The Integrity Games: a participatory approach to Academic Integrity

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Academic Integrity at UoW: background

- Academic Integrity increasingly important aspect of student learning.
- Waikato Curriculum review: need for better AI resources.

Academic Integrity at UoW: background

- Decision to redevelop Student Learning's existing AI material into more thorough resource.

Development factor 1: approach

AI info should be:

- Comprehensive
- Engaging
- Positive

Development factor 2: resources

- Limited resources – time & personnel
- Effective but low-budget approach needed

Stefanie Stauber (2013), Academic Integrity:
https://www.youtube.com/watch?v=2wvXEAO4Q44

The planning…

Learning approaches:

- Storytelling
- Interactivity
- Comics

Storytelling

- Narrative scenarios in which student characters have to deal with AI themes and issues.

- 3 main characters representing students from different cultural backgrounds, & studying different subjects.

Interactivity

- Scenarios designed as 'hyper-narratives'.
- Students are asked to choose from a range of story options.

Comics

Scenarios told through comics:

- Engagement – humour/fantasy
- Diverse appeal
- Novelty
- Cheap and easy!

Some key pedagogical principles…

- Stories - "encourage thought about potentially difficult situations" Moon 2012).

- Interactive narrative - e-learning principles of engagement, variety, and autonomy (Bonk & Khoo 2015).

- Comics - multi-modality & learning styles (Jacobs 2007).

The Integrity Games

Module 1: Respect for ideas

Module 2: The Integrity Games

Module 3: What you bring

Module 4: Getting a line of cite

Set 1:

Lesson 1.1: Who drank my milk

Lesson 1.2: The flat meeting

Lesson 1.3: The good idea

Forum 1.4: Respect and integrity

Set 2:

Lesson 1.5: Academic Integrity

Set 3:

Activity 1.6: What is Intellectual Property and why do I care? (TedEd Lesson) [to be revised]

Forum 1.6a: Respect, academic integrity, copyright and intellectual property.

Quiz 1.7 Academic Integrity and people's ideas.

Set 4:

Lesson 2.1: Negotiating the Labrynth

Poll: Useful themes from this lesson

Lesson 2.2: The ghost of references past

Set 5:

Lesson 2.3: The Turnitin Tour

Activity 2.4: You quote it, you note it (Vaughan Memorial Library, Acadia) (Not touch screen friendly)

Set 6:

Lesson 2.5: Justine's citation jitters

Activity 2.6: Justine and the Slippery SlimeSlope

Forum 2.7: Slippery Slimeslope—advice about cheating

Forum 2.8: Hazards in the games—what's your role?

Set 7:

Lesson 3.1: The spiral assignment

Set 8:

Lesson 3.2: Tama and Koro

Forum 3.3: How do you know what you know?

Set 9:

Lesson 3.4: Can you believe it… or not?

Activity 3.5: Credible sources count (Vaughan Memorial Library, Acadia) (Not touch screen friendly)

Set 10:

Lesson 4: The mechanics of referencing

Set 11:

Lesson 4.2: Dreaming of Daleks

Forum 4.2a: Using your voice

Set 12:

