

Mirroring and mastering complex generic skills with video-enhanced rubrics



'Like master, like man'

Why video-enhanced rubrics for practicing complex generic skills?

From theory:

Developed solution:

From practice:

- Text-based rubrics don't convey observable aspects of skills, thus restricting 'rich' mental model formation and reducing feedback quality when practicing skills.
- Rubrics are effective instruments for the formative assessment of skills.



Viewbrics:

- Learning skills from good examples.
- Video-enhanced rubrics.
- Online feedback& reflection support tool.

Developed by: an interdisciplinary project-team through:

- A participatory and cyclic design approach.
- Close collaboration with researchers, teachers and students.

- Many (secondary) schools are struggling with how to teach and evaluate 21st century skills.
- Teaching and assessment methodologies are lacking.
- · Many teachers use rubrics.
- Use of rubrics can be time and paper consuming.





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We expect that the use of Viewbrics leads to:

- Richer mental models.
- Improved feedback quality (consistency & concreteness).
- · Accelerated 'growth' of skills.
- · Satisfied teachers and students.



Measured by:

- Mindmaps.
- · Rubric scores.
- Qualitative analysis feedback (tips & tops).
- Interviews.
- · Ouestionnaires.
- Logging data.



Comparing effects in three conditions:

- 1) Video-enhanced rubrics
- 2) Text-based rubrics
- 3) Currently used formative assessment method.

Research context

- 3 skills: presenting, collaborating and becoming information literate.
- 6 secondary schools involved in development & research.
- 9 classrooms in first 2 years: athenaeum/gymnasium.
- 231 pupils and 10 teachers.
- 3 Dutch 'umbrella' organizations (e.g. LVO).







Results



- Theory-grounded and ecological valid rubrics.
- Design guidelines for video-enhanced rubrics.
- Video-enhanced rubrics with video modeling examples.
- User-tested (students & teachers) online feedback & reflection support tool.
- Theoretical & practical insights in the effects of video-enhanced rubrics on generic skills mastery.























