



*Hacking education with digital pedagogies*

Co-funded by the  
Erasmus+ Programme  
of the European Union



# 2019 CHALLENGE (pilot): Designing Authentic Assessment



16 total items collected

PICTURES OF THE DAY  
RANDOM POST  
EDUHACK PROJECT

FBL EDUHACK DAY ON  
AUTHENTIC ASSESSMENT  
06-06-2019

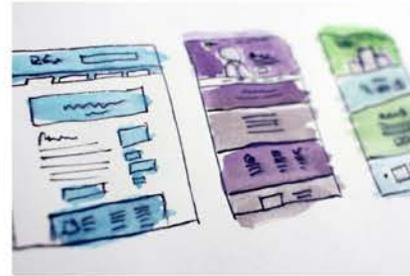


## Pictures of the day



### Authentic Assessment (Part 2)

*A three steps model for designing authentic assessment. Based on the latest researches in this field, I created a three steps model to build authentic assessments in higher...*



### Online portfolios, Web publishing and Blogs

*Being a core part of many professions and pretty much all industries these days, the creation of websites and online content offers numerous opportunities for authentic assessment. Through...*

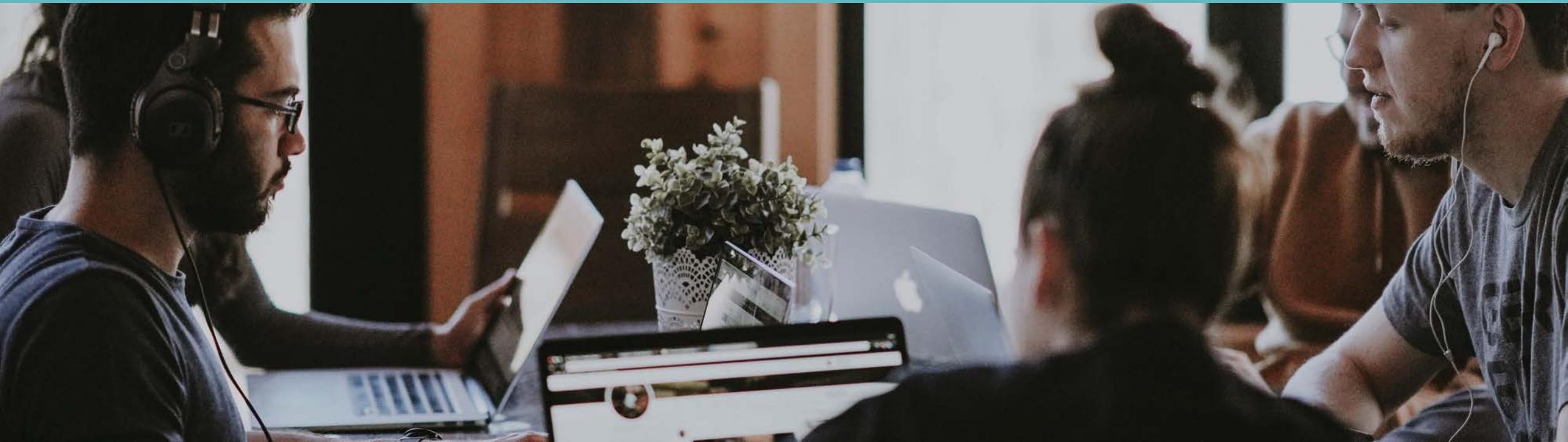


### Wikipedia for Learning and Assessment

*There is now support available at the Disruptive Media Learning Lab to Coventry University lecturers interested in embedding Wikipedia and other Wikimedia projects into the curriculum. Reasons to...*



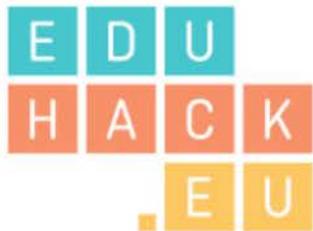
# 2020 CHALLENGE: Designing Collaborative Learning Experiences and Group Assessment in a post COVID-19 world



