ARSnova cards

HOW TO SUSTAINABLY PROMOTE MOBILE LEARNING WITH A FLASHCARD APP

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Use your smartphone and surf to this web page:

arsnova.io

78 84 46 52

Click »Demo« in the footer if you do not want to key in the Session ID.

Ask questions about the ARSnova Project and vote up or down the questions of the other participants.

In the last 5 minutes of my presentation I will answer the top-ranked questions.
The ARSnova Project

Development of three Open-Source Web Apps:

- arsnova.io (similar to »Pigeonhole Live«)
- arsnova.cards (similar to »SuperMemo«)
- arsnova.click (similar to »Kahoot!«)
Focus of Presentation

Bonus awarding in the ARSnova Project

• Bonus for card learning
• Bonus for participation in quizzes
• Bonus for feedback on the lecture
Why bonus awarding at all?

Study behaviour at (German) universities:

• Low regular attendance of lectures
• Insufficient preparation for lectures
• No distributed learning: students learn shortly before the exams
Attendance in lectures vs. exam grades

![Graph showing attendance and grades distribution]

Anwesenheit und Noten

- Anwesenheit >90%
  - F: 1%
  - D: 5%
  - C: 19%
  - B: 30%
  - A: 45%
  - 781 Studierende (35% der Stichprobe)

- Anwesenheit 60%–90%
  - F: 2%
  - D: 11%
  - C: 32%
  - B: 32%
  - A: 23%
  - 753 Studierende (33% der Stichprobe)

- Anwesenheit <60%
  - F: 16%
  - D: 22%
  - C: 29%
  - B: 24%
  - A: 7%
  - 740 Studierende (33% der Stichprobe)

N = 2.271

nach M.M. Jarrio
Institute of Georgia Technology
School of Physics
2009-2013

https://www.campus-innovation.de/fileadmin/dokumente/Schulmeister_Anwesenheit_Abwesenheit_2.pdf
Bonus for card learning

- Forgetting Curve & Spaced Repetition
- Leitner System
- Pomodoro Technique & cards
Ebbinghaus & Spaced Repetition
Leitner System

Correctly answered cards

1 2 3 4 5

Incorrectly answered cards
arsnova.cards: a mobile PLE with Pomodoro learn-time management
Bonus for participation in quizzes

- Promoting active participation
- Promoting Distributed Learning
- Promoting lecture attendance
arsnova.click: a gamified Quiz App
Open Source & free for all

Visit our project blog and learn how to use quizzes in courses.
One of the most effective learning strategies according to John Hattie's meta-analysis
And now for your feedback...

The session will remain open.
Make a note of the URL and Session ID.
Test the app at the conference and at home.
Feedback on the ARSnova Project in this session:

arsnova.io

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Thank you!