

Technology choices for assessments: a guide for academics

Purpose

This guide aims to provide some suggestions as to appropriate internal and external technology platforms to facilitate assessment. The appropriate assessment type should be selected before making a choice of technology. This will be determined by its alignment to the learning outcomes.

Method	Internal tools	External tools	Rationale	Examples in practice	Resources
ePortfolio	Mahara ePortfolio	Evernote PebblePad GoogleSites Weebly	Portfolios can allow a student to demonstrate development over a period of time. Support real-world tasks. Can be time-consuming to mark. Clear rubrics need to be provided.	Using Google Sites to build online portfolios (K-12) (COFAOnline 2016)	ACU ePortfolio guide MERLOT ePortfolio portal The creative graduate: cultivating and assessing creativity with ePortfolios (University of NSW 2011) Transforming students through ePortfolio assessment [webinar recording].
Blogs, Journals	Mahara ePortfolio LEO forum LEO wiki	Blogger Wordpress LiveJournal Weebly Tumblr	Can support student reflection and peer feedback. Is aided by providing clear assessing criteria, exemplar posts and how-to-write-reflectively support. Can be used both as a group or individual assessment. Avoid deadlines that are too regular (ie. weekly), instead stagger deadlines to allow students flexibility.	Case study: Blogging for assessment (University of Huddersfield)	Assessing with blogs (UNSW 2016) Setting up a simple blog in Blogger (COFAOnline 2010) [video] 'Assessing student blogging' on EdTechTeacher .
Wikis	LEO wiki	Weebly pbworks wikispaces	Useful for group collaboration. Can embed multimedia. Can be a challenge to assess individual contributions.	Dr Orla Kennedy discusses using a wiki as a means of assessing students (University of Reading)	Assessing with wikis (UNSW 2014)
Diagram	Visio, Word, Paint	Mindmap: bubbl.us, popplet, mindomo, coggle, mindmeister,	Diagrams can be used to capture processes, concepts or creative solutions to		Rubric for Graphic Organisers - Inspiration Diagrams/Concept

		mindomo Flowchart: Lucidchart Infographic: piktochart General: Google draw	problems. A sequence of images can be easier to produce than a video, and could be used for creating digital stories.		Maps (University of Winsconsin 2015)
Video, screencasting.	Recording and hosting: ECHO360	Recording: Smartphone, web camera, camera, present.me, FlipGrid Editing: iMovie, Windows Movie Maker Hosting: Youtube, Vimeo	Video is a useful tool for assessing performance-based learning outcomes. It allows students to easily self-assess. It is important to be clear on how it will be assessed, ideally providing students with a rubric. Can provide a technological hurdle for students. Hard to complete as a group where students can't meet face-to-face.	Interactive stories (select 'designer's voice', and explore sub-components)	
Presentations	Zoom PowerPoint	Keynote, Prezi, Slideshare, Google Slides, HaikuDeck, Jing	Student may present in a live webinar, pre-recorded video, or face-to-face. Synchronous (live) options can allow students to integrate interactivity with their audience.		
Audio recording, podcasting	Recording and hosting: ECHO360	Recording: Smartphone, computer, microphone Editing: Audacity, Garage band Hosting: Soundcloud	Can be used as a stand-alone creation, or integrated into other assessments like wikis, ePortfolios etc.	Student-produced podcasts as an assessment tool: An example from geomorphology A podcast assignment for a large undergraduate ecology class.	Teaching with technology white paper -podcasting,
Group audio blog		Voice Thread		Summative Assessment using Voicethread (University of the West of Scotland 2011) [video]	Using Voice Thread for digital conversations
Animation, digital		Explain Everything,	Encourages creativity and		

story telling,		Video scribe, Educreations, GoAnimate	reflection. Hard to complete as a group task.		
Quizzes	LEO quiz tool Qualtrix	Socrative	Automarking ability lends itself well to large enrolments. The multiple-choice style questions are suited to assessing basic recall/knowledge. Well-structured questions take time to write, and quizzes take time to set up. Time is saved through automarking. They can be used to give question-specific feedback, but this is time consuming to create. To minimise potential for plagiarism, strategies such as randomisation, complete-in-one-sitting, question banks and multiple test versions can be used.	Writing multiple-choice questions that demand critical thinking	
Surveys	LEO feedback Qualtrix	Survey Monkey, Google forms	Can be used to collect authentic data for students to analyse, or for students to create their own questions. Can be used to support self-reflection.	Reflecting on feedback - University of Westminster (JISC 2014) [video].	
Discussion board	LEO forum	Edmodo	Discussion boards can be used for learners to share opinions, reflections, debate, role-play, analyse responses, look for patterns. It can be difficult to assess individual input.	Assessing by discussion board Writing effective online discussion questions	
Group collaboration and group communication	LEO forum LEO wiki Zoom	Collaboration and project management tools: <ul style="list-style-type: none"> • Asana • Trello • Google docs • Dropbox • Kaizena • Voice Thread 	Group work encourages collaboration, cooperation and communication. It can allow students to develop teamwork skills and critical thinking. It can be difficult to assess individual input, task design and peer-assessment can help. Students can find group work time consuming and frustrating.	It can be helpful to encourage students to use 'Group contracts' for group assessments. Facilitating peer and self-assessment - Loughborough University and University of Hull (JISC 2014) [VIDEO].	

		<p>Communication tools:</p> <ul style="list-style-type: none"> • Facebook • Skype • Google Hangouts • WhatsApp • GoToMeeting 		<p>Pacansky-Brock, M. (2013). How to humanize your online class with VoiceThread. Smashwords.</p>
<p>Role-play and simulation</p>	<p>LEO forum</p> <p>Zoom</p>	<ul style="list-style-type: none"> • SecondLife • Fablusi 	<p>Role play supports critical thinking and experiential learning. It can be used for problem solving, and demonstrating skills, and situated authentic contexts.</p> <p>Some students can feel anxious about role playing.</p>	<p>ACU cases tudy, Dr Kirsten Way, Creating authentic online simulations using branching scenarios</p> <p>A Framework for Assessing Learning Outcomes in Online Business Simulations</p> <p>Assessing with role play and simulation (UNSW, 2016).</p>

