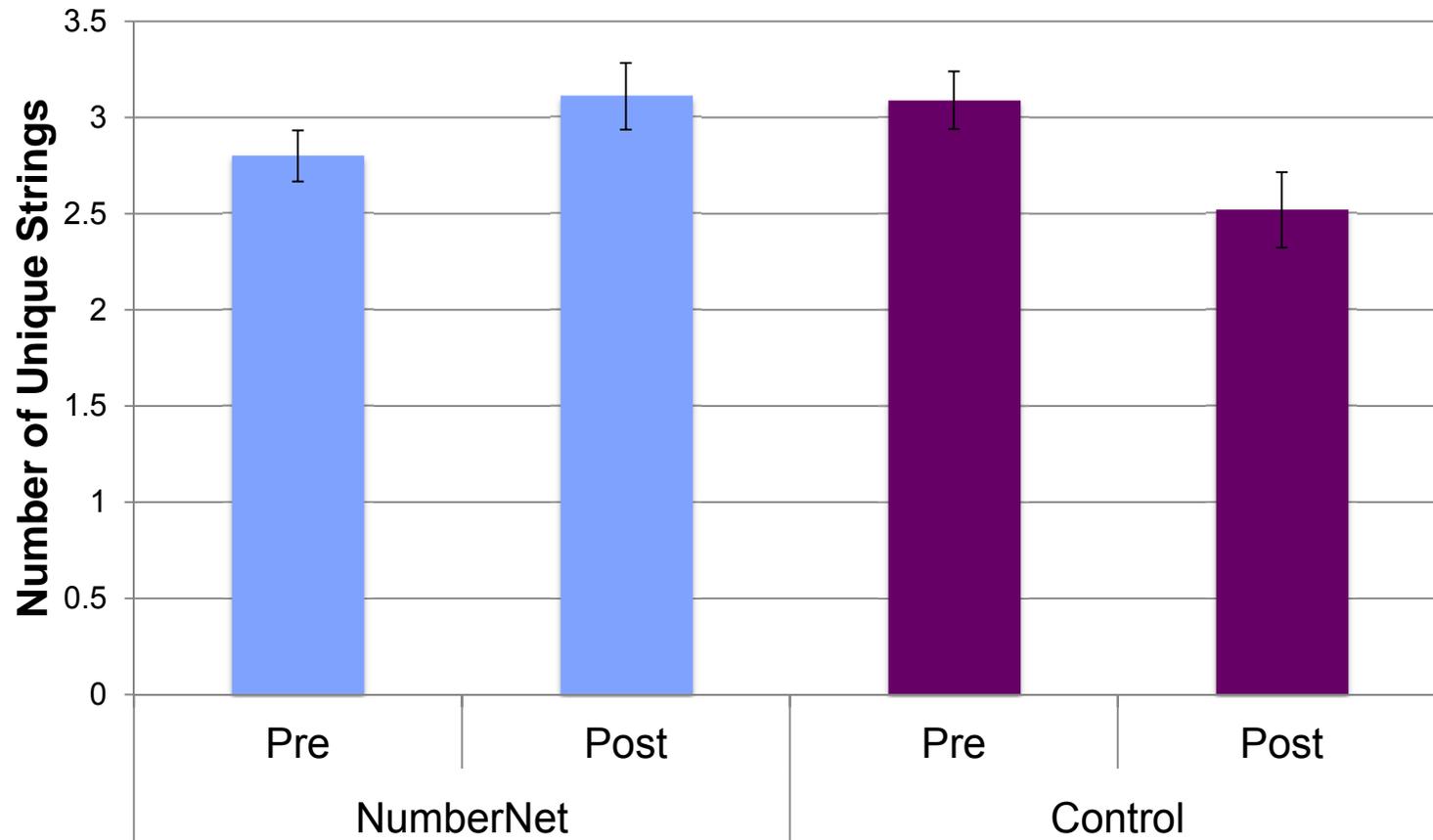
$F(1, 84) = 31.01$ $p < .001$, $\eta^2 = .27$

Maximum operators in a single calculation



$F(1, 84) = 2.036, p = .157, \eta^2 = .024,$

Unique strings



$F(1, 84) = .186, p = .667, \eta^2 = .002$

Experimental analysis

Both groups improved in terms of number correct

Effect of time **significant** for correct calculations, $F(1, 84) = 31.01$ $p < .001$, $\eta^2 = .27$ **and** maximum number of operators in a calculation, $F(1, 84) = 4.469$, $p = .037$, $\eta^2 = .051$.
Not significant for unique strings, $F(1, 84) = .858$, $p = .357$, $\eta^2 = .01$.

