

Data Storytelling and Learning Analytics in Physical Spaces

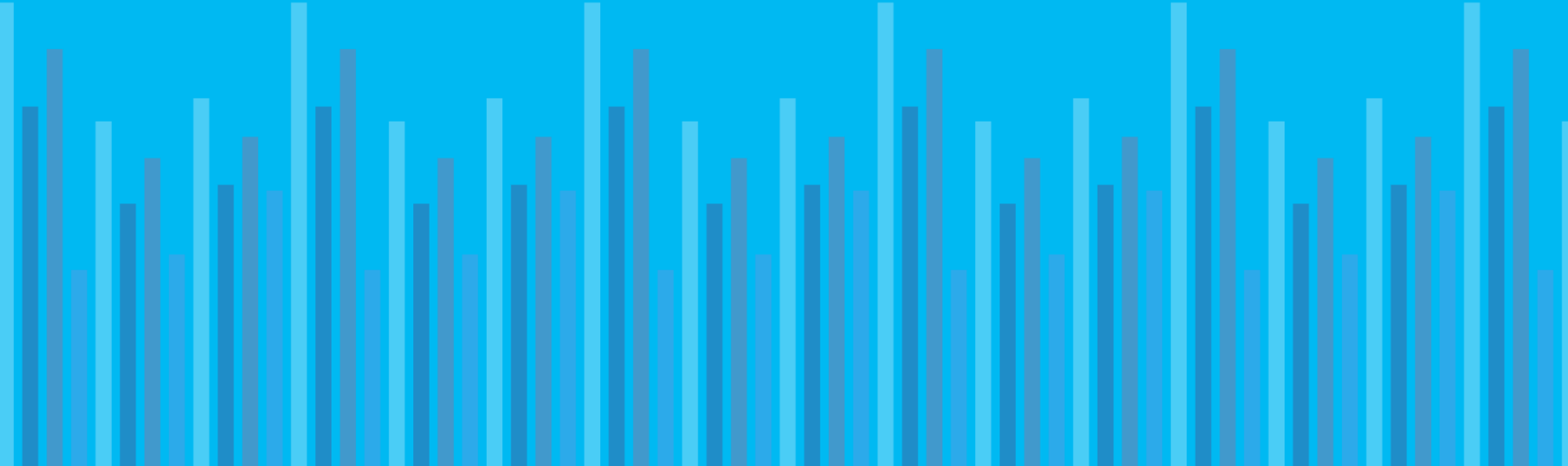
background



every **day** more than

2.5

quintillion bytes of data are
generated (2017)



every **day** more than

2.5

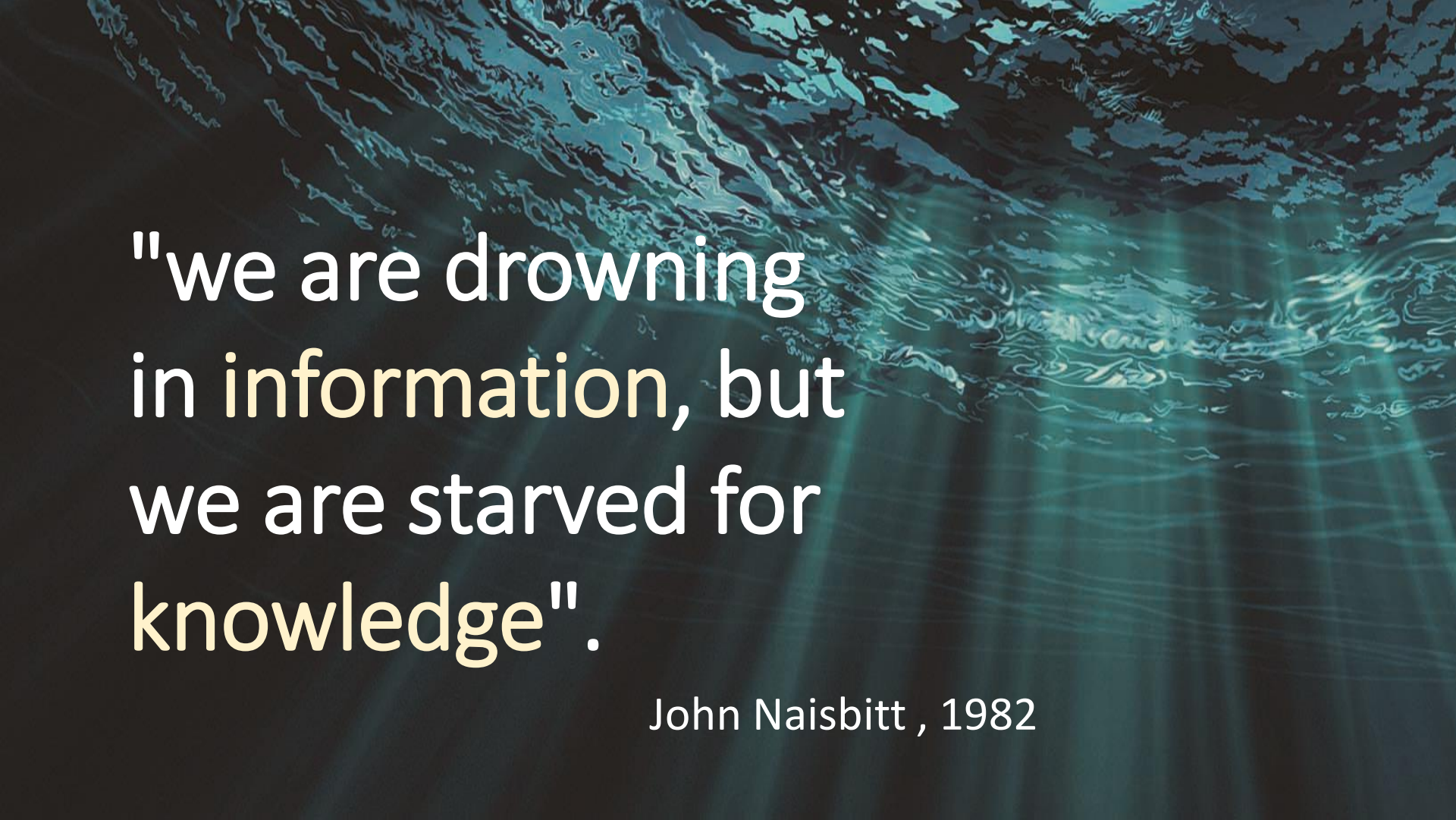
quintillion bytes of data are
generated (2017)

That is a thousand raised to the
power of six (10^{18})



90%

of the data that we have
available today has only
been created in the last
2-3 years

The background of the slide is an underwater photograph. Sunlight rays, known as crepuscular rays, are visible as bright, diagonal beams of light filtering down from the surface. The water is a deep blue-green color, and the surface of the water at the top of the frame is dark and textured with ripples. The overall mood is serene yet mysterious, with the light rays creating a sense of depth and illumination.

"we are drowning
in information, but
we are starved for
knowledge".

John Naisbitt , 1982

The image shows several large mesh bags filled with oysters, resting on a light-colored surface. The oysters are densely packed in the bags, and their shells are visible through the green mesh. The text "Oysters = Data" is overlaid in white on the right side of the image.

Oysters = Data

Only **1** in about **10,000** wild oysters will
yield a pearl





= INSIGHT

Learning Analytics



is the measurement, collection, analysis and reporting of **data about learners** and their contexts, for purposes of **understanding** and **optimising** learning and the environments in which it occurs.

**1st International Conference on
Learning Analytics and Knowledge,**
Banff, Alberta, February 27–March
1, 2011

...most learning analytics efforts are at the **right** of the spectrum



← **blended** →

**face-to-
face**

**classroom
aids**

flipped

hybrid

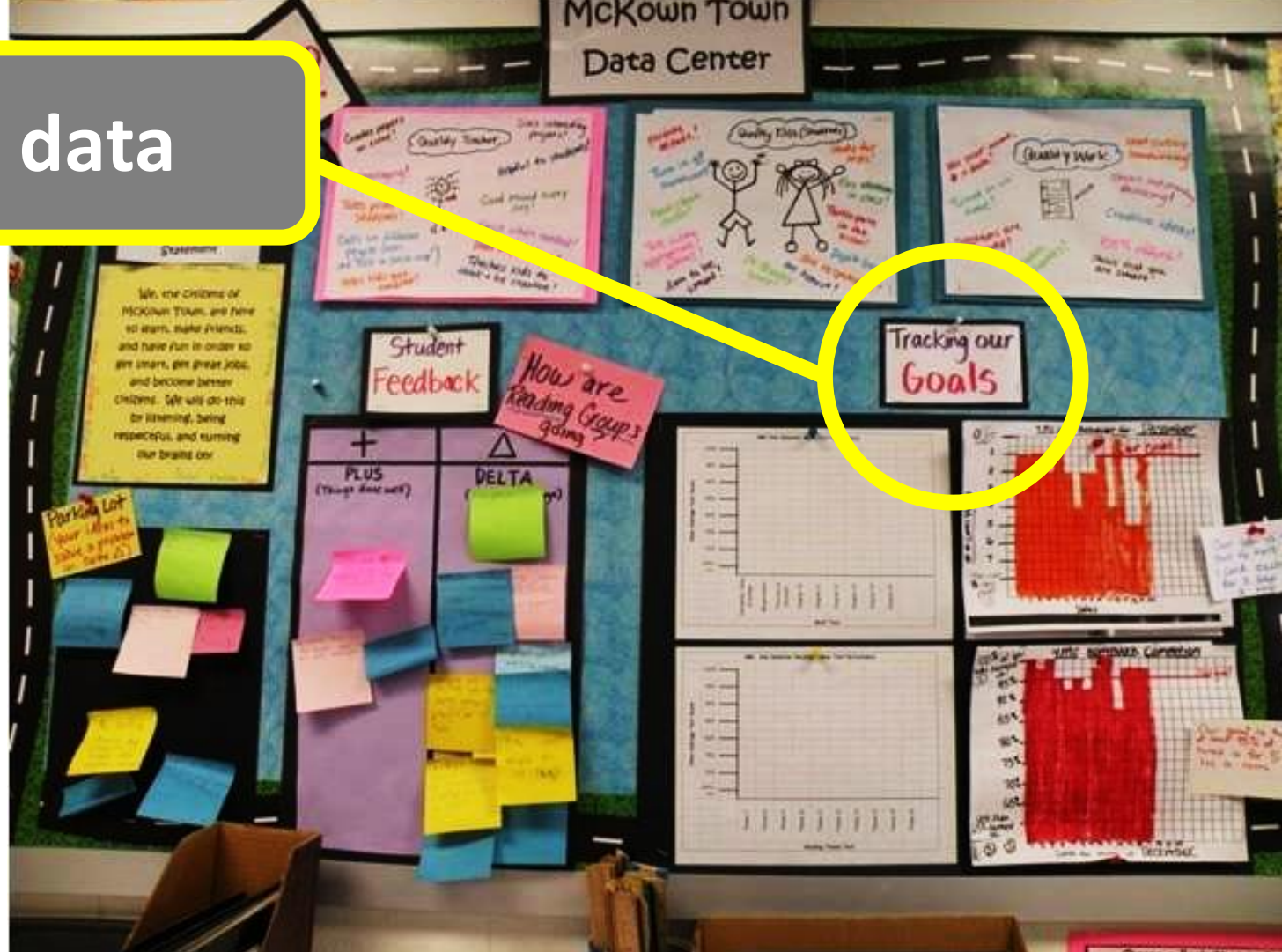
**fully online
(distance)**

no technology

(delivery)

all technology

classroom data



increasing interest in

data

utopian scenario



Time Remaining

00:00

TOTAL
WORDS
READ 55

WORDS
READ
CORRECTLY 43





Focus of this talk: the **left** side of the spectrum



← **blended** →

**face-to-
face**

**classroom
aids**

flipped

hybrid

**fully online
(distance)**

no technology

(delivery)

all technology

why is the classroom **SPACE** so
“important”?