# Format



MICROSOFT TEAMS + SPLOT + MURAL.CO



37 total items collected

ABOUT

ADD POST

RANDOM POST

PEOPLE

FACILITATORS

PROBLEM STATEMENT

EDUHACK HUB

EDUHACK PROJECT

Partner



THEME

Designing Group Assessment in a post COVID-19 world



## Authentic assessment: what is it?

One of the main benefits of group assessment is that it can help enhance the authenticity of learning. The post below by Mojtaba Ammari-Allahyari (Academic Developer at Coventry...



## What is a hackathon?

Hackathons bring together a group of people with different backgrounds, skills and areas of expertise over a condensed period of time, usually between 2 days and a full...



## Report by Jisc on The Future of Assessment

Last February Jisc published a report looking at how technology may help address some pressing issues and make the most of opportunities to rethink how assessment is done...



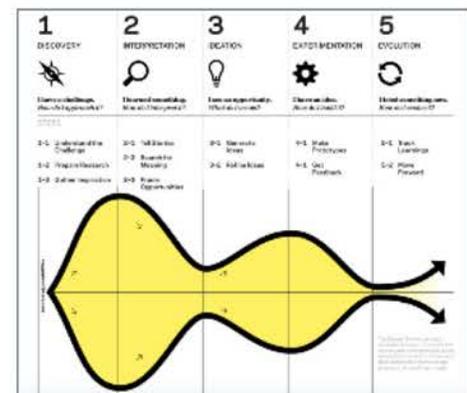
## Designing Group Work Assessment

The hackathon focuses on the challenge of effectively assessing group work and participants will have...



## Hackathon tools

The Coventry EduHackathon will run on two main platforms: Microsoft Teams and Mural.co. All participants have the opportunity to get familiar with these platform in the preparatory webinars...



## Design Thinking as a methodology



30 participants  
(participants +  
facilitators)  
3 groups  
3 problems  
3 solutions

# Day 1

## 8 crazy ideas 10 min.

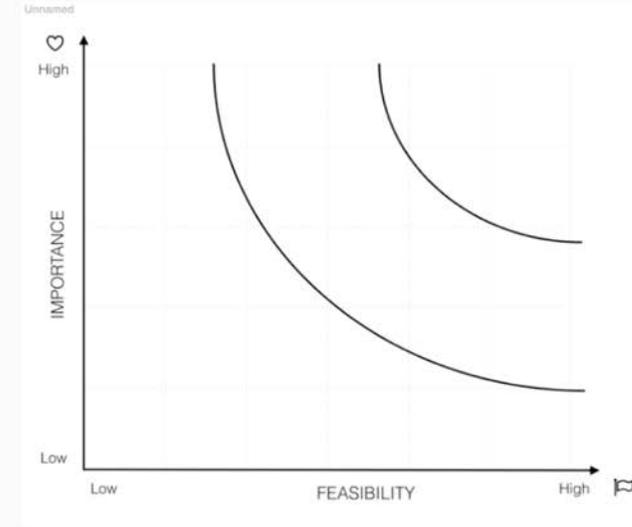
[activity 1]

How might we address our chosen problem? 8 Crazy Ideas each

TEAM MEMBER NAME	Idea 1	Idea 2	Idea 3	Idea 4	Idea 5	Idea 6	Idea 7	Idea 8
Team member 1								
Team member 2								
Team member 3								
Team member 4								
Team member 5								
Team member 6								
Team member 7								
Team member 8								

## Idea Prioritisation 20 min.

[activity 3]



## 8 crazy ideas discussion 20 min.

[activity 2]

One of the facilitators shares their screen and reviews all the ideas generated by the group. The group discusses which might be brought forward.

Vote which to bring forward! 5 min.

## Clarifying the solution statement 30 min.

[activity 4]



[add stickers here to keep track of key points]

Vote! 5 min.

Break!