Time by condition interaction was **not significant** for correct calculations, $F(1, 84) = .186$, $p = .667$, $\eta^2 = .002$ **nor** for maximum number of operators in a single calculation, $F(1, 84) = 2.036$, $p = .157$, $\eta^2 = .024$

NumberNet activity developed more creative solutions – adaptive expertise?

Time by condition effect was significant for number of unique strings, $F(1, 84) = 11.63$, $p = .001$, $\eta^2 = .122$, ES 0.74: Lipsey and Wilson, 2001: p 207.

Exploratory video analysis

- Case studies of one group's interaction to gain an understanding of whether using NumberNet has any effect on the students' mathematical flexibility when compared with practice on the more traditional activity

Interaction analysis

- Groups learn from other group members (e.g. agreeing not to duplicate and suggesting corrections)
- Groups learn from other groups (using ideas)
- Groups learn from identifying patterns in solutions (their own and others)

Initial group strategy & competition

(1.42-2.00)

Chelsea: is any of you doing 30 add 31?

Adam: I'm doing all the take aways!

Jack: I'm doing take aways as well

Chelsea: I'll do add

Adam: I'm doing take aways

Jack: Ahh Adam, I've done 100 take away 39, beat that!

Between group learning

SynergyView

Transcript (Annotation)

The screenshot displays the SynergyView interface. On the left, two video feeds show students in a classroom setting. The top-left video shows three students (two boys and one girl) sitting around a table with a large yellow screen. The top-right video shows two students (one boy and one girl) sitting around a similar table. Below the videos, a timeline shows three time segments: 00:11:48,790/00:22:45,425, 00:11:48,790/00:22:45,425, and 00:11:48,790/00:22:31,610. A transcript area below the videos contains the text "[r614: It's a race]". At the bottom, a media clip timeline shows a video player with a progress bar and a list of media clips: "Media Clip", "redtable2_m1-10-29.mov", "redtable2_m1-10-29.mov", and "redtable2_m1-10-29.mov".

Calculate 150

$120+30$ 50×3 $100+50$ $150+0$ $10 \times 10+50$

$50+50+50$ 6×25 $139+11$ $149+1$

$25+25+100$ $24+26+100$ $50+100$

$140+10$ $90+60$

00:11:48,790/00:22:45,425

00:11:48,790/00:22:45,425

00:11:48,790/00:22:31,610

[r614: It's a race]

Media Clip

redtable2_m1-10-29.mov

redtable2_m1-10-29.mov

redtable2_m1-10-29.mov

Jack: Who done... Who's green? Jiminy...

That's quite smart! *[the calculations have a colour border indicating the table where they were created, so Jack is asking which is the green table, and so who was responsible for the calculation]*

Adam: Oh look at that! 10 times 10 that equals 100, add 50! Now that's clever, whoever did that! I'm doing that...

Once the teacher turns on the number pads, Jack goes on to adapt the calculations he has seen, creating the calculations $10 \times 10 + 51 - 1$, and drawing Adam's attention to it:

Jack: Haha! Adam, look at the size of that!

Adam: Oh yes, did it... 1... 5...

Jack: 'Cause 10 times 10 is 100, add 51 is 151 and take away 1 is 150... bingo!

Adam: Bingo!

Group competition and correction

Chelsea: Yes!! *[arms raised in triumph]*

Jack: You've done a big one as well?

Jack: *[after looking at Chelsea's calculation]* That's wrong! It's 150, not 151! You've done add 1, delete it. We're going to get one wrong! Delete it! Cancel it!

Teacher: Right, I'm going to stop you again.

[Chelsea pulls the calculation back onto her number pad, deleting the +1 and trying to send it back to the table, as Jack and Adam cheer her on]

Jack: Hurry, hurry! Go on, quickly!

Adam: Yes! Get in! Last second!

Connecting ideas and finding patterns

SynergyView

Transcript (Annotation)

The screenshot shows the SynergyView interface. On the left, two video feeds show students in maroon school uniforms gathered around a table. The right side of the interface displays a large board with various mathematical problems. Below the board is a transcript area with a question: "[T2: Can you see if you can find any that are similar? That you think there's something the same about the calculations, so this table you've got 61 can you look at the ones that have been done and see if you can find any that use the same operation or use the same numbers or make a pattern?]"