**high investment in new
learning spaces**



...and it includes all levels,

from K-12...





...to higher education

**new learning spaces in
libraries are cool too**



Hub 1

... they often mimic workplace spaces





...inherently blended

**'traditional' classrooms are
now hybrid too**



...some learning spaces cannot be moved to the virtual world





learning can be very physical...



... VERY physical!

the importance of the whole

“Online Learning doesn’t happen online!

It happens where the learner is. It can’t happen where the learner isn’t”

@PeterGoodyear



<https://www.teachingenglish.org.uk>

physical learning analytics at three levels



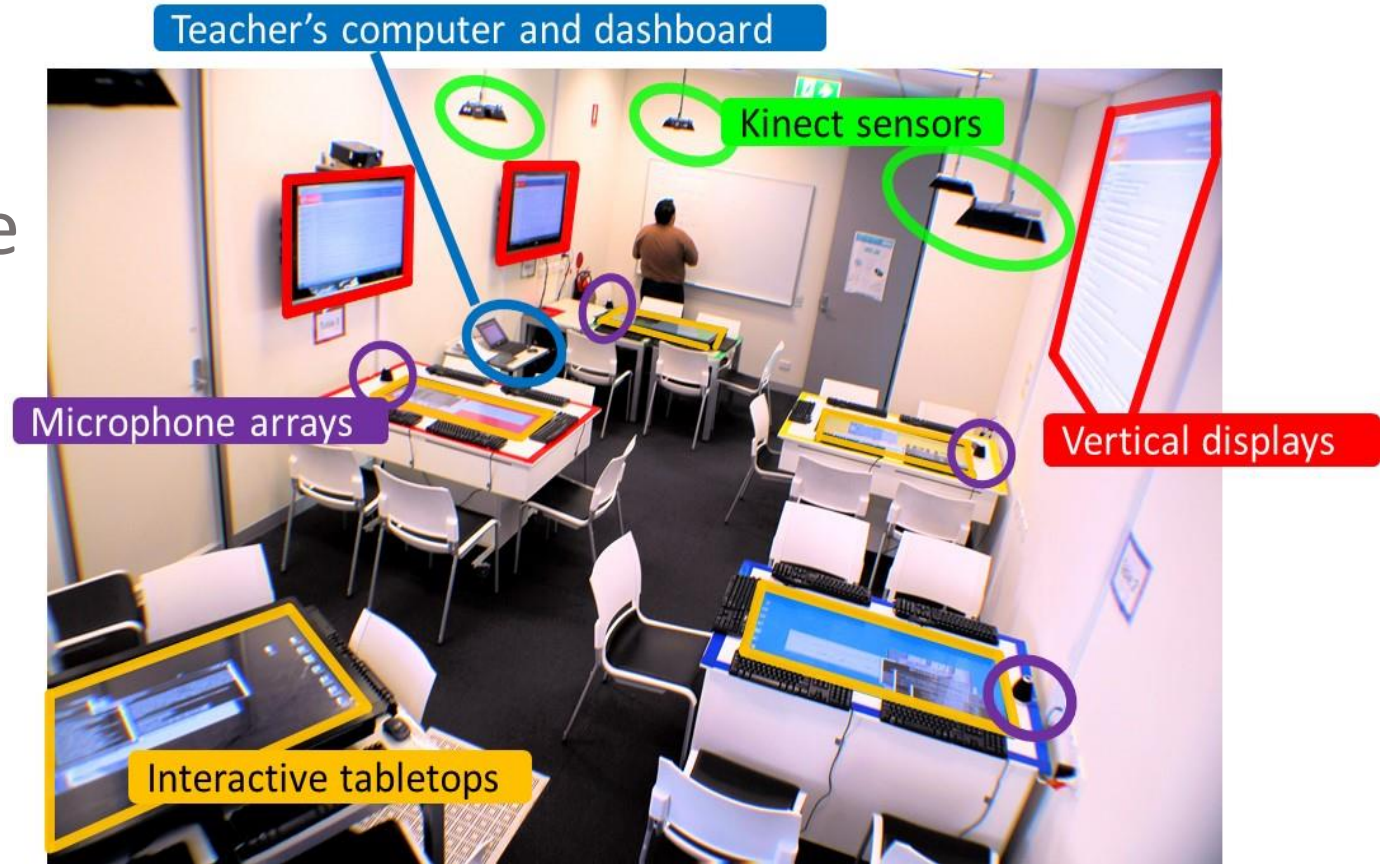
Classroom Analytics

Small-group Collaboration Analytics



Analytics on **Individual** Psychomotor Skills

bringing
sensors to the
classroom



Martinez-Maldonado, R., Clayphan, A., Yacef, K. and Kay, J. (2015) [MTFeedback: providing notifications to enhance teacher awareness of small group work in the classroom](#). *IEEE Transactions on Learning Technologies*, 8(2):

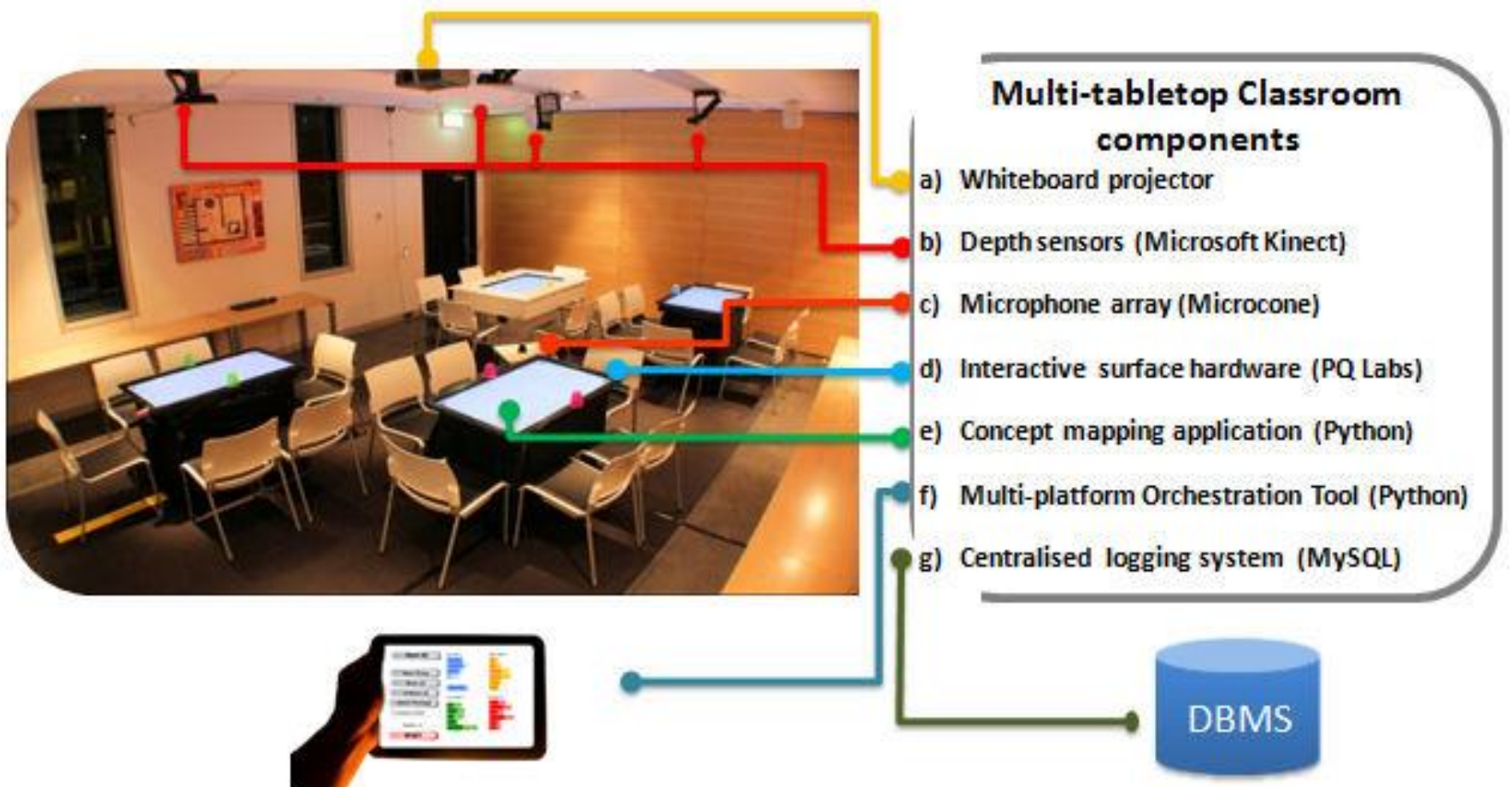


The translucent classroom

- 1) assess classroom activity design
- 2) **orchestration and awareness**



architecture



authentic deployments

38 tutorials

3 semesters

School of Business and
School of IT

~80 small groups

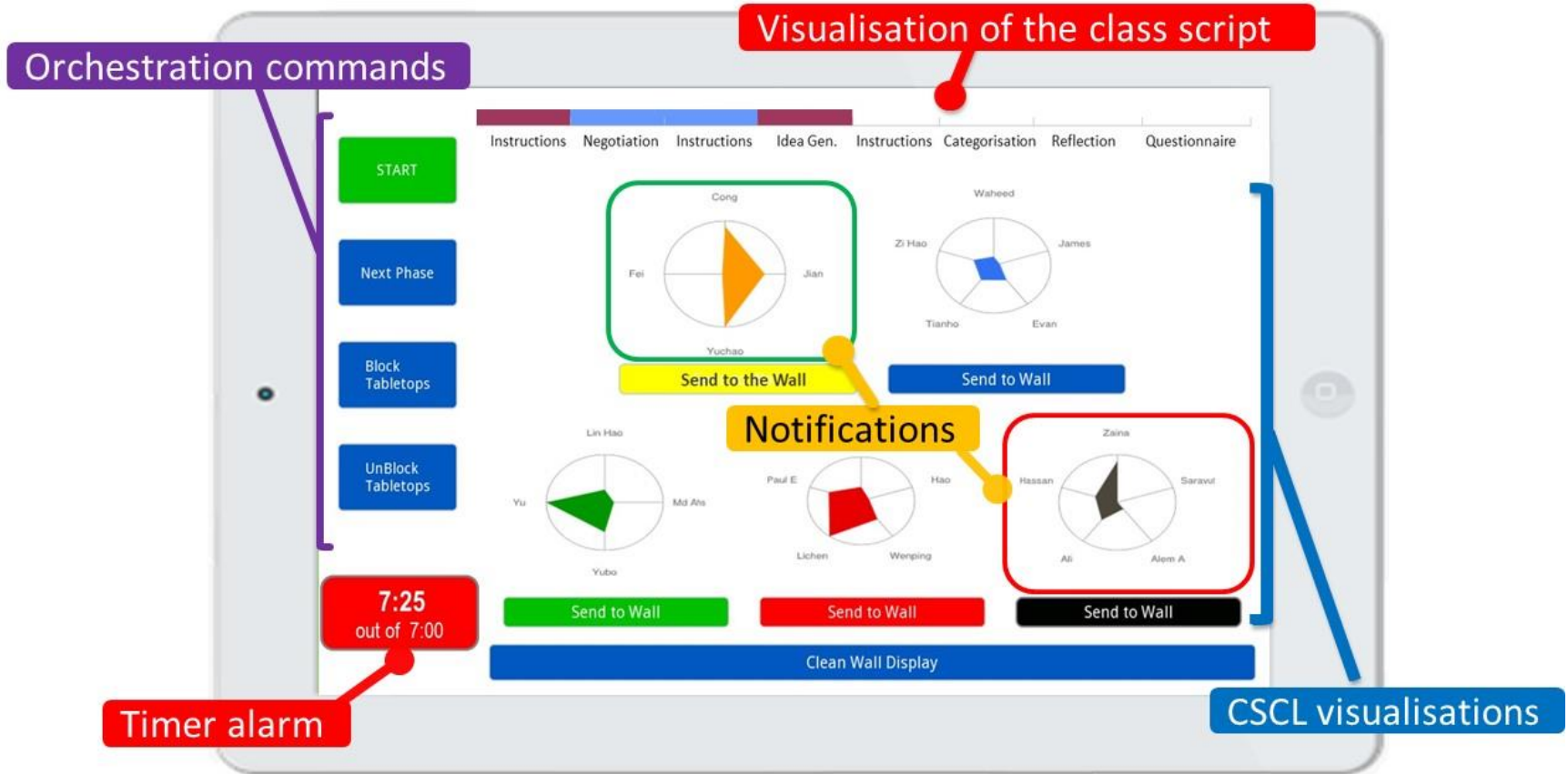
+400 students

4 teachers

Martinez-Maldonado, R., Clayphan, A., Ackad, C.
and Kay, J. (2014) Multi-touch Technology in a Higher
Education Classroom: Lessons In-the-wild. *Australian
Computer-Human Interaction Conference, OZCHI 2014.*