Break!

Back to the Plenary!

DV +

# Day 2

Final problem statement

Refined solution statement

## Prototyping Step 1

What is your prototype, in practical terms  
(an app, a template, a platform, an activity, a brief, etc.)?

What does it do?

What's different from current practice?

## Prototyping Step 2

How does it work, and what are its technical details?  
(e.g. tools students will need in order to complete tasks)

## Prototyping Step 3

How will it be realised?  
(i.e. key steps)

## Prototyping Step 4

What resources might be needed to fully develop this prototype (team, skills, tech, time, support)?

TEAM

SKILLS

TECH

TIME

SUPPORT

# Day 2

## Prototyping Step 5: Storyboarding

15 min

Develop a short, comic-strip-like storyboard outlining how end users are expected to interact with the final product, and the possible impact of the innovation suggested. Sticky notes will work, but you can make it more visual and easier to understand by using the draw tool on the left, drawing on sticky notes, or by uploading sketches from your computer.

<p>Persona</p> <p>NAME &amp; SWITCH</p> <p>BEHAVIOR &amp; ACTIONS</p> <p>DEMOGRAPHIC &amp; PSYCHOGRAPHIC DETAILS</p> <p>NEEDS &amp; PAIN POINTS</p>	<p>Luis FINISHED WORK EARLY TODAY AND WANTS TO PLAY FOOTBALL</p> <p>I FINISHED WORK EARLY, FEEL LIKE PLAYING FOOTBALL</p>	<p>LET'S CHECK WHAT'S AVAILABLE NEXT ME</p>
	<p>2 AVAILABLE / Groups of FOOT AVAILABLE!</p> <p>DV</p>	<p>I'M GONNA CHOOSE THE GAME PLAYERS</p>

Zoom settings

## 8 crazy ideas

10 min.

[activity 1]

How might we address our chosen problem? 8 Crazy ideas each

TOMMY MONKEYS PROBLEMS	Idea 1	Idea 2	Idea 3	Idea 4	Idea 5	Idea 6	Idea 7	Idea 8
Team member 1								
Team member 2								
Name								
Address								
Mobile								
Zip								
State								
Other								

## 8 crazy ideas discussion

20 min.

[activity 2]

One of the facilitators shares their screen and reviews all the ideas generated by the group. The group discusses which might be brought forward.

Give students more opportunities to work in assessment groups throughout the semester before assessment preparation begins

Clarify

Identify problems/risks

BV

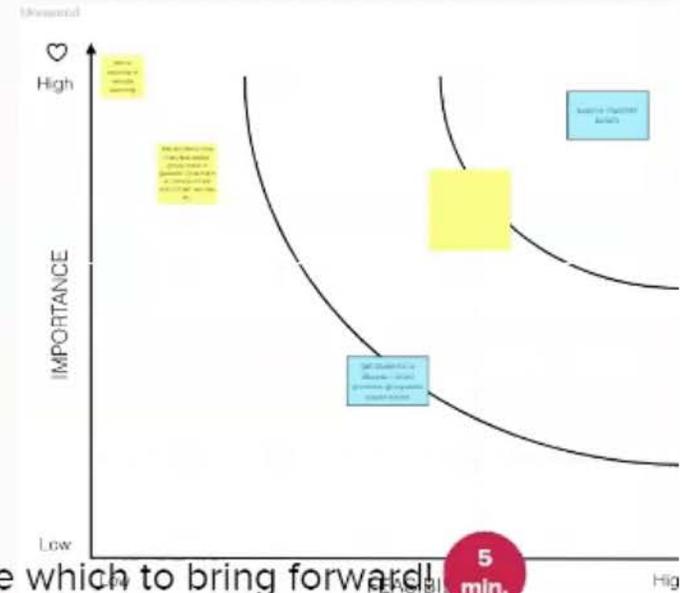


Willing to issue a

## Idea Prioritisation

20 min.

[activity 3]



Vote which to bring forward!

5 min.