Calculate 150

120+30
50×3
100+50
150+0
25+25+100
50+50+50
6×25
139+11
50+100
150-0
24+26+100
140+10
90+60
100+25+25
10×10+51-1
10×10+50
152-2
155-5
154-4
151-1
156-6
157-7
158-8
156-6

00:15:16,605/00:22:45,425

00:15:16,605/00:22:45,425

00:15:16,605/00:22:31,610

[T2: Can you see if you can find any that are similar? That you think there's something the same about the calculations, so this table you've got 61 can you look at the ones that have been done and see if you can find any that use the same operation or use the same numbers or make a pattern?]

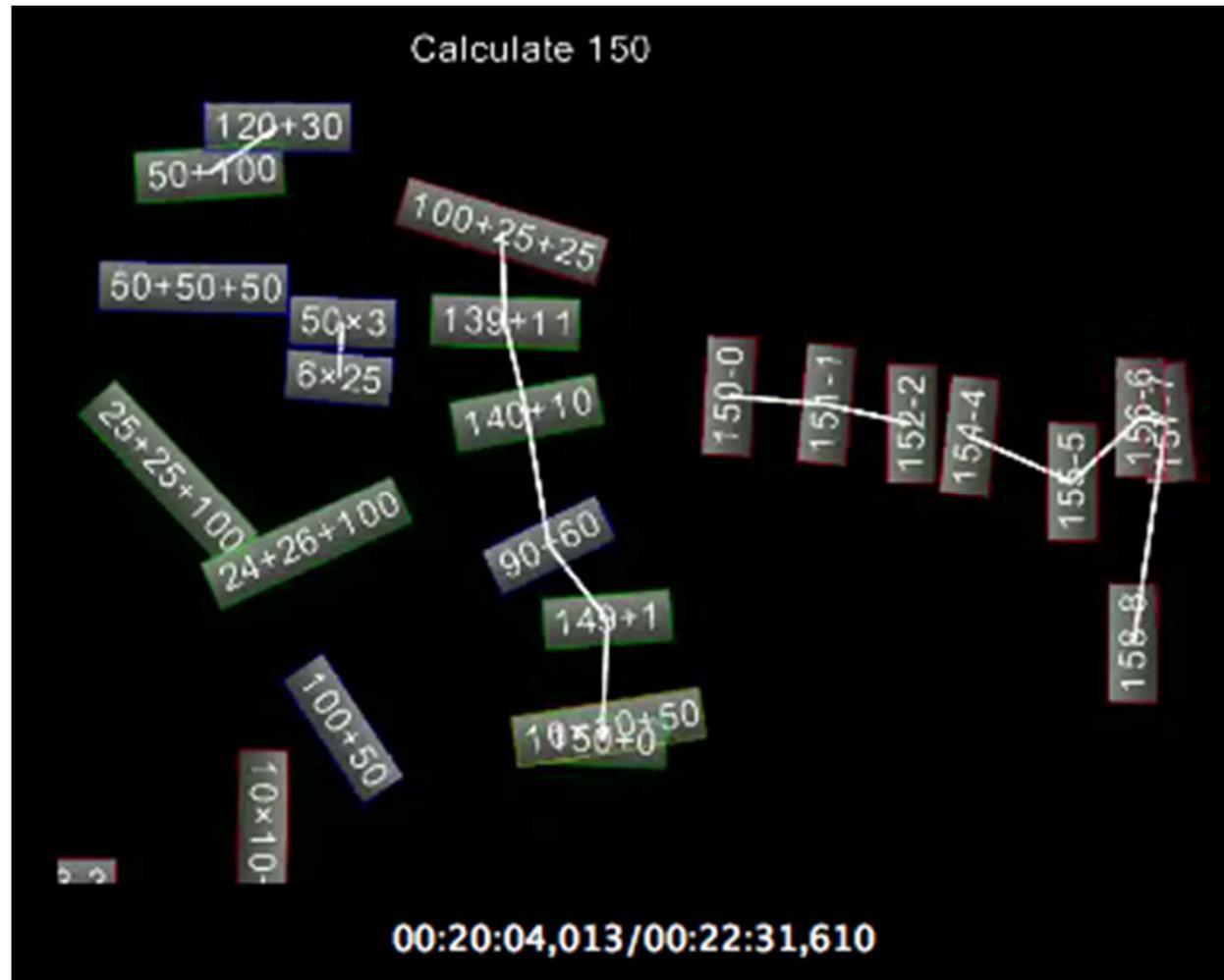
Media Clip

0:00 00:01:00 00:02:00 00:03:00 00:04:00 00:05:00 00:06:00 00:07:00 00:08:00 00:09:00 00:10:00 00:11:00 00:12:00 00:13:00 00:14:00 00:15:00 00:16:00 00:17:00 00:18:00 00:19:00 00:20:00 00:21:00 00:22:00