A teacher's dashboard for classroom orchestration



You have 5 more minutes

Send Message

START

12 links

14 links

Next Phase

Block
Tabletops

UnBlock
Tabletops

Table with wrong propositions

Group in table Blue has 3 wrong propositions.
For example:

‘Cognitive walkthrough is a user-method’

‘UMUXLITE is a no-user-method’

USEFUL

NOT USEFUL

Send to Wall

Send to Wall

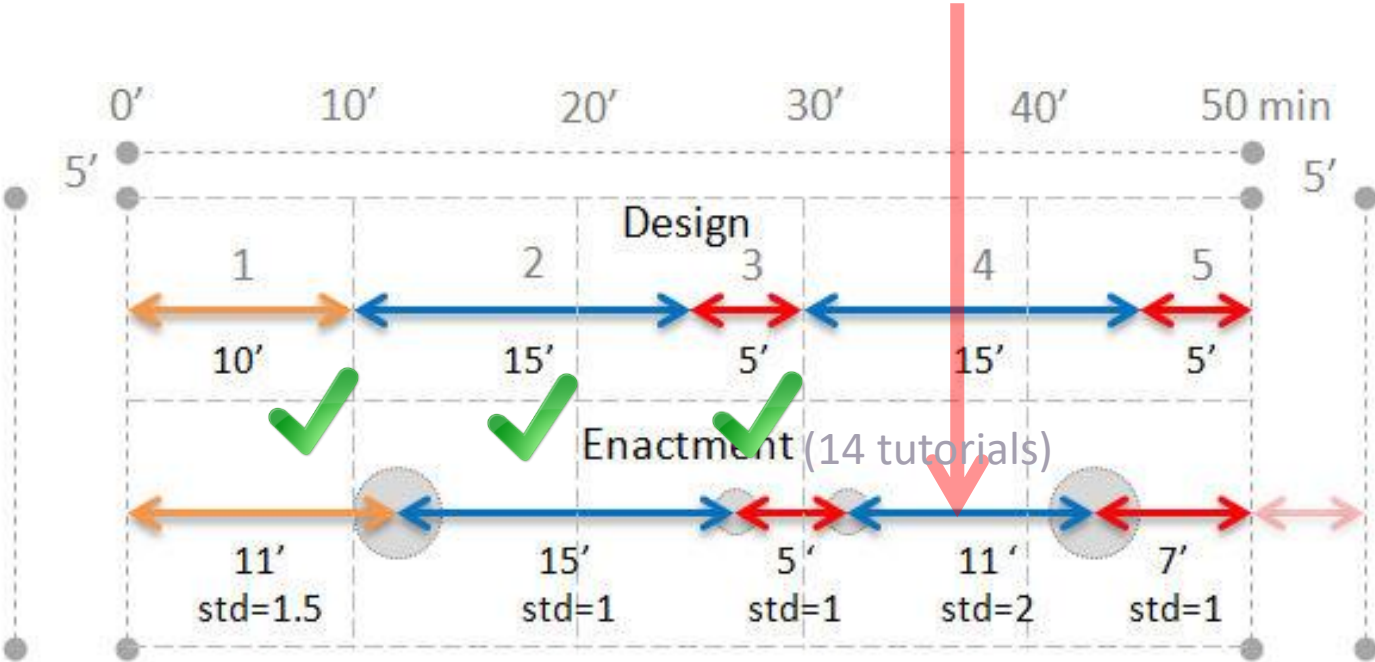
Send to Wall

Map

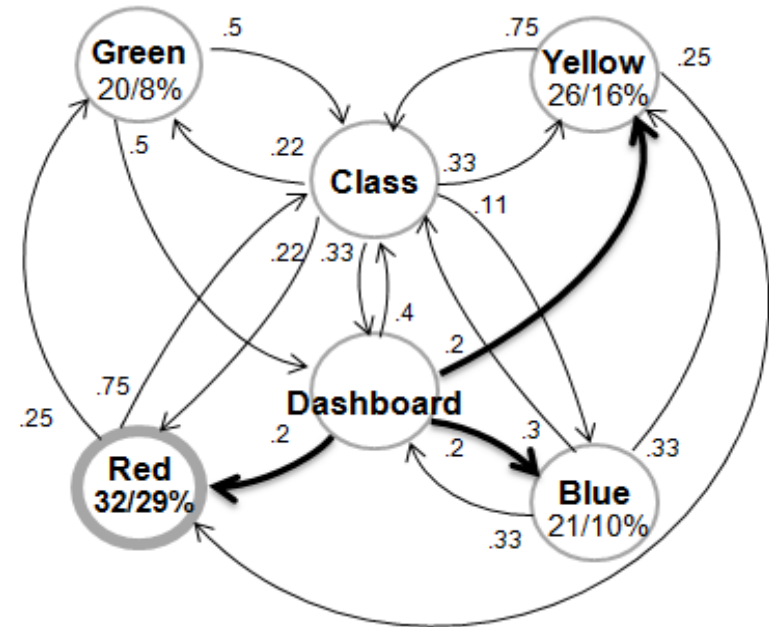
Clean Wall Display

adherence to the class script

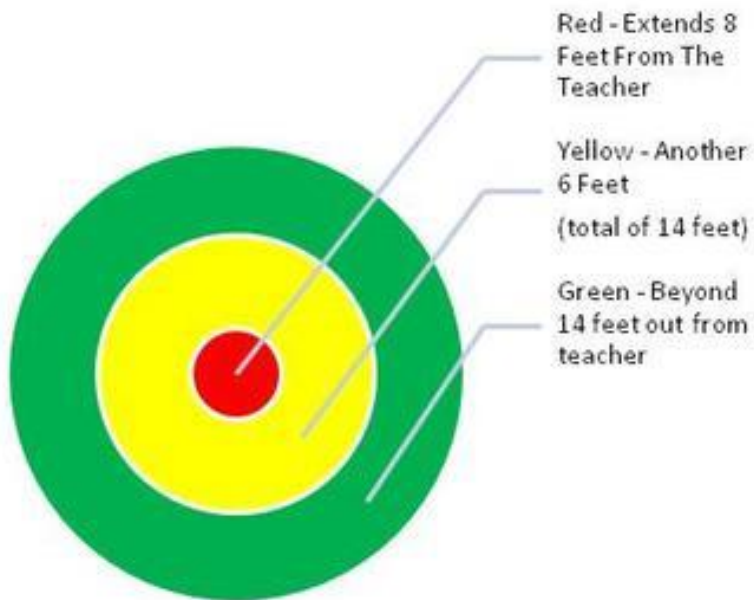
There was not enough time for activity 2!!!!



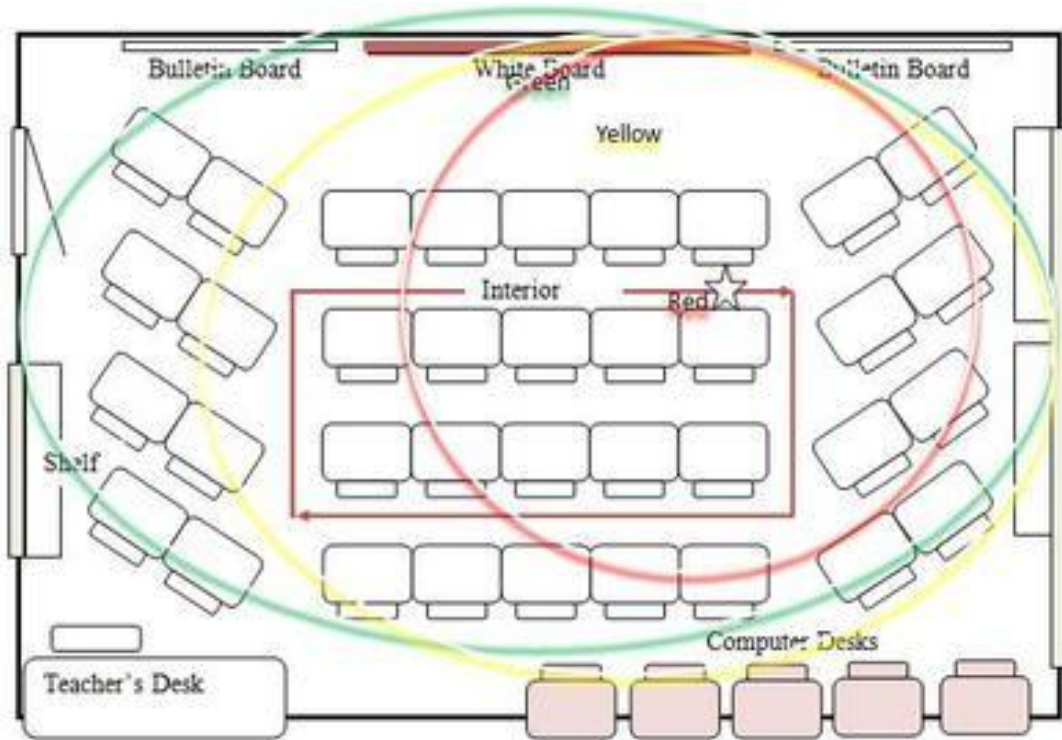
Example of **following a teacher** in a collaborative classroom holding a tablet-based dashboard



