

The value of Log files of students' interaction with software applications: Performance Evaluation in Correlation Guessing

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Correlation Guessing App Introduction

- Pearson's correlation for scatterplots
- Difficulty level
- Slider to select estimate
- Game format
- App URL: https://psu-eberly.shinyapps.io/Correlation_Guessing/



Correlation Guessing App Introduction



PennState

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Score: 20

20

1.0

Interactive Log Files





A LEARNING LOCKER TO GATHER LOGFILE DATA ON STUDENTS' INTERACTION WITH SOFTWARE APPLICATIONS EVALUATIONS ON STUDENTS' UNDERSTANDING OF EACH CONCEPT IMPROVE THE SOFTWARE (HINTS, FEEDBACK, INSTRUCTIONS ETC.)



Data

- 6,897 interactions
- 124 actors
- Each actor 30 plots
- 10 with outlier





Magnitudes Tend to be Underestimated



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Outliers Matter!

Model & Output

Model: Guess ~ Attempt * Outlier + feedback + $(1 Actor)$					
	Estimate	Std.Error	z value	$\Pr(>\mid z \mid)$	
Attempt	0.01	0.001	7.82	< 0.01	
outlierTRUE	-0.67	0.09	-6.99	< 0.01	
feedback	0.37	0.06	6.12	< 0.01	
Attempt:outlierTRUE	0.001	0.002	0.64	0.52	

Confident Interval				
	2.5%	97.5%		
0 0.5	-1.22	-0.94		
$0.5 \mid 1$	-0.16	0.12		
Attempt	0.008	0.014		
outlierTRUE	-0.86	-0.48		
feedback	0.25	0.49		
Attempt:outlierTRUE	-0.0029	0.0057		
Estimate of variance of random effect	0.1469			

Variables	Description	
Guess	Correctness of the current guess with 3 levels: 0, 0.5, or 1	
Attempt	An integer variable with the attempt number of each actor	
Outlier	The correlation plots include outlier: True or False	
Feedback	Feedback from the previous guess as Correct, Partial Correct, and Incorrect.	
Actor	Actor as a random effect of our model	

Conclusions & Discussions

Conclusion:

- 1. Log file provides information about students learning
- 2. For Correlation Guessing app we saw
- a) Student underestimate magnitude
- b) Student engagement is seen by willingness to practice more than required
- c) Outliers make guessing more difficult

