RoomBugs Simulating Insect Infestations in Elementary School Classrooms Using an Embedded Phenomena Framework

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What are Embedded Phenomena?

- Map science phenomena to physical space of a classroom
- •A thin layer of technology
 - Lightweight technology
 - Minimal set-up
- Designed to exist as ambient media in a given space
- •Sole function is to deliver the phenomenon
 - Does not (directly) handle data collection facilities, lesson plans, etc.

Similar Studies

- Augmented Reality Simulations Klopfer, 2002
 - Environmental Detectives uses wireless devices (PDAs) to create parallel reality for investigation
- Participatory Simulations Colella, 2000
 - Virus uses custom "think tags" to track transmission of disease from student to student
- Mixed Reality Environments Rogers, 2001
 - Hunting of the Snark uses a heavily augmented environment and portable devices

Why Use Embedded Phenomena?

- Facilitate inquiry learning through easily accessible experiences
- •Create compelling scientific phenomena
 - Believable
 - Investigable
 - Teacher-controlled
 - Not limited by reality
- Does not require heavy instrumentation

Embedded Phenomena Requirements

- Commodity hardware
- •A web browser
- An internet connection

... and that's it!

Inquiry Learning in the Classroom

- Students need...
 - New, interesting, and challenging activities
 - Environments they can investigate



Inquiry Learning in the Classroom

- •Teachers need (and want)...
 - Engaging activities for their students
 - Activities that are easy to set-up & manage on a classroom scale



Grab their Attention Thousands of insects are running loose in your classroom

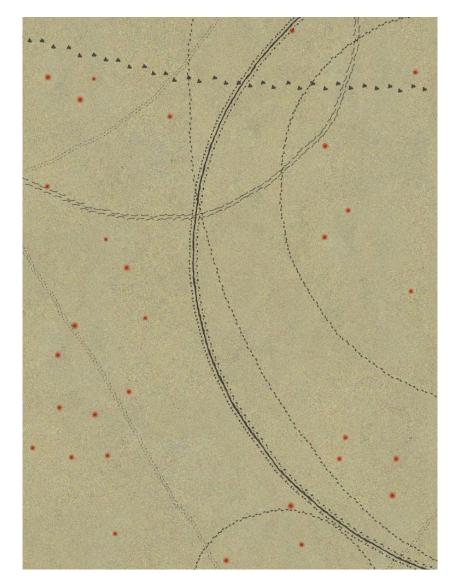


Student Scientist Activities

- Observe new bug tracks
- Identify species
- Record population data
- Experiment by changing variables
- Predict future populations
- Justify predictions based on sound reasoning and collected data

Deliver the Phenomenon

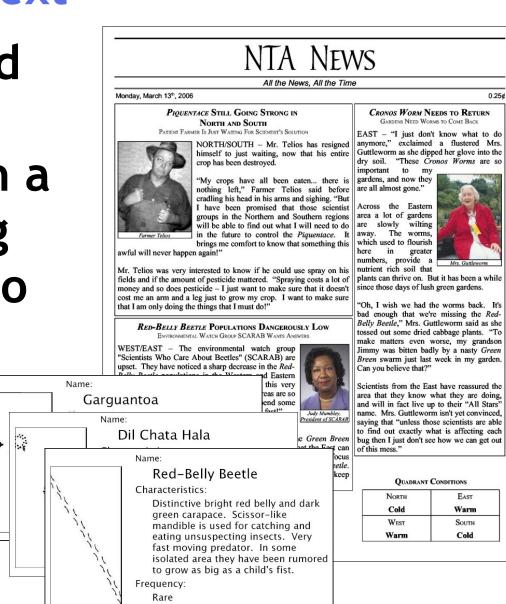
Stations, like virtual sand traps, capture foot prints of bugs as they walk around the room



Give them Control Three variables students can control: •Pesticide Type •Pesticide Amount •Spraying the fields

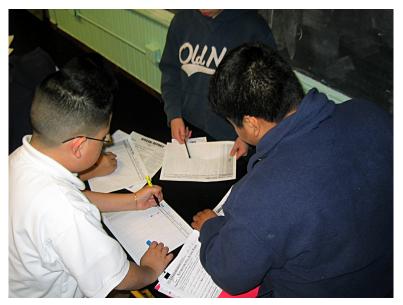
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Requested Environ	nental Conditions	
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□ Red Reaper	□ Green Eraser	□ Blue Bomber
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□ 10 Metric Tons	□ 100 Metric Tons	
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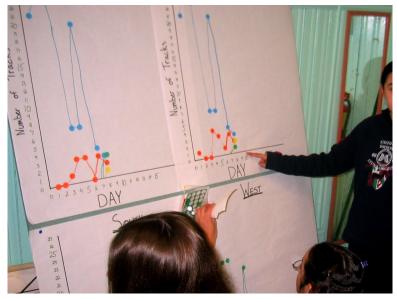
Give them Context Field Guide and **Newspapers** situate them in a town searching for a solution to their bug problems



Encourage Collaboration

Group notes, charts, and posters augment activity by allowing collaborative data collection and analysis





Interface Design Goals

- Displays avoid traditional windowing elements
- •The stylus behaves just like a stick that draws lines in the sand
- •No textual elements are shown
- Environmental conditions are conveyed through appropriate visual cues

Interface (labelled)

Pesticide indicator (red dots)

Bug tracks

Student counting marks (dark brown lines)

15

Believe Enough To Engage

Compelling phenomena only really requires A willing audience



Accuracy and Engagement

- •Accurate date capture was not trivial:
 - Each track must be identified
 - Crowded & overlapping tracks were common
 - Novelty of experience decreases over time

- Students correctly identified and recorded
 94% of the 1,524 tracks generated
 - Accuracy actually increased over the course of the activity

Propensity to Experiment

•18% decrease in agreement with the statement: "It is better to be told scientific facts than to find them out from experiments"

p<0.07

• 13% increase in agreement with the statement "I would rather find out why something happens by doing an experiment than by being told" p<0.01

Control of Variables (COV) Strategy

- Finding a solution requires a strategy
- Multivariate systems
 - Manipulation of only one variable while others are held constant
 - **Difficult concept** even for college-aged students
- Improvement seen, but more investigation
 needed

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End of Presentation

Thank you!



Spreading the Love

- Distribute stations around classroom
 - Encourages physical movement
 - Enables classroom to better approximate a full room simulation
- Students able to work in small groups