Teacher's mobility and proximity



SOURCE: Fred Jones Tools for Teaching



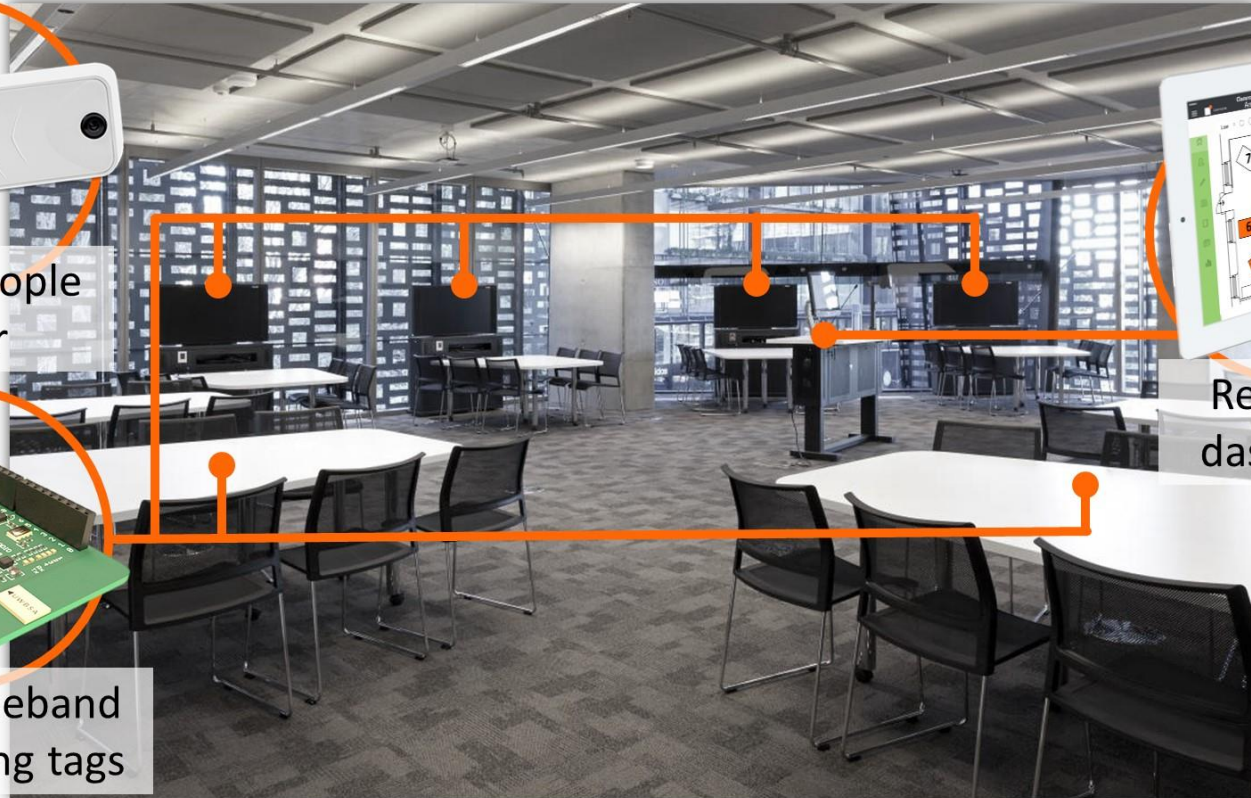
Instrumenting Learning Spaces



Infrared people counter



Ultra-wideband positioning tags



Real-time dashboard

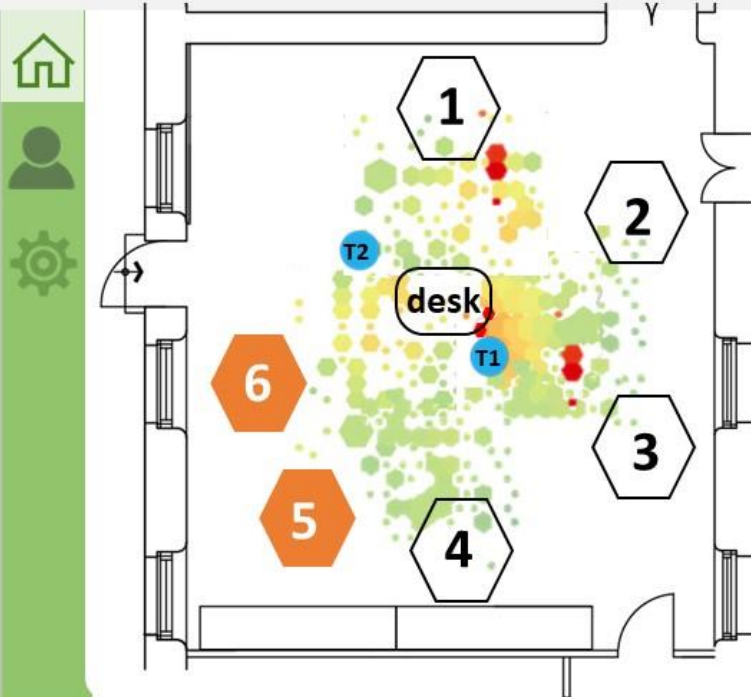
Classroom

Analytics Dashboard

Logged in as: Teach Er

Low High

Teacher's time ☒



Team 1 20%

Team 2 21%

Team 4 17%

Team 5 23%

Team 5 10%

Team 6 9%

Possible application in the clinical field

Original research

Tracking workflow during high-stakes resuscitation: the application of a novel clinician movement tracing tool during in situ trauma simulation

Andrew Petrosoniak,^{1,2} Rodrigo Almeida,³ Laura Danielle Pozzobon,¹
Christopher Hicks,^{1,2} Mark Fan,⁴ Kari White,⁵ Melissa McGowan,¹ Patricia Trbovich^{4,6}

ABSTRACT

Introduction Clinician movement and workflow analysis provides an opportunity to identify inefficiencies during trauma resuscitation care. Inefficient workflows may represent latent safety threats (LSTs), defined as unrecognised system-based elements that can negatively impact patients. In situ simulation (ISS) can be used to model resuscitation workflows without direct impact on patients. We report the pilot application of a novel,

especially during trauma resuscitations, can be difficult as clinical environments are often dynamic and complex.

In situ simulation (ISS) provides a valuable opportunity to recreate clinical scenarios for focused analysis of workflows and patient care within the actual clinical environment.² Using ISS, high-risk or rarely performed scenarios can be replicated to better understand a complex system and

Possible application in the clinical field



To our knowledge however, there are no free, readily available tools to objectively analyse clinician movement within the confines of a resuscitation room. As a result, the development of this video overlay tool offers a unique application for workflow analysis.

Application of this tool for ISS is useful to comparatively analyse human movement during clinical care for several reasons: (1) scenarios are reproducible and actions/procedures are predictable; (2) rare procedures may be preferentially selected for analysis and; (3) risk to actual patients is minimised.



physical learning analytics at three levels



Classroom Analytics

Small-group Collaboration Analytics



Analytics on **Individual** Psychomotor Skills

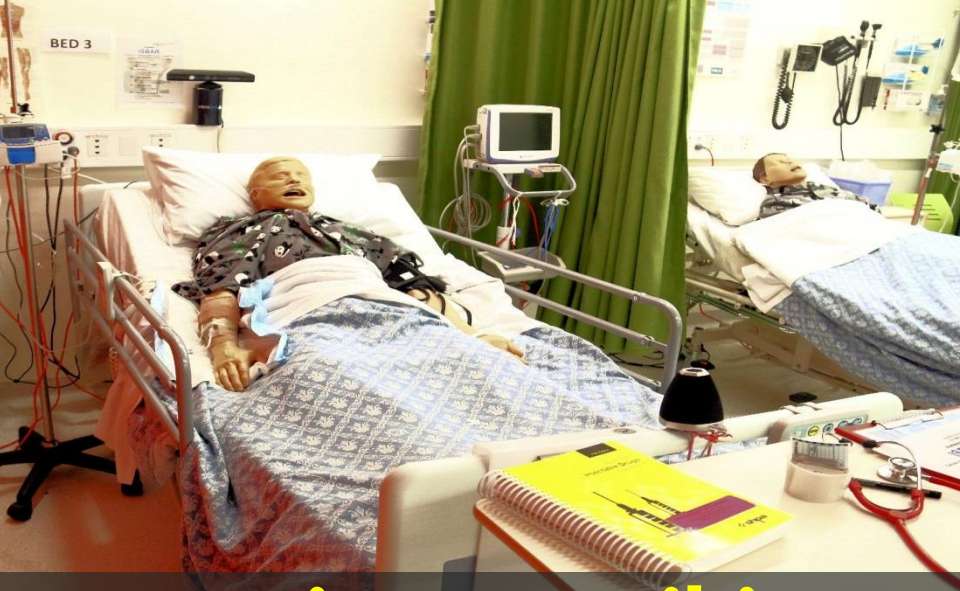


Collocated Groupware



Proximity Analytics in healthcare simulation classrooms





Learning Analytics meet Patient Manikins



Video camera

BED 2

ISBAR

CLEANTOUCH

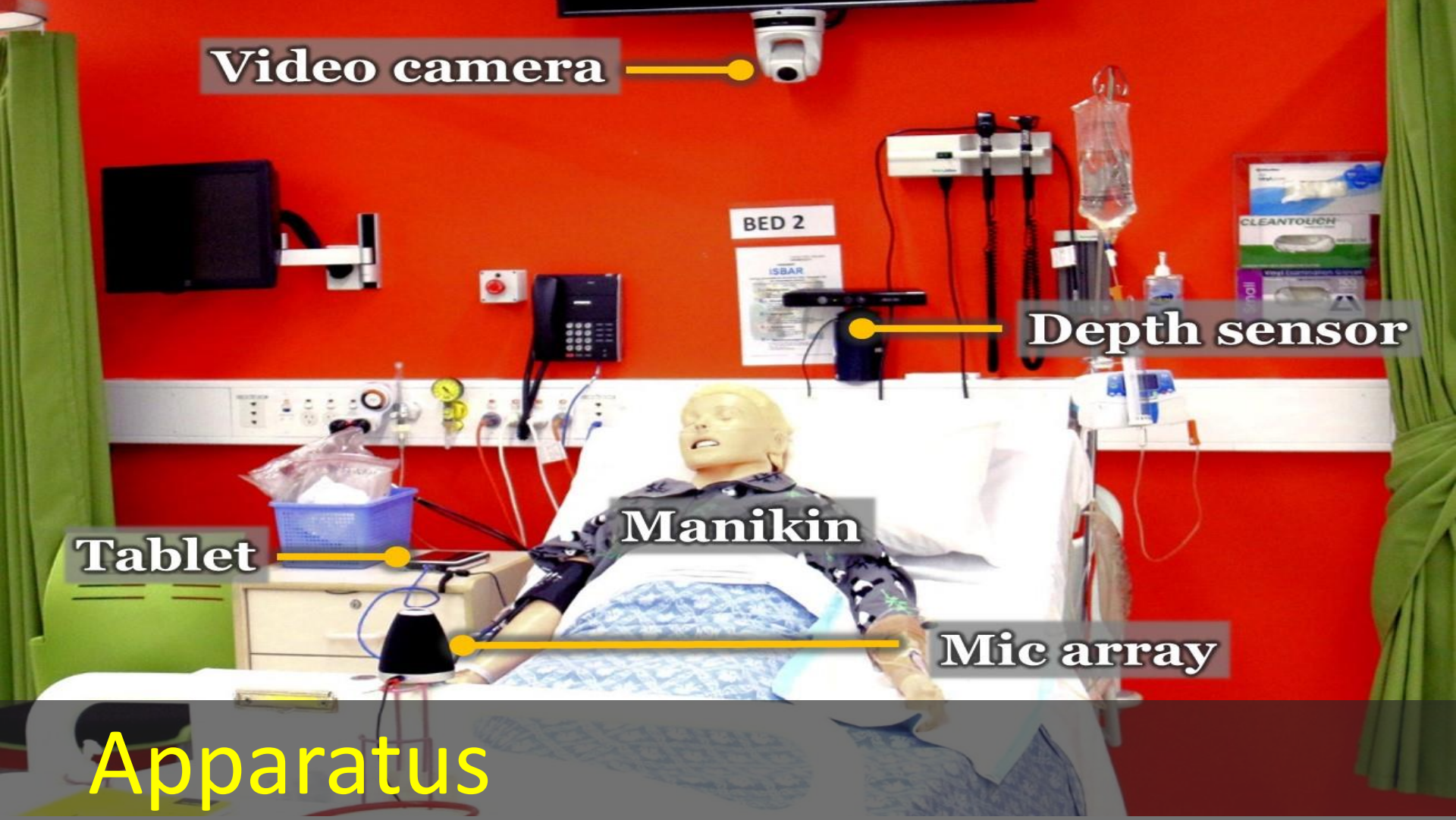
Depth sensor

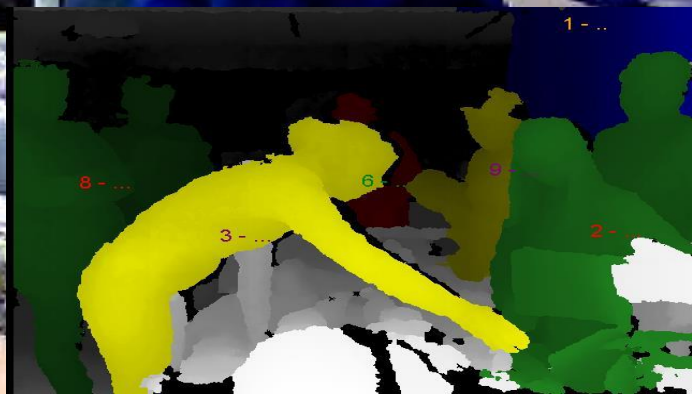
Manikin

Tablet

Mic array

Apparatus

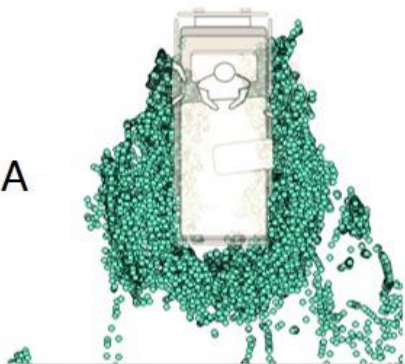




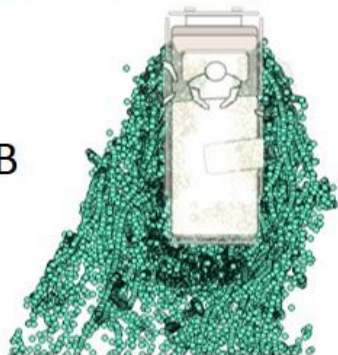
Raw Proximity
Data

Heatmaps of Proximity Data
Student's activity divided into three parts (T1, T2 & T3)

