TODAY’S TALK

➢ Case Studies of my experiences
➢ Approaches to Assessment
➢ Consideration on Digital Literacies and Librarian’s Role in Assessment

green19@illinois.edu
@greenharr
“But while digital humanities may seem like an intimidating, exponentially growing field with varying ideas of “insiders” and “outsiders,” you and your students are all already digital humanists, because you all use technology in your daily lives. At its best, the digital humanities is about engaging more critically with the intersections between technology and how we act, think and learn.”

Adeline Koh, *Hybrid Pedagogy*
CASE STUDIES
CASE STUDY 1: RHETORIC/COMPOSITION

Tool Selection
- Library catalog, Academic Search Premier
- Omeka.net

Assignment Design
- Standard essays
- Multiple workshops
- Scaffolding steps for Omeka

Results
- Omeka.net exhibit with final paper
- New modes of digital writing

green19@illinois.edu
@greenharr
CASE STUDY 2: MEDIA AND CINEMA STUDIES

**Tool Selection**
- Scalar: http://scalar.usc.edu
- Voyant: http://voyant-tools.org

**Assignment Design**
- Media Ethics: Scalar site
- Study Abroad: Scalar sites with created content

**Results**
- Media Ethics: multi-media sites
- Study Abroad: Scalar sites showcasing final analyses

green19@illinois.edu
@greenharr
STUDENT WORK IN EASEL.LY
SCALAR PROJECTS

Anita Chan, Author

University of Illinois, Urbana–Champaign

MACS364 // Food Networks:
Media, Technology, Sustainability
Spring 2014 - M 2-4:50P, Location: Armory 137

Prof. Anita Chan
Office: ICR, Gregory Hall, Rm. 235
Office Hours: TR 9:30-10:30A
e: achan@illinois.edu
DIGITAL PROJECTS AND ASSESSMENT

Holistic Approaches:

“What arrangements are possible?”

“We who arranges?”

“What is the intent?”

“What is the fit between intent and effect?”

“Digital compositions weave words and context and images: They are exercises in ordered complexity—and complex in some different ways than print precisely because they include more kinds of threads.”

CONTENT ANALYSIS ➔ RUBRIC

- Analyzed a corpus of student digital projects
- Content analysis of student sites + written responses
- Generate potential criteria for learning assessment rubric

“Rubrics allow students to understand the expectations of their instructors. ... They provide direct feedback to students about what they have learned and what they have yet to learn.”

Oakleaf (2009)

“Rubrics are texts that are visible signs of agreed upon values. They cannot contain all the nuances of the evaluation community’s values, but they do contain the central expressions of those values.”

Callison (2000)
# MEDIA STUDIES RUBRIC

<table>
<thead>
<tr>
<th>Use of Multi-Format Media</th>
<th>Needs Improvement</th>
<th>Acceptable</th>
<th>Good</th>
<th>Excellent</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Too few objects (less than 1 per page) or too many objects;</td>
<td>Meets requirements of at least 1 media object per page;</td>
<td>Use media objects on each page</td>
<td>Selection of diverse media objects</td>
</tr>
<tr>
<td></td>
<td>Relates to the topic only superficially or not at all;</td>
<td>Relates to the topic of the site</td>
<td>Selects multiple types of media objects</td>
<td>Displays the media in innovative layout and thoughtful juxtapositions</td>
</tr>
<tr>
<td></td>
<td>No citations or captions</td>
<td>Provides basic captions and/or citations;</td>
<td>Media objects are closely related to the topic and enhances the text</td>
<td>Connects media to each other and critical ideas</td>
</tr>
</tbody>
</table>

| Written content | | | | Integrates annotations and advanced features |

| Use of Sources | | | | |

| Structure and Organization of Site | | | | |

| Coherence of Online Presentation | | | | |
“The awareness, attitude and ability of individuals to appropriately use digital tools and facilities to identify, access, manage, integrate, evaluate, analyse and synthesize digital resources, construct new knowledge, create media expressions, and communicate with others, in the context of specific life situations, in order to enable constructive social action; and to reflect upon this process.” (Martin & Grudzecki 2010)

green19@illinois.edu
LEARNING GOALS FOR DIGITAL PEDAGOGY

- Discover, access, and evaluate digital content for research
- Develop scholarly critique via synthesis of visual and textual content
- Collaborative learning environment
- Build authentic skill building and digital tool competencies through experiential learning

green19@illinois.edu  @greenharr
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green19@illinois.edu
@greenharr


THANK YOU!

Harriett Green
English and Digital Humanities Librarian
University of Illinois at Urbana-Champaign

green19@illinois.edu
Twitter: @greenharr