

Evaluation Method

Teambuilding and Composition

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Teambuilding and Composition

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Description of factor

Teambuilding and composition is an integral factor in the context of creative online collaboration. We are particularly looking at reducing or limiting the negative effects or factors related to online collaboration, such as, feeling of loneliness and at the same time try to foster advantages of online collaboration, such as, cheap, easy and quick way of collaborating.

Description of method

We developed questionnaires to evaluate teambuilding and composition. We used this questionnaire in a course that was offered in three different classes. The lesson from this experience is that the questions should be a guide that should be tailor-made to fit the context to which the evaluation is being done.

Material

Addendum: Teambuilding & Composition Questionnaire > TIETS33 Development 2.0 (ICT4D) course virtual learning experience review

Why and when to use (especially in context of creative online collaboration)

Collaboration is used to foster interactivity in a virtual environment. Team-work will help learners to share experience and in a multidisciplinary setting to being different academic backgrounds to the topic of discussion.



How to analyse

The analysis will depend on the number of responses but both qualitative and quantitative analysis are possible. The aim of the study should also guide the analysis e.g. is the study being conducted to improve the virtual learning experience or is the study done to decide the mode of learning?

Literature

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TIETS33 Development 2.0 (ICT4D) course virtual learning experience review

This is a short questionnaire to review the virtual learning experience in the course, Development 2.0

Please note that this is mainly about the virtual learning experience. However, comments about contents of the course are also welcome.

We greatly appreciate your input.

*Required

Name

Optional

Your answer

 Which degree are you pursuing currently? *
Bachelor
Master

☐ PhD

Other

2. How ma		-			•		
O Less that	n 1 year						
2 years							
3 years							
4 years							
5 years o	r more						
3. How ma	or partially vir	tual (both	virtual and	d face-to	o-face)		efore? *
	0	1	2	3	4	5	
Never before	e O	0	0	0	0	0	or more times
4. How has	•	u virtua 2	al learı 3	J	experie 4	nce in 5	the ICT4D
Not so nice		0	C)	0	0	Excellent
Any comments related to question above Your answer							
5. How do ICT4D clas			dle (lea	arninç	g platfc	orm in	use) in
	1	2	3		4	5	
Poor	0	0	0		0	0	Excellent

Any comments related to question above

None of the above

Your answer						
6. I did no fee	el lonely	in the c	course e	environn	nent? *	
	1	2	3	4	5	
Not at all	\circ	0	0	\circ	0	Very much so
7. How much learning? * Tick only what you was videos	-	ı value t	he follo	wing in	your vir	tual
Theoretical	(academ	ic) article	S			
Learning dia	ary					
Case studie	es					
Books						

8. Which of the following would you recommend for adoption in the ICT4D virtual course? * Tick only what you want used in the ICT4D course
Facebook
Whatsapp
Online discussion forum
Open learning diary (submit in Moodle so that every participant can read)
Chat
Skype (scheduled Skype sessions)
■ None of the above
Any technologies that you propose for adoption in the ICT4D class?
Your answer

9. How would you value the following assessment techniques * Tick only what you value
☐ Story telling
Presentation (video typed and submitted)
Essays
Learning diary
Online discussion
☐ Home exam
Problem-based exam
Book dialog exam
Lecture dialog exam
Lecture task
☐ Group exam
☐ None of the above

10. How would you value the virtual learning environment in terms of providing platform for notes below? * Tick only what you value
Active - Learners are active participants when processing information, where they are responsible for the results
Constructive – Learners compose new knowledge by combining new information into their prior knowledge in order to make sense or meaning
Collaborative – Learners work together; exploit each others skills
Intentional – Learners set cognitive objectives for their own learning and are actively trying to achieve these goals by focusing their activities in the right direction;
Conversational – Learning is a social and dialogical process in which learners are able to utilize the knowledge of other members of the learning community during the knowledge building process
Contextualized – Learning tasks are authentic as being situated in some meaningful real-world situation,
Reflective – Learners externalize what they have learned by reflecting their own learning process and decisions made during the process
Transfer – Learners are able to transfer their learning from one situation or context into another, and adapt their skills and knowledge for new situations
☐ None of the above
11. Any comments about your ICT4D course virtual learning experience
Your answer

12. Describe the tools and methods you used when collaborating remotely with team members. *

Your answer

13. What were challenging issues in remote collaboration (teamwork)? *

Describe any tasks that were difficult in any phase of the collaboration

Your answer

14. What is your personal opinion about online learning and collaboration (teamwork)? *

Your answer

15. Was there any point during the course when you wished you could have a face-to-face meeting? *

Your answer



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