

Using Byte-size Videos to Enhance Students' Experiences in a Level 2 Programming Module.

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Project's Aims

- Provide a series of byte-size videos and module wide programming support sessions
- Analyse the impact of such provision on the students' experiences with the module-TT284

Research Objectives

- Understand the role of using visual components on the students' learning of programming
- Investigate the impact of using byte-size videos on the students' experience with TT284 including student satisfaction, retention and progression as well as performance
- Investigate the feasibility of generalising the provision of the videos other programming modules in the qualification

The Case Study

- TT284: a key Level 2 module in the Computing & IT programmes
- Over 1000 students per presentation over the last 3 presentations
- Requires students to rapidly build on the skills gained from Level 1
 - Programming
 - Problem solving

Research Methodology

- Literature review
- Design the byte-size videos
- Students' surveys and focus groups
- Analysis of the students' access and use patterns of the byte-size videos
- Comparison of students' performance on the programming questions with the previous presentations' performance
- Analysis of students' performance, satisfaction (SeAM data) and retention