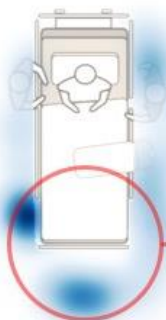
Group A



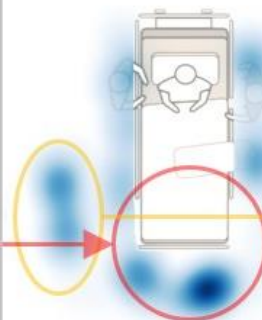
Group B



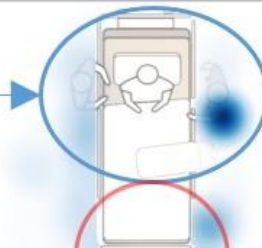
T1



T2



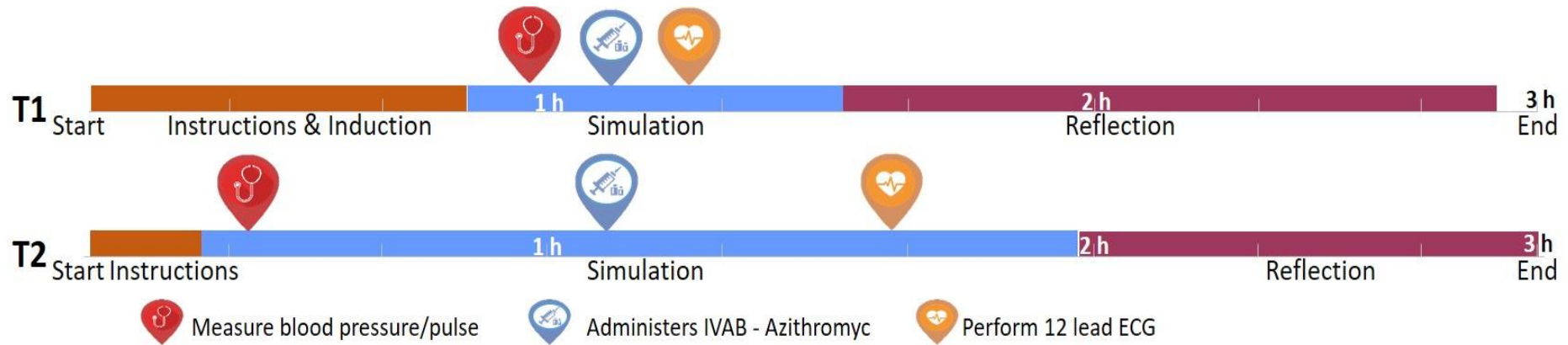
T3



time

Analytics about tutors scripting

Enactment of the tutorial design in two classroom sessions



Martinez-Maldonado, R., Power, T., Hayes, C., Abdipranoto, A., Vo, T., Axisa, C., and Buckingham Shum, S. (2017) [Analytics Meet Patient Manikins: Challenges in an Authentic Small-Group Healthcare Simulation Classroom](#). *International Conference on Learning Analytics and Knowledge, LAK 2017*

new installation: indoor localisation, physiological tracking and audio recording



Omnidirectional
microphone



Physiological
wristbands



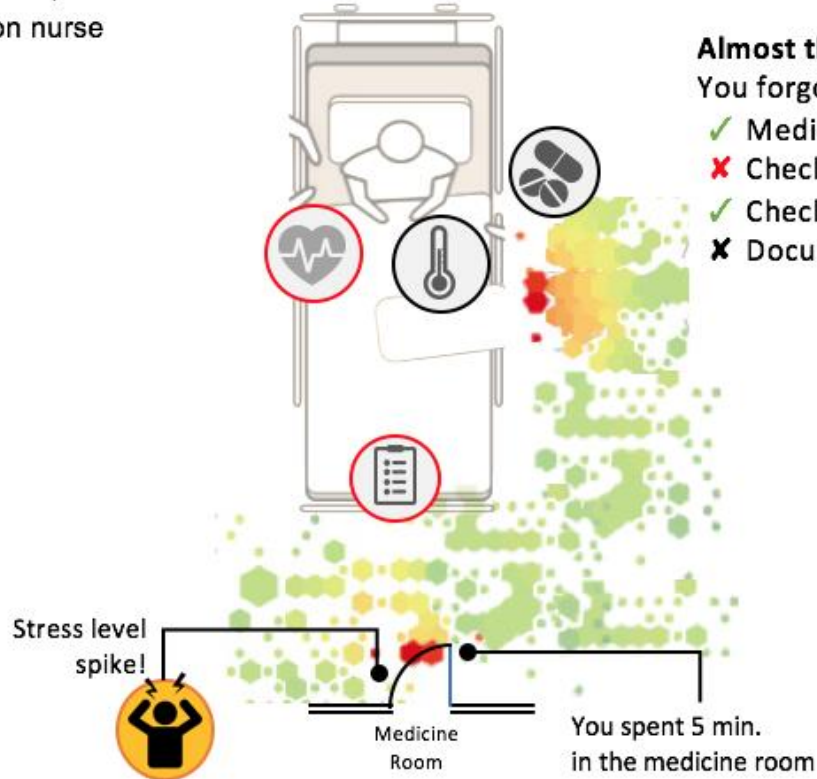
Ultra-wideband
positioning tags

Initial prototype of a reflection tool



Simulation: Chest pain

Role: Medication nurse



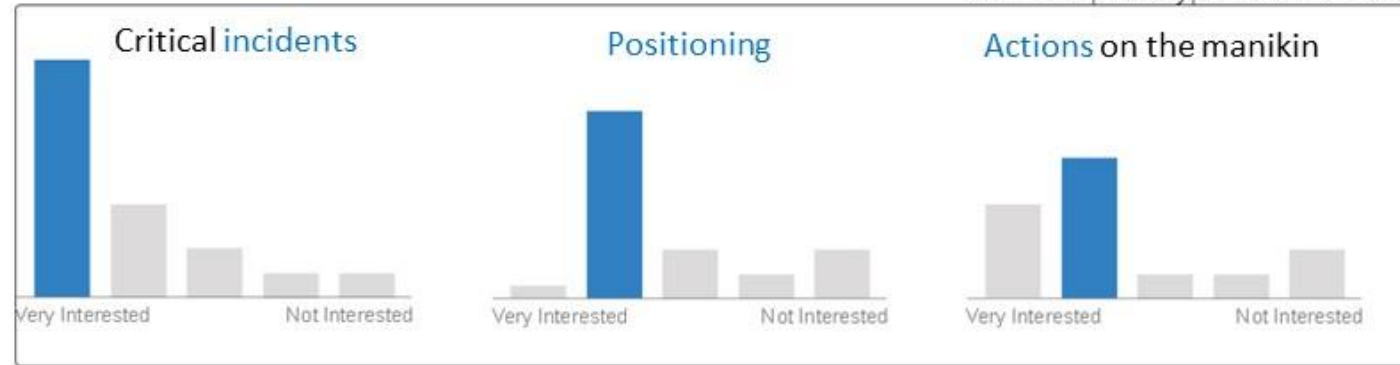
Almost there!

You forgot 2 out of 4 procedures:

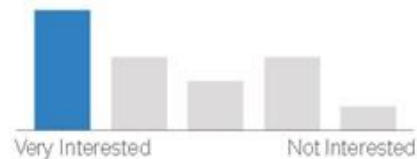
- ✓ Medication
- ✗ Check heart rate
- ✓ Check temperature
- ✗ Document

students' feedback preferences

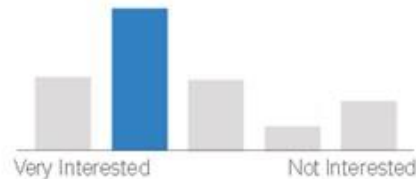
Our first prototype tackles these



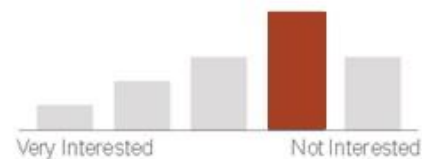
Communication with patient
and other nurses



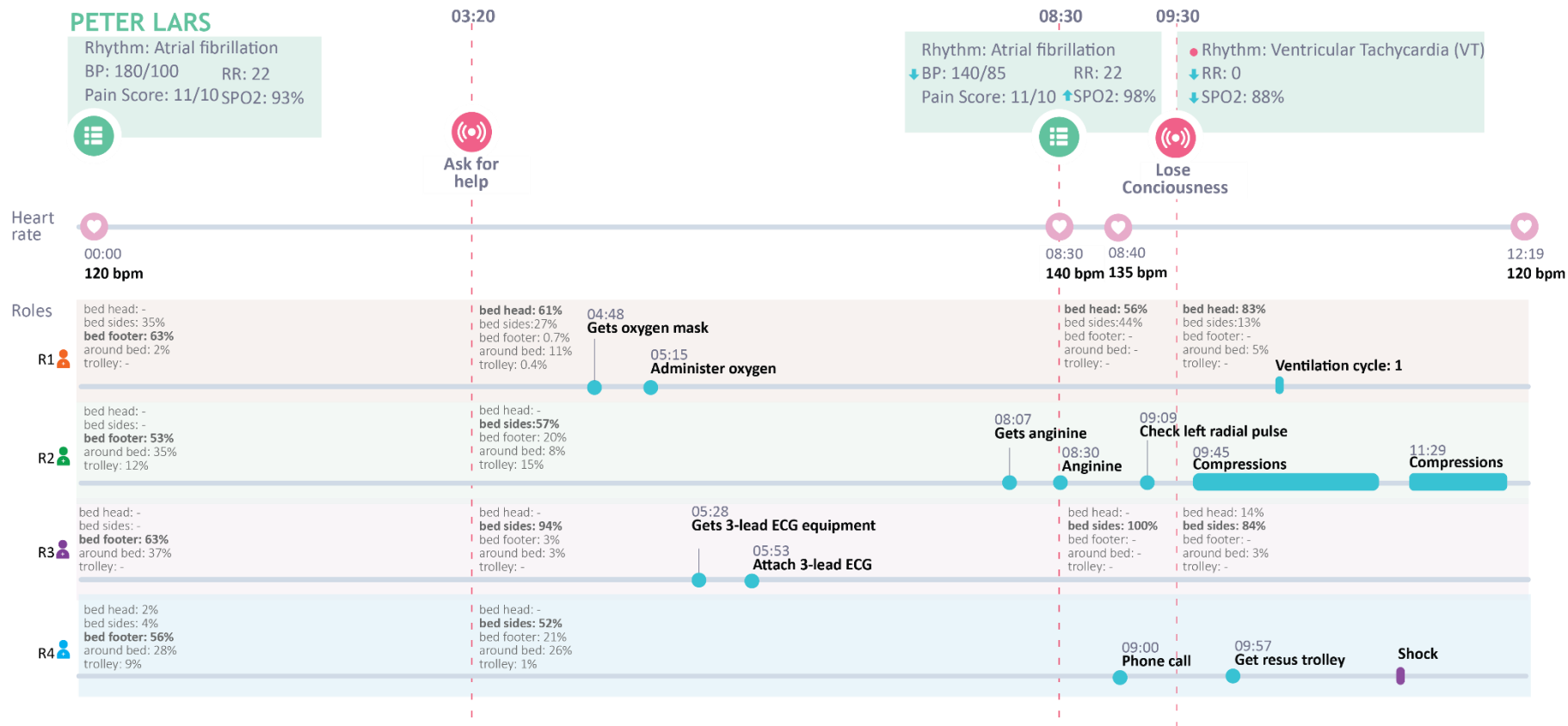
Quantitative information of
CPR



Level of stress



second prototype of a reflection tool



physical learning analytics at three levels



Classroom Analytics

Small-group Collaboration Analytics



Analytics on **Individual** Psychomotor Skills



Motion Analytics for Social Dance Education

Pervasive Motion Tracking while dancing



Forró Trainer

Santos, A., Tang, L. M., Loke, L., and Martinez-Maldonado, R. (2018) [You Are Off The Beat! Is Accelerometer Data Enough for Measuring Dance Rhythm?](#) *International Conference on Movement and Computing, MOCO 2018.*

Automated detection of dancing mistakes

..... and feedback provision



why is the **SPACE** so
“important”?

because collaboration and learning
are **cognitive, affective, social** and
physical processes?

