



EIT HAWKE'S BAY

Te Whare Takiura o Kahungunu



Te Kunenga ki Pūrehuroa

The virtualMe survey

Researcher

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Introduction

Welcome to this survey that has been designed to research aspects of multi-media storage on the internet, and an associated environment built to demonstrate how this could be done. So that you can provide interesting and informed feedback it is necessary to experience the virtualMe system. Your contribution will help me to improve and enhance the ideas being explored and provide useful commentary for other researchers in this field. Hopefully, you also will learn how to access and use this resource which may be of use to you in your work or studies.

This survey is based on the virtualMe system that can be found at <http://www.virtualMV.com>. There is a link to the electronic version of the survey and a guided tour on the home page (in the sticky note). A backup site is available at <http://is-research.massey.ac.nz/verhaart/default.aspx>.

As a participant in the research you can:

- Withdraw at any time ;
- Decline to answer any question;
- Ask others for support/assistance;
- Access the research findings. It is hoped these will be automatically generated once the research is concluded, and accessed via the *survey code* and your *unique identifier* at <http://www.virtualMV.com/> ; and,
- Ask further questions, to request a copy or to receive notification, please email mverhaart@eit.ac.nz .

Massey University: *"This project has been evaluated by peer review and judged to be low risk. Consequently, it has not been reviewed by one of the University's Human Ethics Committees. The researcher(s) named above are responsible for the ethical conduct of this research.*

If you have any concerns about the conduct of this research that you wish to raise with someone other than the researcher(s), please contact Professor Sylvia Rumball, Assistant to the Vice-Chancellor (Ethics & Equity), telephone 06 350 5249, email humanethicspn@massey.ac.nz ", or

Eastern Institute of Technology: *"This project has been evaluated by the Research and Ethics Committee with supporting documentation that was presented to Massey University". If you have concerns and are associated with EIT please contact Dr. A. Sundar, Chair, EIT Research Committee, EIT. Telephone. 974 8000 ext 5011, email: asunder@eit.ac.nz*

Background

As a face-to-face lecturer in Information and Communications Technology, one of my interests is to combine face-to-face teaching with modern technology, usually referred to as *blended teaching*. Of particular interest was the ability to capture the knowledge that the students have and include this in teaching content, while creating an environment that would support face-to-face delivery plus provide the benefits that web-based technology offers.

This has led to two areas of research: The first into capturing of knowledge; and the second in developing a framework that could be used to support the teaching and learning of both myself and my students.

In order to test the frameworks and models developed an online teaching and learning support environment has been developed. This has evolved over several prototypes with the current version based on research done over the past few years. As a lecturer in multimedia, web and databases it also has been a way to keep up-to-date with current technologies in these areas.

The system has been in use as a support tool for content delivery at the Eastern Institute of Technology. You are invited to explore the system and try the functionality before filling in the survey, so that you will be able to offer informed and interesting feedback. While doing this, it is my hope that you also will have a chance to evaluate whether the system can be useful for your future work or study.

VirtualMe is a live system and if you are adding comments remember that users are interacting with it for their studies. It would be really neat if you could add some of your own knowledge if there is something you would like to contribute. The system can be accessed via the web URL (or a link) on; <http://www.virtualMV.com>

Some definitions

Multimedia object (MMO)	The MMO is a collection of related files treated as a unit. It may be made up of several files, and includes an XML file that contains information about the object such as creator, title, description, etc. (Verhaart, Jamieson & Kinshuk, 2004).
Snippet	A piece of knowledge or information that could be represented by one overhead transparency (Verhaart, 2003).
virtualMe	A framework that is used as the basis of an interactive teaching and learning delivery system used in a blended teaching and learning environment. (Verhaart, & Kinshuk, 2005).