redtable1.m - 10:29 mov
redtable2.m - 10:29 mov
redtable3.m - 10:29 mov

Finding patterns

(15:20)



Conclusions

- Both conditions support routine expertise
- NumberNet allows within and between group learning
- NumberNet appears to support adaptive expertise
 - Flexibility supported by the task design
 - Adaptivity by pupils' understanding of the goals

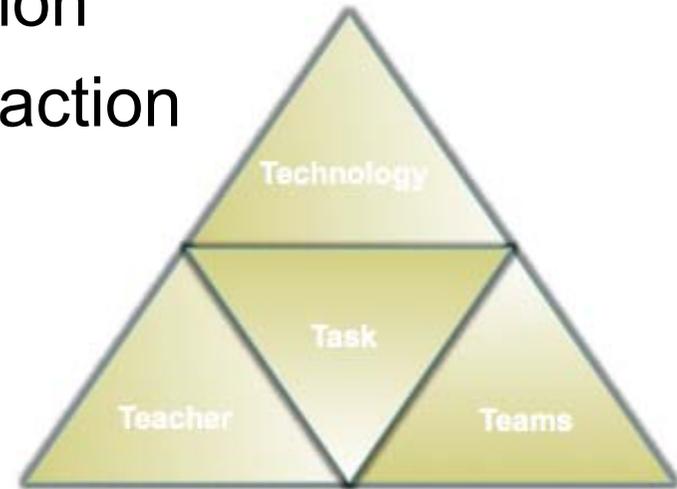
SynergyNet: what we've learned:

- Multi-touch supports joint attention and collaborative interaction (joint control)
- Teacher intervention at whole-class level
 - Leads groups to move to a higher level of reasoning (SOLO)
- Teacher orchestration
 - Teachers like to be able to manage the student tables, and project the student tables to the IWB
 - Dislike having to use table at front of room
 - Dislike having to carry iPad
 - Experimented with Kinect motion sensor.



Summary

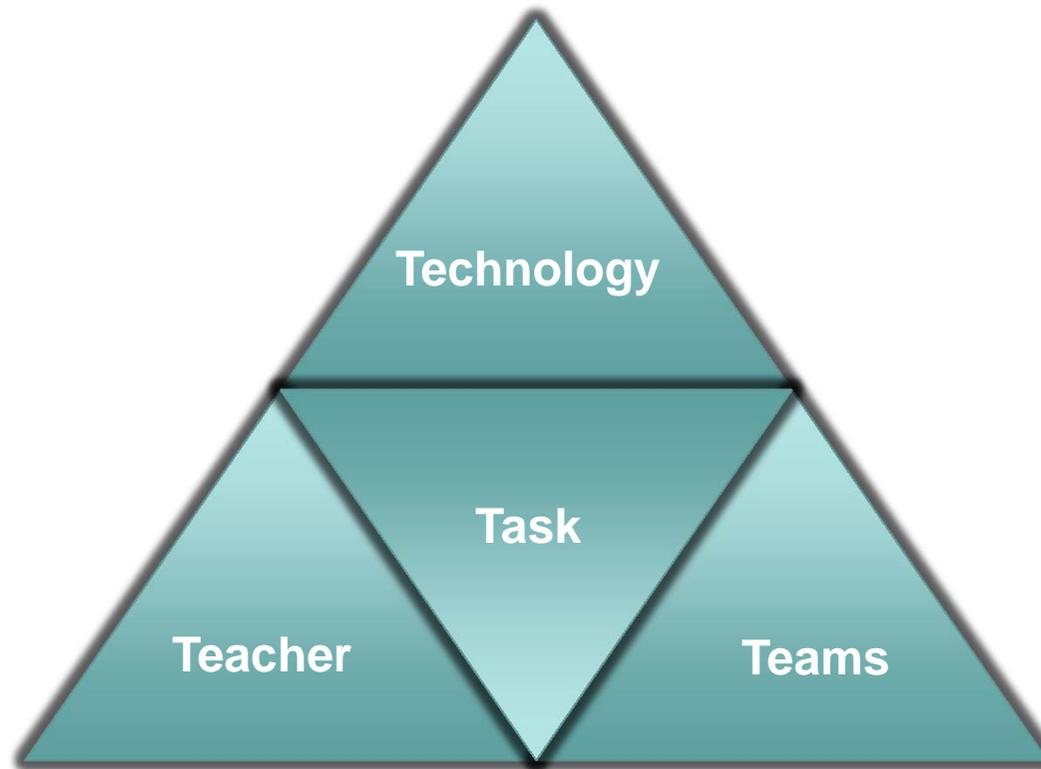
- Multi-touch supports joint attention
- Room orientation changes interaction
- Content area influences emergent roles
- Access to teacher controls an issue
- We can support Within and Between Group Learning
- Teacher intervention and whole class influence on learning



