

*X World Conference on Computers in Education
July 2-5, 2013; Toruń, Poland*

The Future for E-assessment: Assessing Skills in more Immediate Ways. Enabling performance-based assessments with new psychometrics

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Keywords

assessment, formative assessment, summative assessment, performance-based assessment, psychometrics, simulations, examinations

Abstract

New psychometric considerations for educational assessments are needed due to two factors: (1) measurement targets that focus on higher order, collaborative and creative thinking skills, and (2) the affordances of digital media learning environments, in particular, the use of interactive game and simulation methods in educational assessments. Interactive applications, many of which utilize social media methods and rely on global storehouses of information, constitute a new genre of assessment performance space. Traces of a learner's problem-solving, expression or communication can now entail highly detailed computer-based documentation of the context, actions, processes and products. If we can address the psychometric challenges adequately then it will be possible to develop a new range of performance-based assessments. In this presentation examples showing the potential will be examined and their advantages and limitations discussed.

Biography



Dr. David Gibson is Director of Learning Engagement at Curtin University, where he helps direct the transformation of teaching and learning. Gibson's research and teaching focuses on game-based learning theory, the personalization of learning, and the implementation of adaptive learning methods. He is founder and President of Curveshift and the creator of simSchool, an online teaching simulator.

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