Lesson 4.3: Styf competition

Forum 4.3a: Reflecting on quality vs quantity

Lesson 4.4: Snippy about snails
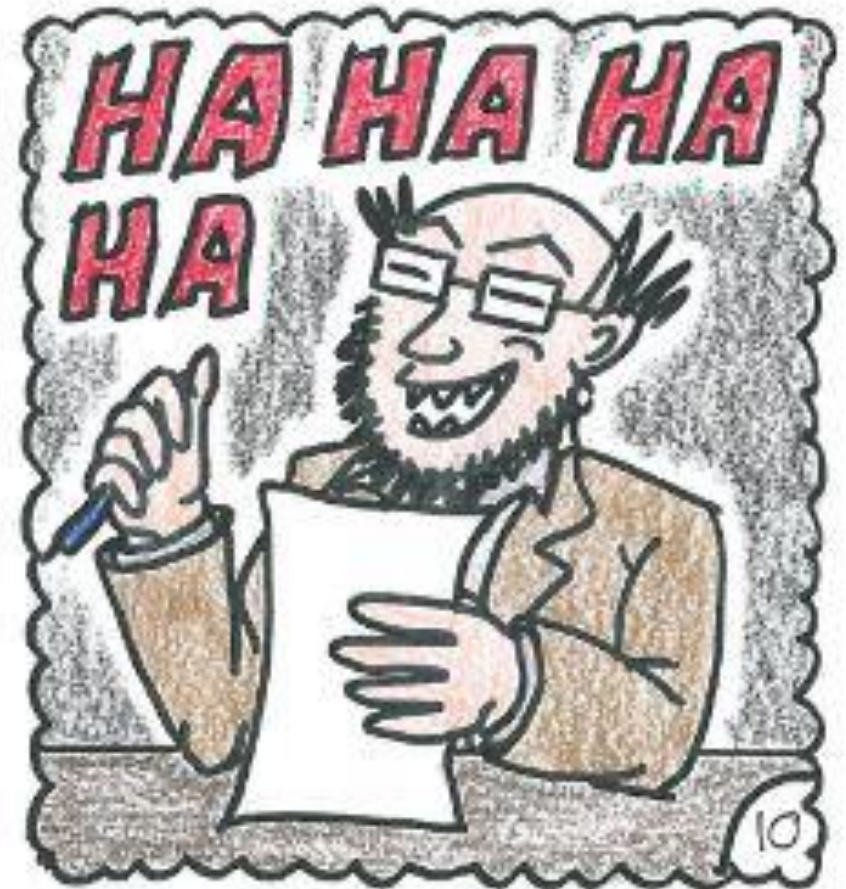
Forum 4.4a: The end of the story

Defining the approach:
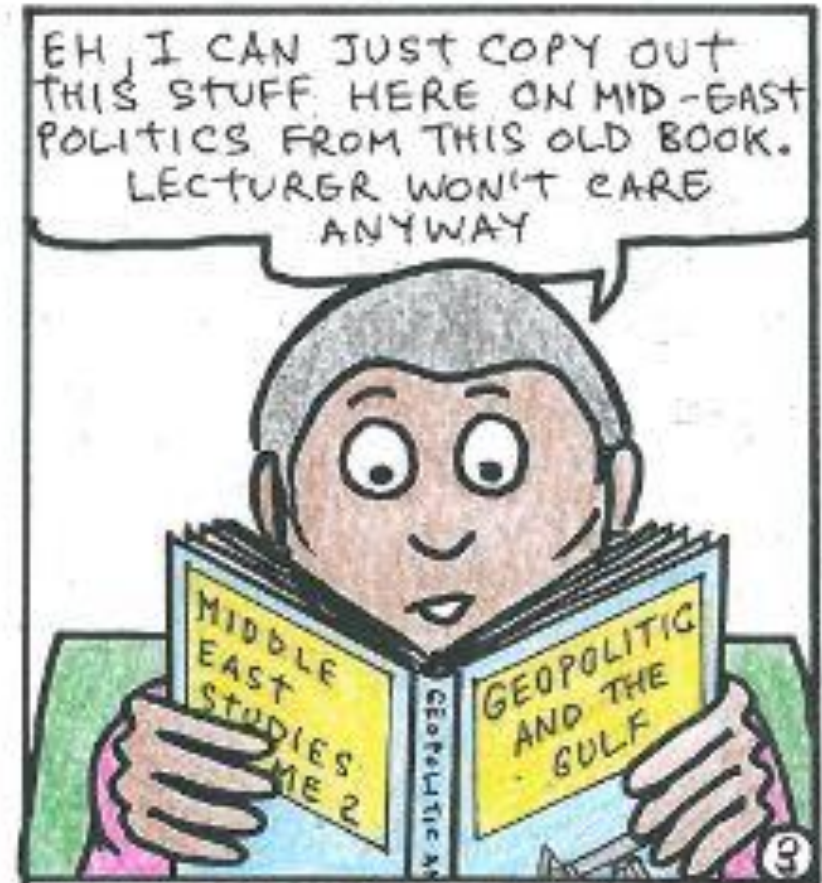
Project as 'game':

- Users expect 'video game'.

