1. Plan

Quoting from the proposal,

“This project aims to improve the effectiveness of Computer Science pedagogy by developing, evaluating, and sharing the practice of providing short video modules that students can view before class and review after class. The study will develop and evaluate materials for four lower division courses, and assess the costs of creating and using these materials. In the longer term, the project aims to extend this approach to the remaining curriculum, while at the same time providing a model for creating and sharing such materials that can be widely adopted elsewhere. “

This project was intended as pilot work for a proposed NSF CCLI project, with a proposal submitted in May 2009.

2. Results.

Unfortunately the CCLI proposal was not funded. We hired an undergraduate student to work with us to make a sample set of modules. However, without the context of the larger activity, the pilot work proved more difficult to arrange than we had anticipated, and, as a result, we spent only a portion of the I3 award.

Lessons learned:

(a) It is more difficult than we anticipated to gain the lead time needed to produce modules during the course for which they are needed. I taught an introductory course for non-majors, for which I specifically planned to develop modules, but in the event I created none. My course plans were not detailed enough, in advance, to allow me to design the modules in time.

(b) Professor Dirk Grunwald, another participating faculty member, did produce some modules, showing that the idea does have promise for some faculty. Professor Grunwald felt that our model of the production process was too optimistic, however, and did not result in modules of the quality that we need to aim for in a sustainable program.

The participating faculty discussed preparing a resubmission of our CCLI proposal, in the light of reviewers’ comments (which were reasonable positive) and of our experience. However, we were not able to organize this effort in time to use more of the I3 award.
3. Disposition.

I will ask Even Cantor, who handles the accounting for the project in the Computer Science Department, to return the unspent balance.

4. Conclusion.

I am grateful to I3 for its support. Even though we did not make use of the whole amount of the award, the support we did use was valuable in allowing us to explore a promising educational approach, which we hope to explore further in the future.