The questions we're still asking:

- How does whole-class discussion influence the reasoning of the group?
 - Uptake of new ideas?
 - Students read signals that they need to progress?
 - Support for uptake of ideas between groups?
- What sort of tasks take advantage of the between-group interaction?

Relational understanding of CSCL



You Tube demonstrations

<http://www.youtube.com/watch?v=G4BhQtcjE3g&list=PL3A2C3D35C1883FD4>



The screenshot shows a YouTube video player interface. The main video area displays a classroom scene where a teacher is standing and interacting with a large interactive whiteboard. Several children are seated at desks, some looking at the board and others at their own devices. The video player includes a progress bar at the bottom showing 0:06 / 0:37. To the right of the video is a playlist with six items:

- 1. SynergyNet Classroom in Use by TELdurham
- 2. SynergyNet 3 by TELdurham
- 3. SynergyView - Higgins & Mercier (part 1) by TELdurham
- 4. SynergyView - Higgins & Mercier (part2) by TELdurham
- 5. SynergyView - Higgins & Mercier (part 3) by TELdurham
- 6. SynergyNet for Early Years by TELdurham

SynergyNet's publications

Journal articles

Mercier, E. M. & Higgins, S. E., (2013) Collaborative learning with multi-touch technology: Developing adaptive expertise, *Learning and Instruction* 25, 13–23. <http://dx.doi.org/10.1016/j.learninstruc.2012.10.004>

Higgins, S., Mercier, E., Burd, L. & Joyce-Gibbons A. (2011) Multi-touch tables and classroom collaboration *British Journal of Educational Technology* <http://dx.doi.org/10.1111/j.1467-8535.2011.01259.x>

Higgins, S., Mercier, M. Burd, E. & Hatch, A. (2011) Multi-touch tables and the relationship with collaborative classroom pedagogies: A synthetic review *International Journal of Computer Supported Collaborative Learning* 6.4 pp. 515-538 <http://dx.doi.org/10.1007/s11412-011-9131-y>

Mercier, E. M. & Higgins, S.E. (In press) Creating Joint Representations of Collaborative Problem Solving with Multi-touch Technology *Journal of Computer Assisted Learning*

Mercier, E., Higgins, S. and Da Costa. L (Being revised) "Different Leaders: Emergent Organizational and Intellectual Leadership in Children's Collaborative Learning Groups" *International Journal of Computer Supported Collaborative Learning*

Published Conference papers

Hatch, A., Higgins, S., Joyce-Gibbons, A. & Mercier, E. (2011) NumberNet: Using Multi-touch Technology to Support Within and Between Group Mathematics Learning. In H. Spada, G. Stahl, N. Miyake & N. Law (Eds.) (2011) *Connecting Computer-Supported Collaborative Learning to Policy and Practice: CSCL2011 Conference Proceedings. Volume I — Long Papers*. International Society of the Learning Sciences pp 176-183.

Alagha, I., Burd, E., Higgins, S. & Mercier, E. (2011) SynergyNet Exploring Design and Pedagogy in a Multi-Touch Classroom. In H. Spada, G. Stahl, N. Miyake & N. Law (Eds.) (2011) *Connecting Computer-Supported Collaborative Learning to Policy and Practice: CSCL2011 Conference Proceedings. Volume III — Community Events Proceedings*. International Society of the Learning Sciences pp 1081-2.

