

Multimedia representations in problem solving in mathematics education: An augmented reality example

ATEE Winter conference 2018 Technology and Innoivatoive learning Dr. Kees Hoogland, HU University of Applied Sciences Utrecht Thursday, 15 february 2018

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- Mathematics / Numeracy / Mathematical Literacy
 - Sophistication of numeracy concepts
- Designing representations of reality for classroom practice
- Recent research results
- Design aspirations

Adult Numeracy Concept Continuum of Development

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Рнаse 1	Phase 2 Phase 3	
li	ncreasing levels of sophistication	on
FORMATIVE	MATHEMATICAL	INTEGRATIVE
(basic arithmetic skills)	(mathematics in context of everyday life)	(mathematics integrated with the cultural, social, personal, and emotional)

A continuum of development of the concept of numeracy showing increased level of sophistication from left to right (from Maguire & O'Donoghue, 2002)

Numeracy & Functional Mathematics





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Adult Numera	acy Concept Continuum o	Development
Phase 1	Phase 2	Authentic situations Simulations Work related numeracy
Ir	ncreasing levels of sophisticati	,
FORMATIVE (basic arithmetic skills)	MATHEMATICAL (mathematics in context of everyday life)	INTEGRATIVE (mathematics integrated with the cultural, social, personal, and emotional)
A continuum of developme sophistication fro	ent of the concept of numeracy m left to right (from Maguire &	howing increased level of 'Donoghue, 2002)

Age of the captain

A captain owns 26 sheep and 10 goats. How old is the captain?

- Suspension of sense making
- Calculational approach



Puisque tu fais de la géométrie et de la trigonométrie, je vais te donner un probleme? Me Mavire est en mer, il est parti de Boston chargé de coton, il jauge 200 tonneaux. Il fait voile vers le Havre, le grand mât est cassé, il y a un mousse sur le gaillard d'avant, les passagers sont au nombre de douze, le ven souffle N.-E.-E., l'horloge marque 3 heures un quart d'après-midi, on est au mois de mai... On demande l'âge du capitaine ? Flaubert, 1841





Can we improve "regular" lesson materials and "regular" tests to fit more sophisticated numeracy concepts?



Hoeveel meter is dat in 10 minuten?

Deze scooter rijdt 30 kilometer per uur.

Yes, We Can!







Apples are sold in 2.5 kilogram bags. You weigh one apple and find 157 grams.

About how many apples are there in one bag?

[] apples



You buy groceries for a total of € 21.30 You pay with a 50 euro bill and two coins of 1 euro.

How much is the change? € []



The bath room has two windows. They both are 0,90 m in width and 1,35 m in height. You want to double glaze these windows. Double glazing costs € 148,- per m²

What is the cost of double glazing these windows? € []





About how many apples are there in one bag?

[] apples

Je moet betal	en
You ha	ve to pay:
SUPERMA	RKT
Daliastraat	4

5707 SJ Helmond 0492-527384

15 13	blik cola 3 chips flav.	30ml pnt. light	0.90 0.60	13.50 7.80
aant	al art. 28	subto	taal	21,30
TO	TAAL		:	21.30

Je betaalt met _____You pay with:





How much is the change? € []





What is the cost of double glazing these windows? $\in [$

Images of Numeracy

Investigating the effects of visual representations of problem situations in contextual mathematical problem solving

From a descriptive representation of reality to a depictive representation of reality.

Je koopt boodschappen voor € 21,30.
Je betaalt met een biljet van 50 euro en twee munten van een euro.
Hoeveel krijg je terug?
€



Images of Numeracy

Investigating the effects of visual representations of problem situations in contextual mathematical problem solving

Kees Hoogland





Research design

- 24 items in two equivalent versions A and B:
 - A = descriptive representation
 - B = depictive representation
- Large scale testing as a numeracy test:
 - random 12 A + 12 B, random order
 - controlled randomized trial
- Research question: What is the effect of item characteristics on students' results?

Theoretical notions Contextual (word) problems & their difficulties

(Boaler, 1993), (Gravemeijer, 1994), (Verschaffel et al. 2000, 2009), Greer (1997) and many more

Cognitive psychology

- descriptive versus depictive representations (Schnotz et al., 2002, 2010)
- Cognitive load theory

(Sweller, 1996, 1999; Mayer, 2005)

 "Answer getting mindset" versus "Problem solving mindset"

(Boaler, 2016), (Daro, 2013)



Data

- Main run
 - 179 schools
 - 31,842 students
 - Primary (11-12 yr)
 - 1,150
 - Secondary (12-16/18 yr)
 - 29,500
 - Sec. vocational (16-20 ytr)
 - 1,000

Collected data

- Scores on items
- Answers to items
- Grade level
- School track level
- Age
- SES
- Gender
- Ethnicity
- Time spent on items in ms
- Last math grade

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Statistical analysis

Probit - analysis is a sophisticated multivariate analysis

with $\alpha_0^* = -\delta + \alpha_0$

How do the variables v (version) and x (others) contribute to the ability y. The chance P(z = 1) that the question is solved correctly equals the chance $P(y \ge \delta)$ that ability y surpasses a treshold δ .

 $y = \alpha_0 + \alpha_1 \nu + \alpha_2 x + \varepsilon$ $z = 1 \text{ if } y \ge \delta$ z = 0 otherwise $P(z = 1) = P(y \ge \delta) = P(\varepsilon \ge -\alpha_0^* - \alpha_1 \nu - \alpha_2 x)$ $V = \{0 = \text{descriptive repr.}, 1 = \text{depictive repr.} \}$ $x_1 = \{0 = \text{male}, 1 = \text{female}\}$ $x_2 = \{0 = \text{not}, 1 = \text{migrant family}\}$ $x_3 = \{\text{relative age within level grade}\}$ $x_4 = \{\text{last school math grade}\}$ $x_5 \dots x_9 = \{\text{school track level}\}$ E = not observed variables (m=0, s=1) $P(z = 0) = 1 - P(\gamma \ge \delta)$

From the data the parameters α_0^* , $\alpha_{1,} \alpha_2$ are estimated by maximum likelihood.

