Automated Feedback and Automated Interactions Matrix

Looking to cement your knowledge or brainstorm ideas regarding automated feedback and automated interactions? Look no further. This framegame can be modified for the single player up to groups of 100.

Objectives:

- To explore the interrelationship among automated feedback types and automated interaction types.
- To brainstorm the use of automated feedback and/or interactions in relation to ongoing projects

Time: 30 minutes (per game)

Supplies

➢ Flip chart or poster board
➢ Post-it notes (colored for teams)
➢ Timer
➢ Markers
➢ Tape (as needed to mount poster board to wall)

Gameplay

1. Prepare a 4x4 grid, such as the following:

	Multiple Choice	Matching	Fill-in-the-Blank	Card Flip	
Multiple Choice					Multiple Choice
Matching					Matching
Fill-in-the-Blank					Fill-in-the-Blank
Card Flip					Card Flip
	Multiple Choice	Matching	Fill-in-the-Blank	Card Flip	

2. Organize the participants into teams (no less than three), at least two to participate in the game and a third to judge. For each category, teams have one minute to come up with an appropriate statement that fits a square on the grid. Groups may post on any grid. As long as the statement is acceptable to the judging team, the group wins the square. If two groups post to the same square, the judging team must determine which statement is better and select a square winner. Groups may challenge other group's ownership of a square in each new one minute round. Whichever group gets a horizontal, vertical, or diagonal line of squares first is the winner.

3. For each category on the top right of the grid, list the advantages of using one type of interaction over the other. For instance, what is the advantage of using matching questions over multiple choice questions (row 1, box 2 from the left). On the bottom left of the grid, indicate the disadvantages of using one type over another, such as the disadvantage of using the card flip over fill-in-the-blank. In the center diagonal row going from top left to bottom right, indicate what that feedback looks like. The diagonal line statement should exemplify the category.

	Multiple Choice	Matching	Fill-in-the-Blank	Card Flip
Multiple Choice	=	+	+	+
Matching	−	=	+	+
Fill-in-the-Blank	−	−	=	+
Card Flip	−	−	−	=

4. This format is great for testing your knowledge of automated interactions, but what about applying it to a brainstorming session? Simply change the rules! If you are trying to figure out the best feedback and interaction for your situation (for example, let's say an e-learning course on the parts of a telephone), use the above grid to figure out how each question and automated feedback type will be beneficial or not beneficial to your testing of student knowledge. You can use this for automated interactions, also, by changing the categories to labels such as Hotspots, Tabs, Accordions, and Drop Down.

Have fun, be creative, and don't be afraid to re-arrange the game to suit your needs!