# A Scalable Online Platform for Evaluating and Training Engineering Students' Visuospatial Skills

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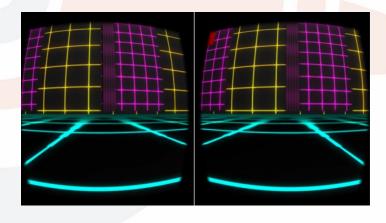
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- Intro
- Platform
- Platform Evaluation
- Evaluation Result
- Future Work

#### Intro

Visuospatial skill the capacity to understand, reason and remember the spatial relations among objects or space.



#### Intro

#### Students' visuospatial skills are important for

- Learning
- Future performance
- Retention rates
- Career choices

in the STEM field.

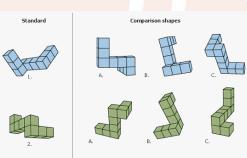


(Lubinski, 2010; Veurink, and Hamlin, 2011; Veurink, & Sorby, 2012)

#### Intro

Researchers and instructors have put a lot of effort into evaluating and training students' visuospatial skills.



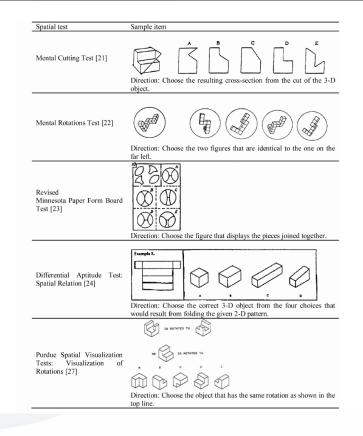


#### However

Previous methods often rely on

- Traditional paper-based evaluation method
- Face-to-face workshop

which are time-consuming and costly especially for large classes.



#### Online Platform

Our online platform is designed to offer

- a comprehensive assessment of visuospatial skills with multiple choice questions and free-hand sketching
- exercises that help students to acquire strategies to more effectively perform visuospatial problemsolving

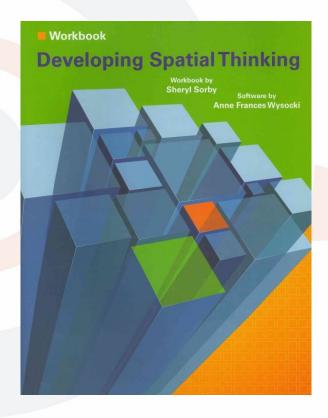
on a large scale.

#### Features

- Automatic grading
  - Intermediate Feedback
- Data management
  - Nation-wide database
- Fine-grained behavior data collection
  - Student's problem solving strategy
- Student's performance tracking
  - Individualized learning

# Workshop

The content of the online workshop was adopted Sorby's (2011) "Developing Spatial Thinking".



## Platform Demo

# Demo

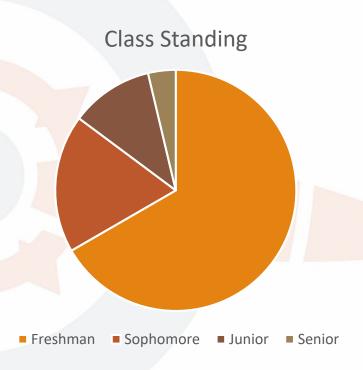
### Platform Evaluation



## Participants

#### **Pre-test Participants**

Total of **624** students from **AE199** (**Computer-Aided Design**), **GE101** (**Engineering Graphics & Design**), TAM 210 (Intro to Statics) and TAM 211 (Statics) used our platform to conduct the PSVTR test at the beginning of the semester.

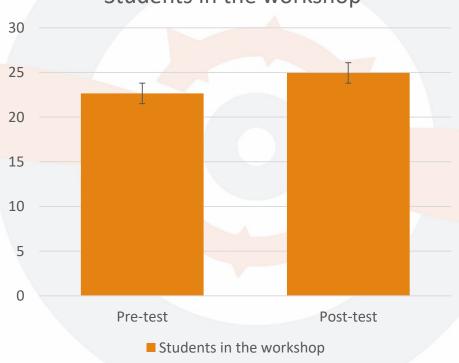


# Workshop Participants

We recruited 30 students (PSVT:R score M=21.3) from GE101 and AE199 to participant our workshop. Total of 17 students completed all the tasks.

# Result

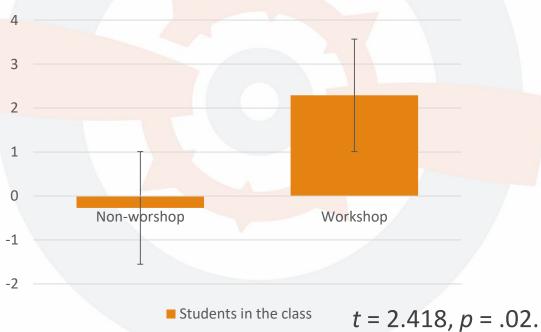




$$t = 2.35, p = .03.$$

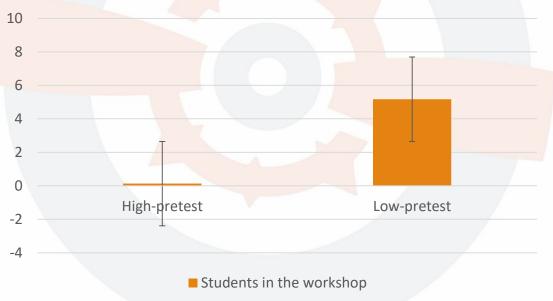
# Result

Comparison of improvement between students in the workshop and students not in the workshop



# Result

Comparison of improvement between students with low pre-test score and students with high pre-test score



$$t = -2.017$$
,  $p = .08$ .

#### Interview Result

Students normally spent 38 min on the exercise each week.

88% Students like the flexibility of the online platform.

 They often took the task after 7:00 pm or during the weekend.

#### Conclusion

The preliminary study shows that online platform can effectively evaluate the visuospatial skills in a large scale and train the visuospatial skills with very low cost.

# Future plan

- Automatic grading on free-hand sketching problems
- Error pattern analysis
- Individualized hints / training
- Apply to a larger scale (e.g. incoming freshman)

# Acknowledgement



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