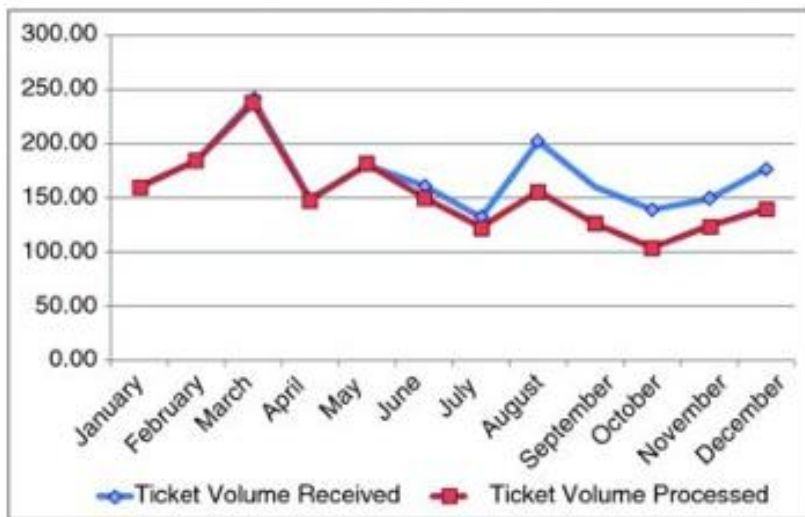


= INSIGHT

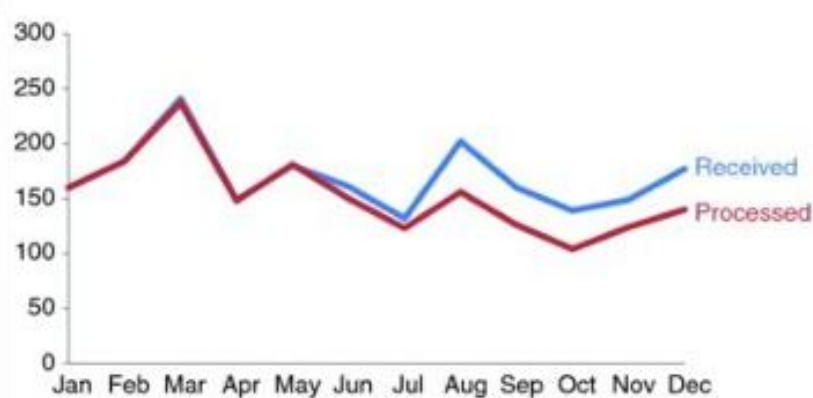
What is data storytelling?

First step: *decluttering* a graph

before



after



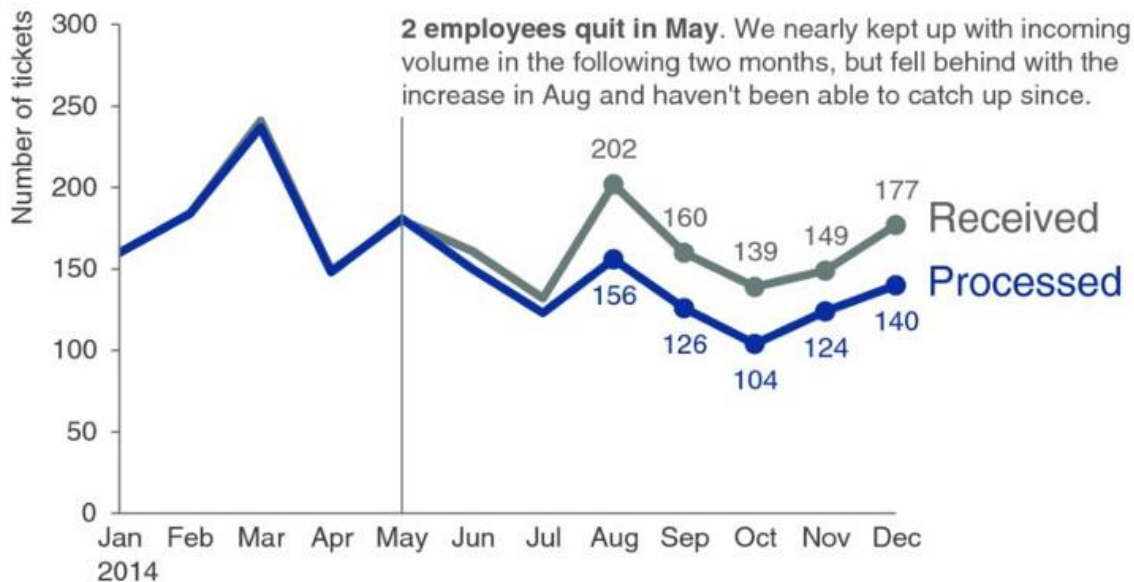
Data storytelling is about communicating insights



Please approve the hire of 2 FTEs

to backfill those who quit in the past year

Ticket volume over time



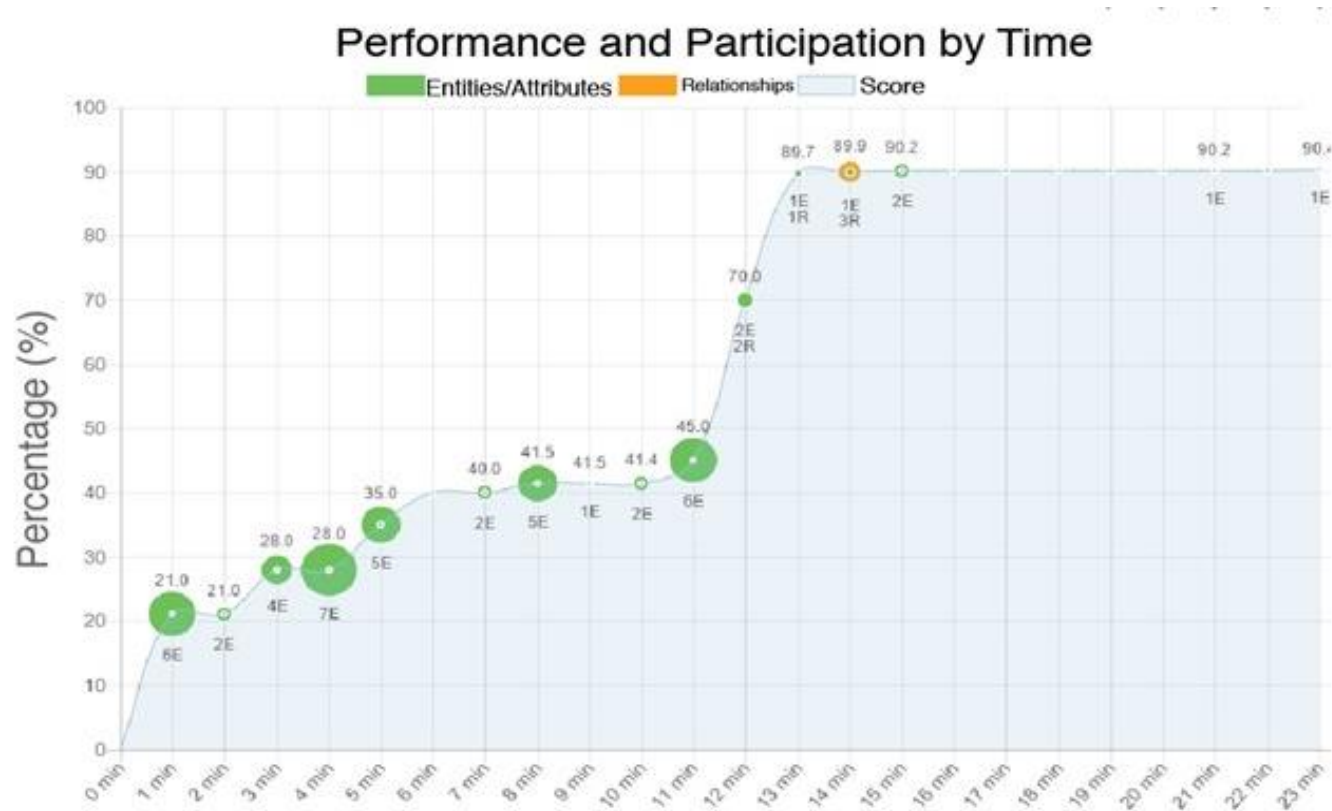
Data source: XYZ Dashboard, as of 12/31/2014 | A detailed analysis on tickets processed per person and time to resolve issues was undertaken to inform this request and can be provided if needed.

Most visualisations used in current Learning Analytics deployments are **Exploratory** rather than **Explanatory**

