TOP SECRET
GRADUATING GILBERT
AN INTERIM REPORT

ABOUT THE NUMBERS

FORTY-EIGHT STUDENTS from two online intro psychology courses were surveyed approximately mid-term about the learning activities with 33 responding.

Part of our design plan during course development was to:

- include synchronous interaction
- create a cast of (student) characters who help the main character Gilbert to graduate from Wake Tech
- develop a gamified element, specifically a spy theme
- create videos to accompany weekly narratives
- employ a whole student approach to promote engagement
- promote growth mindset activities and exploration

About our respondents

**MALE**
- African American: 17%
- Caucasian: 76%
- 2+ years college: 22%
- 1st year college: 31%
- 2nd year college: 44%
- pre-college h.s.: 3%

**FEMALE**
- African American: 20%
- Caucasian: 80%

82% of students want to see Gilbert graduate

Attendees of the Wednesday online seminars find them interesting 81%

“I enjoy that you have Wednesday seminars. It makes me feel like I am actually in a class. GREAT IDEA! Please share this with other online teachers.”

73% like the weekly mission videos

58% find the weekly rally point videos useful

70% think the OGG spy game is interesting

73% find the narratives interesting

FAVORITE CHARACTER

INSTRUCTIONAL TEAM

Christopher Roddenberry
Shelley Evans    Cynthia Bowers
Sarah Rothman

WAKE TECH COMMUNITY COLLEGE
RALEIGH, NC