Project as 'interactive storytelling':

- Term with varied applications in different fields.

Defining the approach:

- 'Interactive story education' (Kalogeras 2016)
- 'the use of narrative to educate via case studies and scenarios (both fictional and non-fictional)'
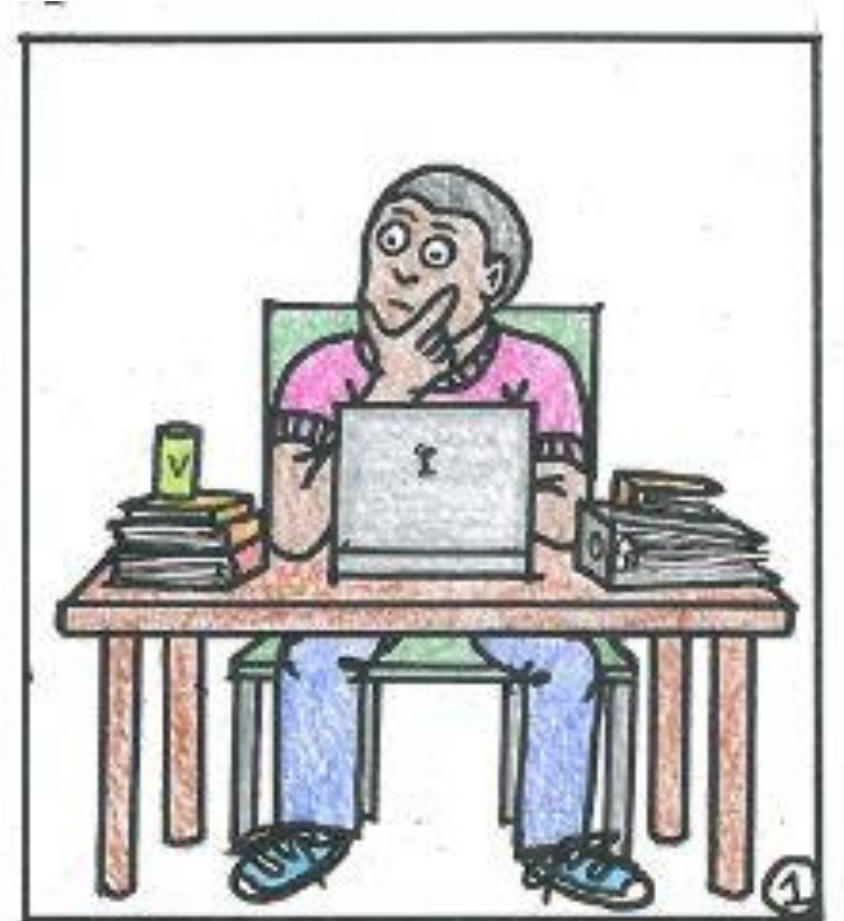- Narrative = multi-modal story-telling

Positives of Moodle (and LMS)

- Flexibility in design, e.g. scale of interactivity

- Content and interaction in one space

- Produces useful metadata on student engagement

Negatives of Moodle (and LMS)

- Constraints – technical limitations and training.

- Institutional restrictions on sharing LMS resources.

Feedback & future development

1 – testing and quality assurance

2 – encouraging institutional use

3 – reconsidering content on cheating

1 - Quality assurance

Module needs testing for:

1 – suitability of content and technical features.

2 – effectiveness of technical quality.

Problems – fiscal constraints on resources involved.

2 – Encouraging institutional usage

- Making AI module mandatory
- Incentives for student use
- Importance of feedback: who would do this task?

3 – Reconsidering content on cheating

Cheating a complex topic that needs more discussion, e.g.

- different forms of cheating
- cultural/academic factors that might be involved.

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