therefore, they don't communicate insights

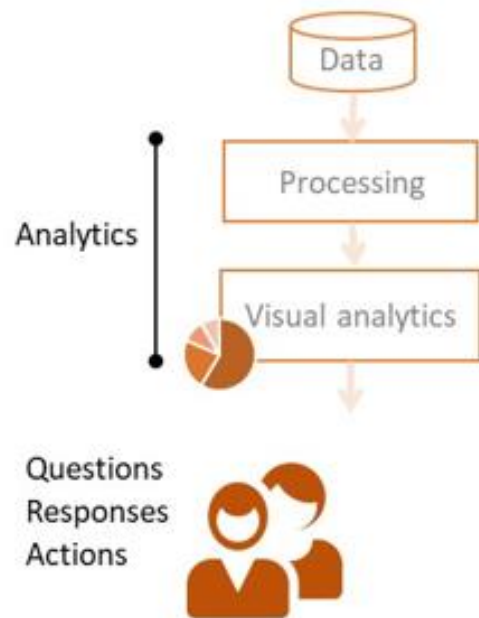


Exploratory visualisation about student's performance



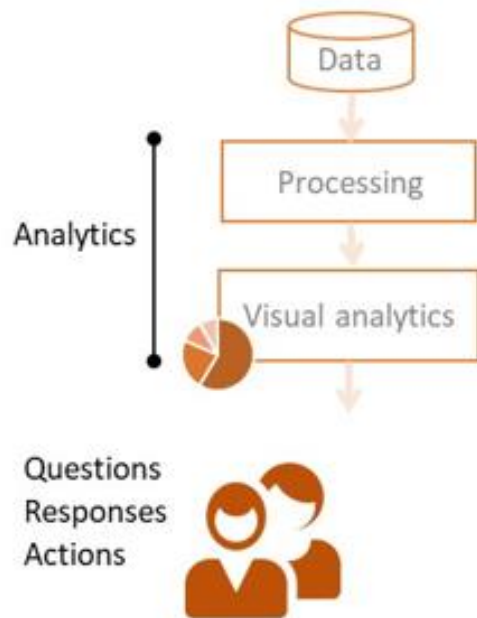
Data-driven

visual analytics approach



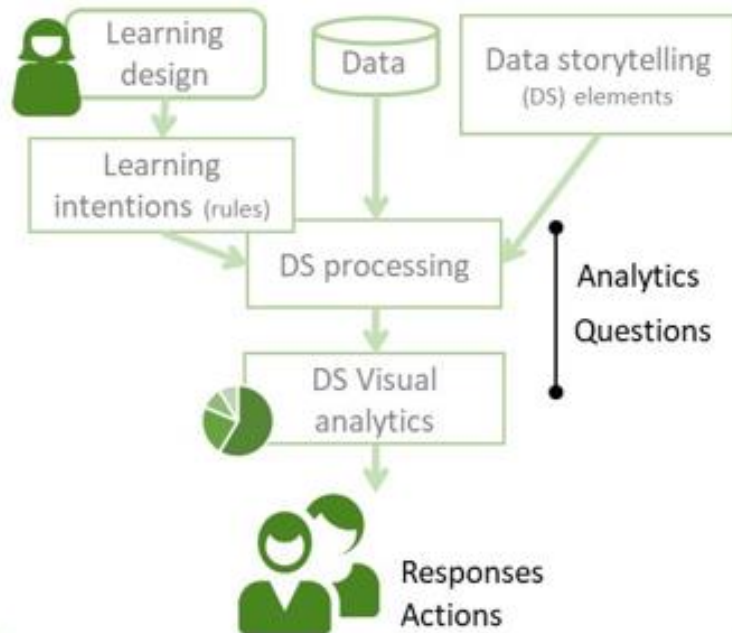
Data-driven

visual analytics approach



Learning design driven

data storytelling approach



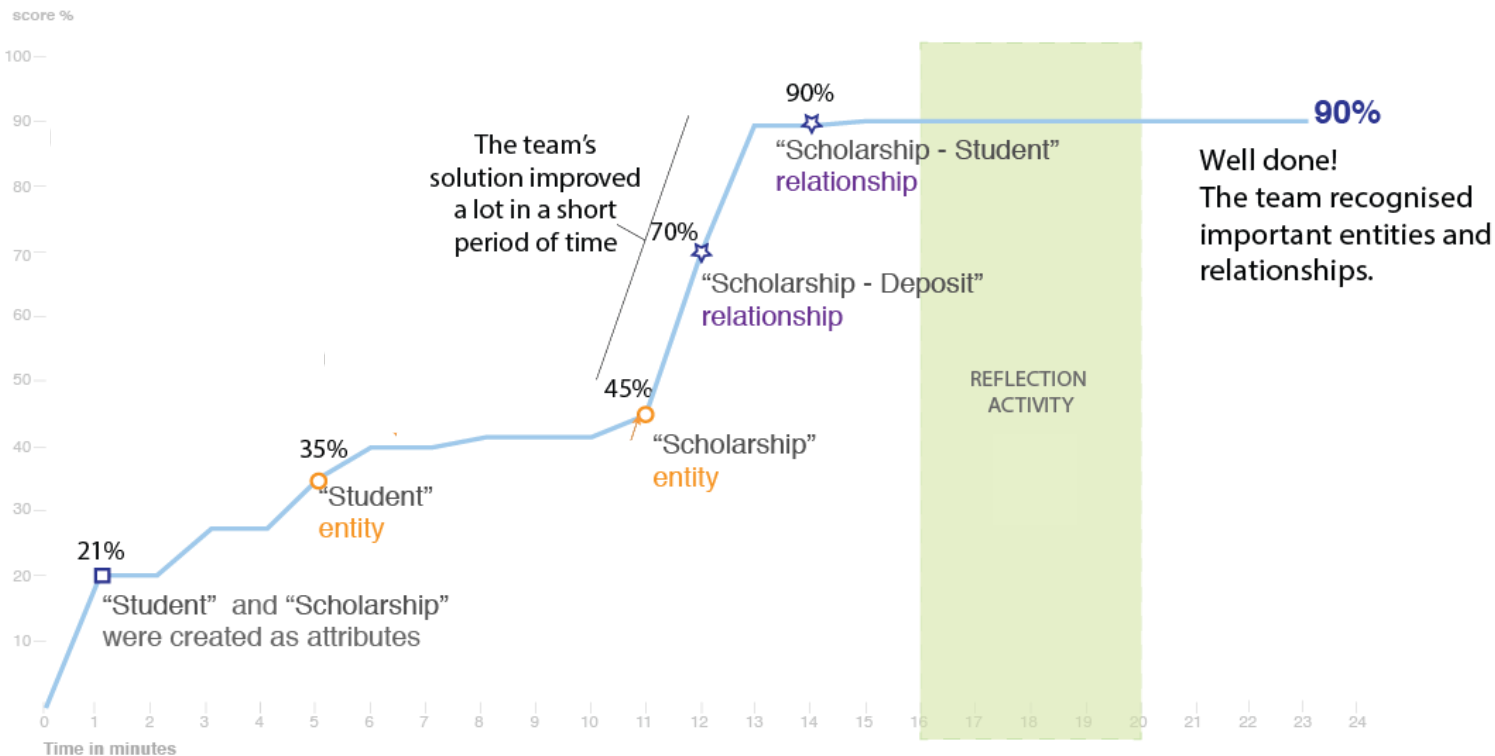
Exploratory visualisation about student's performance



Explanatory visualisation about student's performance

High-performing Team

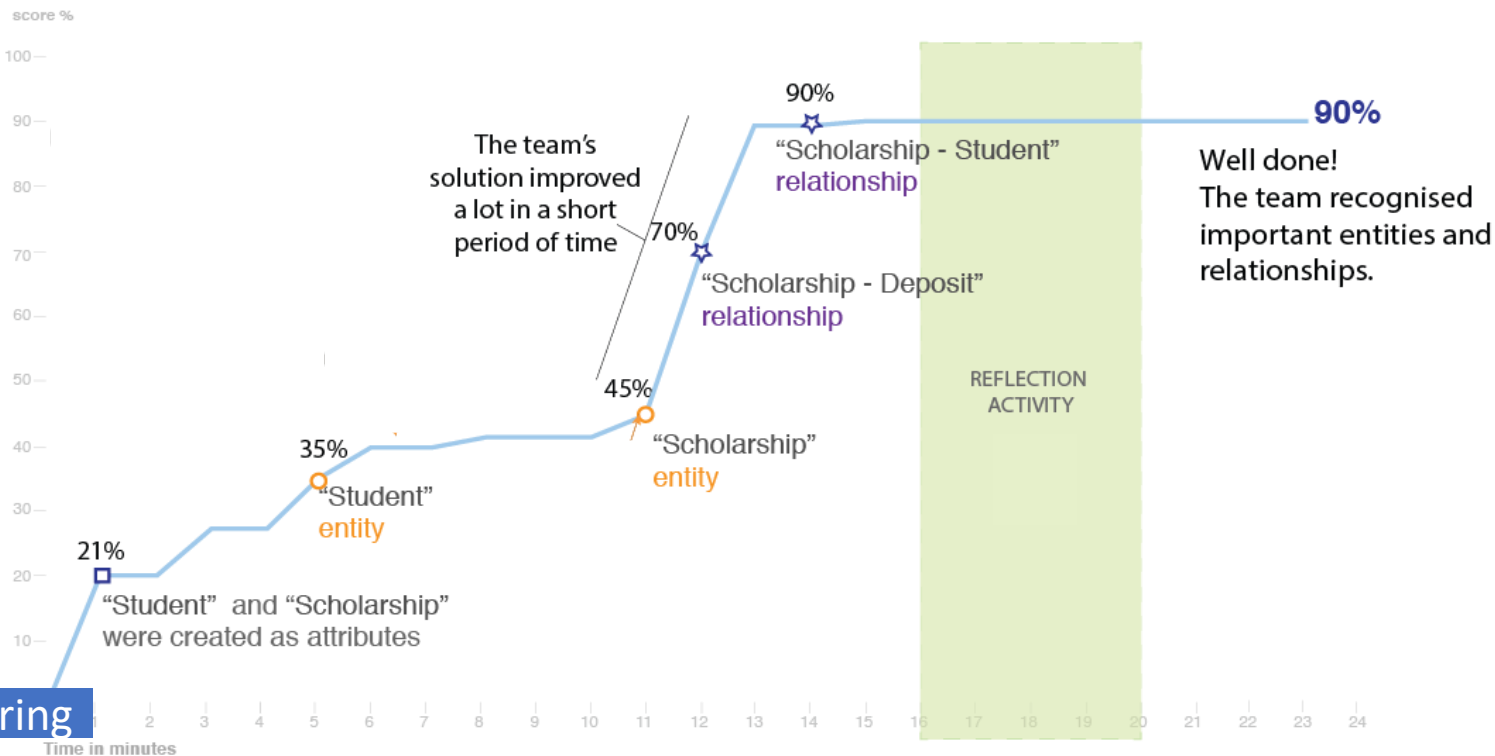
The team was able to determine all main entities and all main relationships