Results

Re	Sults			
		Model 1	Model 2	Model 3
Independent variables		effect (std.err.)	marginal effect (std.err.)	effect
V	variant (verbal/image-rich)	0.0207(0.0013)(*)	0.0207(0.0013)	0.0197(0.0025)(*)
x ₁	gender	0.0524(0.0013)(*)	0.0509(0.0013)(*)	0.0509//
x ₂	etnicity	-0.0288(0.0015)(*)	-0.0267(0.0016)(*)	J.0266(0.0022)(*)
х ₃	age (relative)		-0.0124(0.0010)(*	-0.0124(0.0010)(*)
x ₄	math grade		0.0208(0.0005) (*)	0.0208(0.0005)(*)
x ₅	primary education (rel.)	-0.1900(0.0034)(*)	-0.2183(0.003	-0.2185(0.0052)(*)
x ₆	pre-vocational (rel.)	-0.1810(0.0015)(*)	-0.1856(0.001)(*)	-0.1863(0.0022)(*)
	general secondary	reference		
X ₇	secondary vocational (rel.)	0.0859(0.0035)(*)	0.1020(0.003 (*)	0.1006(0.0053)(*)
x ₈	pre-university (rel.)	0.1136(0.0017)(*)	0.1029(0.0018)	0.1021(0.0025)
x ₉	school level	0.0845(0.0007)(*)	0.0899(0.0008)(*)	0.0899(0.0008)(*)
v * x ₂	variant *etnicity			9.0001(0.002
v * x ₅	variant * primary education			0.0006(0.0093)
v * x ₆	variant * pre-vocational			0.0015(0.0032)
	variant * general secondary			reference
v * x ₇	variant * secondary vocational			0.0029(0.0075)
v * x ₈	variant * pre-university			0.0017(0.0035)
	N	646,275	605,430	605,430
	Pseudo R2	0.0647	0.0676	0.0676

Results

- B > A statistically significant, with a (very) small effect size.
- B > A on a significant number of problems (11/21)
- Bigger effect in domain of measurement & geometry



- Interdependency on other variables
- Actual student behavior
- Eye-tracking
- Teaching focus

Je moet betalen	Je betaalt met	Je koopt boodschappen voor € 21,30. Je betaalt met een biljet van 50 euro en twee munten van een eu
SUPERMARKT Daliastraat 4 5707 SJ Helmond 0492-527384 15 blik cola 330ml 0.90 13.50 13 chips flav. pnt. light 0.60 7.80 aantal art. 28 subtotaal 21,30 TOTAAL 21.30		Hoeveel krijg je terug? €

Broader perspective



Simulating "reality" in classroom context

- Verbal / descriptive
- Visual / photographs / depictive
- Visual / video clips / animated
- Visual / augmented reality /

Videoclips



http://www.ffrekenen.nl/versie1/content/theorie /verhoudingen/r01_th_vh_018





Video and animated explanation







Bringing reality into the classroom and activate the overlay.





 Bringing reality into the classroom and activate the overlay.





Bringing reality into the classroom and activate the overlay.





 Bringing reality into the classroom and activate the overlay.





Technology: When the situation is detected, the overlay is activated





 Bringing reality into the classroom and activate the overlay.





Technology: When the situation is detected, the overlay is activated



 Bringing reality into the classroom and activate the overlay.





Bringing reality into the classroom and activate the overlay.







 Bringing reality into the classroom and activate the overlay.





Which App to use



To create (teacher or student): Aurasma App (Mobile phone) Aurasma Studio (PC)

To activate (student): Aurasma / HP Reveal app (Mobile Phone / Tablet)



Contact

Thank you for your attention !!

More information or suggestions?

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Programme

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Aturliches Mineralwasser ohne Kohlensäure Natural mineral water non-carbonated Eau minérale naturelle sans gaz ^{Gewaren} op een droge, donkere en koele plaats. Na openen beperkt houdbaar. Kühl, trocken und lichtgeschützt lagern. ach dem Öffnen nur begrenzt haltbar. Store in a dry, dark and cool place. After opening a limited shelf life. derver dans un endroit sec et frais, loin de la lumière des odeurs fortes our produits chimiques U

Nach dem Öffnen nur begrenzt haltbar.

Store in a dry, dark and cool place. After opening a limited shelf life.

Conserver dans un endroit sec et frais, loin de la lumiére, des odor

des odeurs fortes our produits chimiques

62,0 74,0

187,0

Analyse van 06.10.2015 Rheinfürst-Quelle, D-40699 Erkrath

Mg: 10,5 Ça: 93,0

K: 3,6 Na: 23,0

Samenstellung / Zusammensetzung Composition / Composition MG / L

S04--:

HC03-: PH:

Analyse van 06.10.2015 Rheinfürst-Quelle, D-40699 Erkrath

Samenstellung / Zusammensetzung Composition / Composition MG / L Mg: 10,5 Ca: 93,0 K: 3,6 Na: 23,0

CI: 62,0 S04--: 74,0 HC03-: 187,0 PH: 7,5

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How much Sodium is in this bottle?





How many bags of patato chips can you buy with 10 euro's ?





How much Sodium do you consume?