Explanatory visualisation about student's performance

High-performing Team

The team was able to determine all main entities and all main relationships

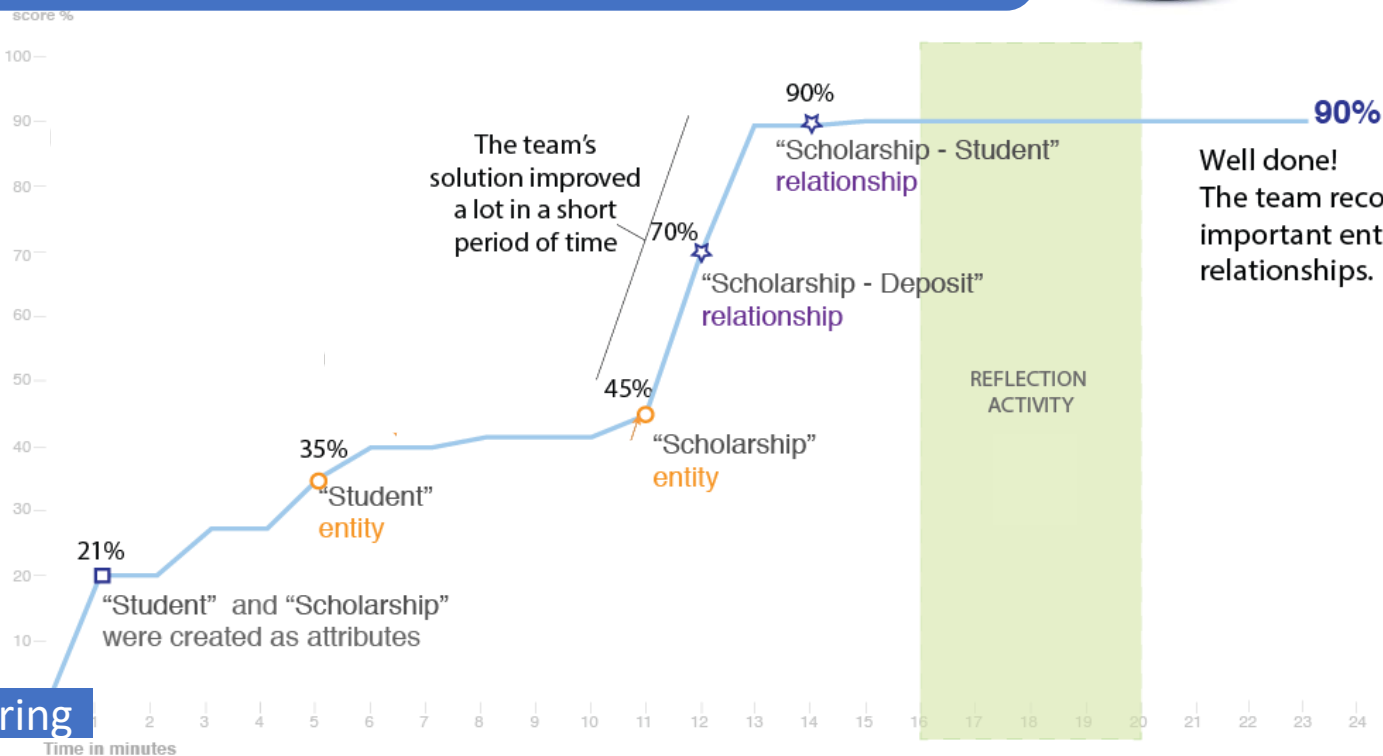


Explanatory visualisation about student's performance

High-performing Team

The team was able to determine all main entities and all main relationships

Prescriptive title



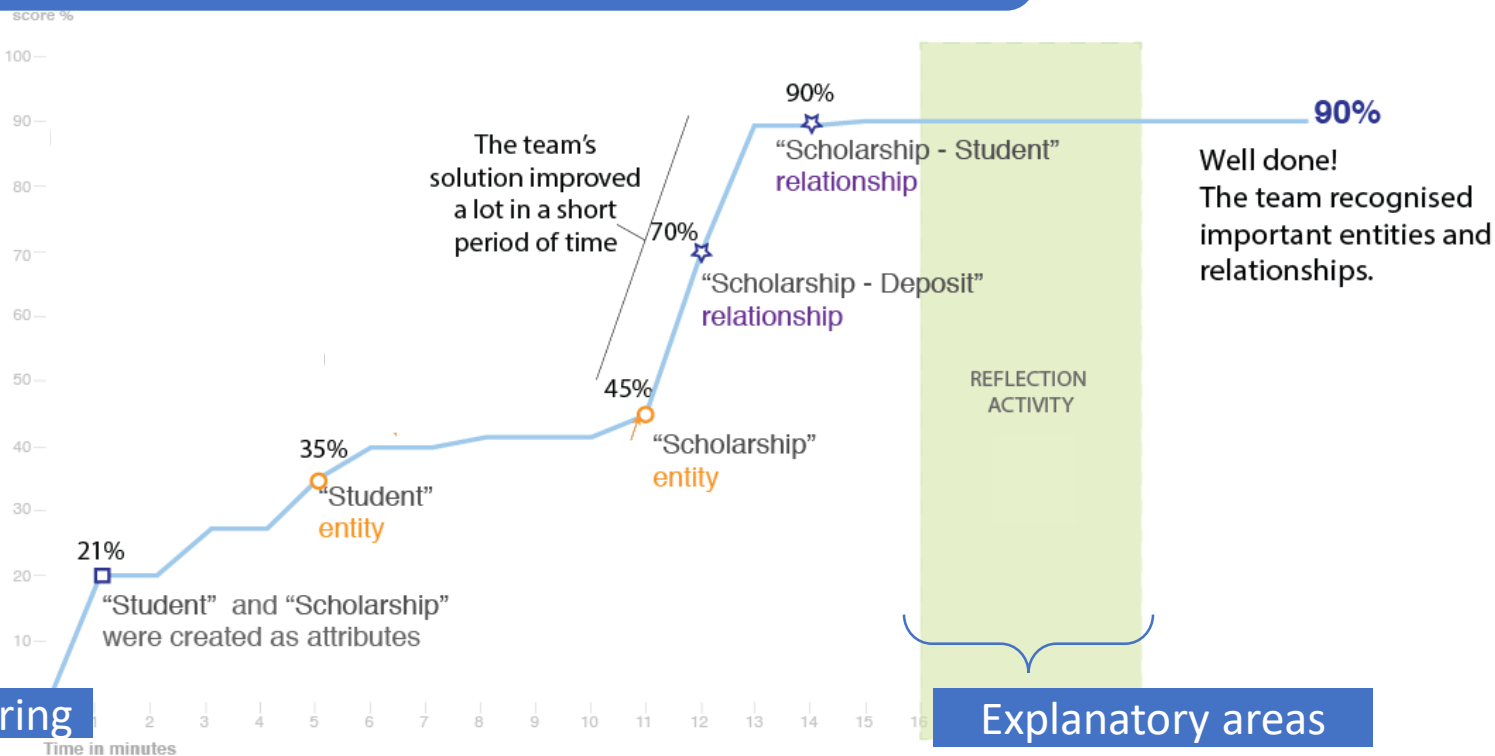
Decluttering

Explanatory visualisation about student's performance

High-performing Team

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Prescriptive title

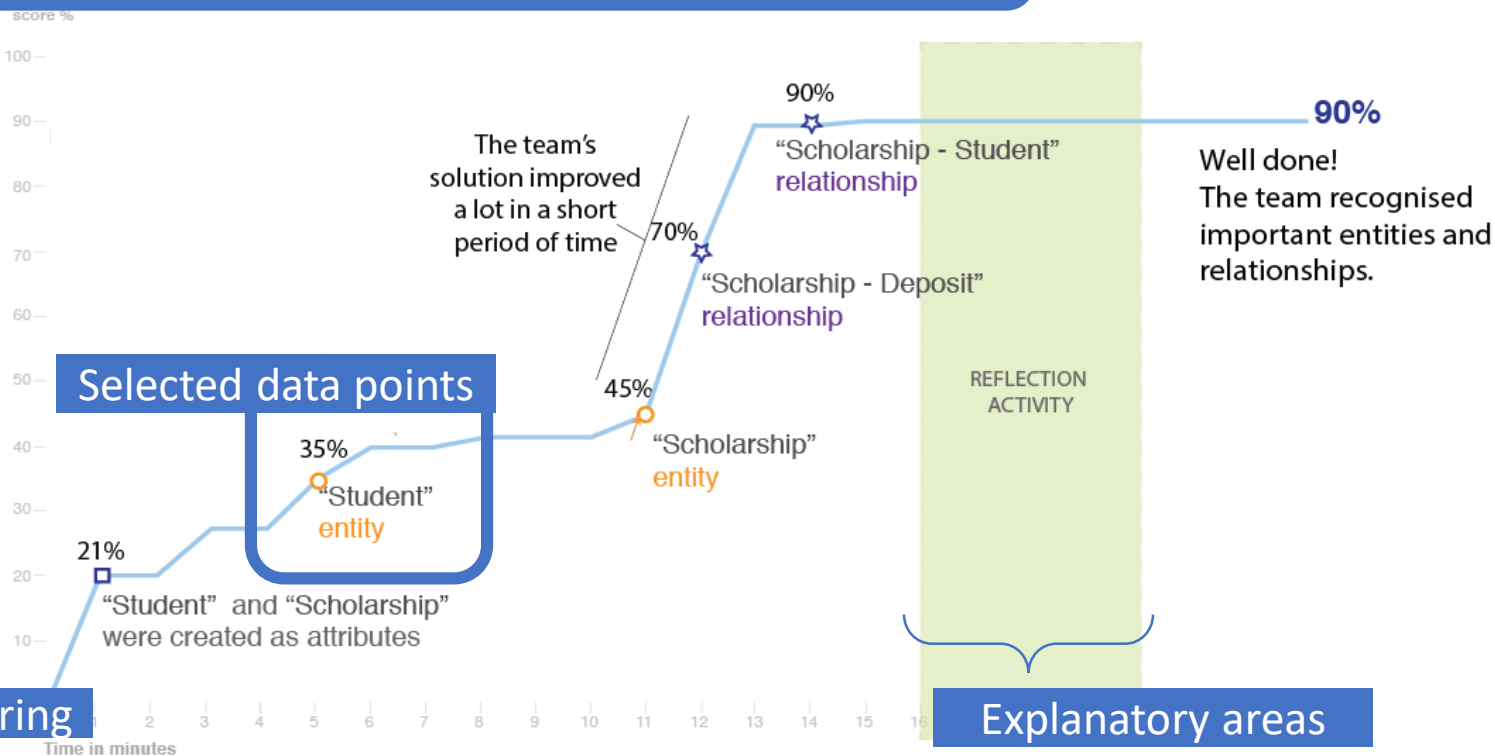


Explanatory visualisation about student's performance

High-performing Team

The team was able to determine all main entities and all main relationships

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Explanatory visualisation about student's performance

High-performing Team

The team was able to determine all main entities and all main relationships

Prescriptive title

score %

100—

90—

80—

70—

60—

50—

40—

30—

20—

10—

Time in minutes

Text explaining trends

The team's solution improved a lot in a short period of time

Selected data points

35%
"Student"
entity

21%
"Student" and "Scholarship"
were created as attributes

90%

"Scholarship - Student"
relationship

70%
"Scholarship - Deposit"
relationship

45%

"Scholarship"
entity

90%

Well done!
The team recognised
important entities and
relationships.

REFLECTION
ACTIVITY

Decluttering

Explanatory areas

Explanatory visualisation about student's performance

High-performing Team

The team was able to determine all main entities and all main relationships

Prescriptive title

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Time in minutes

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relationship

45%

"Scholarship"
entity

Assessment narratives

90%

Well done!
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relationships.

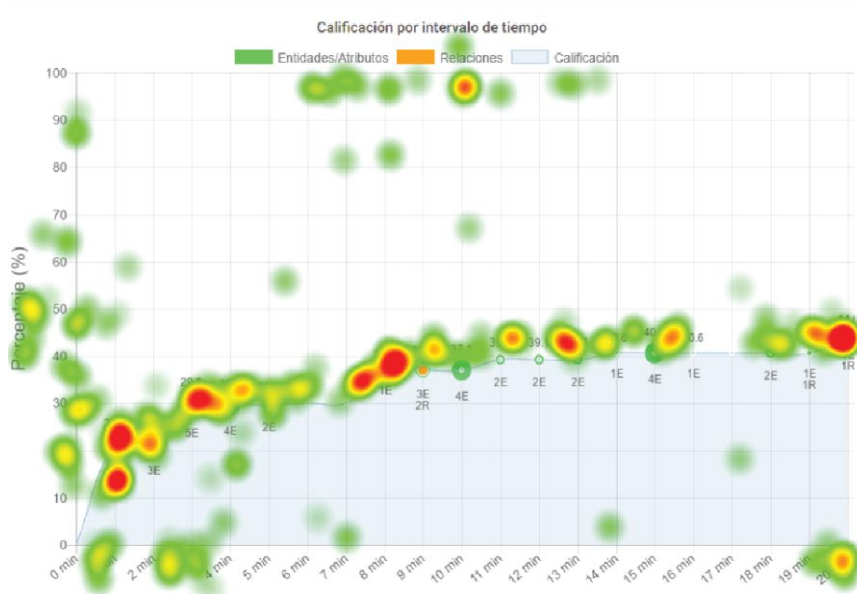
REFLECTION
ACTIVITY

Decluttering

Explanatory areas

Preliminary analysis

Exploratory visualisation



Explanatory visualisation

Equipo con alto rendimiento

El equipo pudo reconocer correctamente las relaciones, cardinalidades y entidades



Echeverria, V., **Martinez-Maldonado, R.** Granda, R., Chiluiza, K., Conati, C., and Buckingham Shum, S. (2018) Exploratory versus Explanatory Visual Learning Analytics: Driving Teachers' Attention through Educational Data Storytelling. *Journal of Learning Analytics* (under review).

Two items for the future **Learning Analytics** agenda?

*Learning Analytics is the measurement, collection, analysis and reporting of **data about learners** and their contexts, for purposes of **understanding** and **optimising** learning and the environments in which it occurs.*

1st International Conference on Learning Analytics and Knowledge, Banff, Alberta, February 27–March 1, 2011

1- Embracing complexity:

collaboration and learning involve **cognitive**, **affective**, **social** and **physical** processes?

2- Focusing on human factors:

Reporting, communicating or supporting the generation of **insights** rather than just reporting **data**



THANKS!

Collaborators
and students



UTS:  **CIC**
CONNECTED INTELLIGENCE CENTRE

For more information
and literature visit:

bit.ly/utscic



@RobertoResearch