References

- Verhaart, M. (2003). [Developing a capture of knowledge system based on sharable and self documenting learning objects](#). *Educational Technology & Society*, 6 (3), 1-16. ISSN 1436-4522 Retrieved August 5, 2003 from: http://ifets.ieee.org/periodical/6_3/1.html
- Verhaart M., Jamieson J., & Kinshuk (2004). Collecting, organizing and managing non-contextualised data, by using MVML to develop a Human-Computer Interface. In M. Masoodian, S. Jones, & B. Rogers (Eds.) *Lecture Notes in Computer Science*, 3101, 511-520. Springer-Verlag
- Verhaart M., & Kinshuk (2005). Developing a user centered model for creating a virtual learning portfolio. In Ghaoui, C.; Jain, M.; Bannore, V.; Jain, L.C. (Eds.), *Studies in Fuzziness and Soft Computing*, Vol 178, pp. 203-232.. Springer-Verlag.

1. Something about you.

Survey Code

Your unique identifier

(Unique identifier: A combination of 6-12 letters and numbers that you think will be unique to you). This will allow you to access the results of the survey on-line.)

This section will help me to understand your point of view.

Please select **one** of the options unless multiples are indicated.

Please indicate if you have a current direct relationship with Michael Verhaart (the researcher). For example, a current Student is in one of Michael's classes.	<input type="radio"/> No current direct relationship <input type="radio"/> Current Student <input type="radio"/> Colleague in IT at EIT
Please indicate how you have interacted with virtualMe. If <i>other</i> please specify : _____	<input type="radio"/> Examined <input type="radio"/> Tested <input type="radio"/> Used <input type="radio"/> Other
Please indicate to which group you belong (Please check all that apply.) If <i>other</i> please specify : _____	<input type="checkbox"/> Student, <input type="checkbox"/> Educator <input type="checkbox"/> Visitor <input type="checkbox"/> Other
Please indicate your level of computing confidence 1. A <i>novice</i> would rarely use a computer, maybe to clear emails or use a word processor or equivalent 2. An <i>ok</i> user is happy working on a computer but seeks help when needed 3. A <i>confident</i> user would be able to use a computer managing files, downloading from the internet and using a variety of applications 4. A <i>proficient</i> user would be able to happy to provide assistance to others 5. An <i>expert</i> would create software, and would be considered a power user.	<input type="radio"/> 1. Novice <input type="radio"/> 2. Ok <input type="radio"/> 3. Confident <input type="radio"/> 4. Proficient <input type="radio"/> 5. Expert
What is the highest qualification that you have or are studying for? If you are not sure what to choose, use other and please describe.	<input type="radio"/> Non Tertiary <input type="radio"/> Degree <input type="radio"/> Postgraduate <input type="radio"/> Other
Identify the main domain you study/work in (For a student what area you are studying, for a lecturer your main teaching area)? For example, Information Technology (IT), Science, Arts, Health, Trades, ... _____	
What age range are you in?	<input type="radio"/> < 20 <input type="radio"/> 20-29 <input type="radio"/> 30-39 <input type="radio"/> 40-49 <input type="radio"/> 50-59 <input type="radio"/> 60 >
Are you male or female?	<input type="radio"/> Male <input type="radio"/> Female
Please indicate which country you are a citizen of. _____	
What type(s) of personal web presence do you have? (Please check all that apply.) If <i>other</i> please specify : _____	<input type="checkbox"/> None <input type="checkbox"/> Wiki <input type="checkbox"/> Blog <input type="checkbox"/> MSN spaces <input type="checkbox"/> MySpace <input type="checkbox"/> BeBo <input type="checkbox"/> Personal Web <input type="checkbox"/> Other

2. Questions for perceived usefulness

Overall framework

The virtualMe presents a framework in which many features are demonstrated. For each of the following statements please rate in order of usefulness.

	(Please circle)				
	Useless	Not useful	Useful	Very useful	Don't know
The ability to view content in a page layout is ...	1	2	3	4	?
The ability to view content in a display (overhead) layout is ...	1	2	3	4	?
The ability to combine content into a continuous view suitable for printing is ...	1	2	3	4	?
The ability to include content in many places (for example, a snippet describing the gif file format can appear in notes for web and multimedia) is ...	1	2	3	4	?
The ability to customise your interface (Select icons, text or both, change the look, e.g., colours) is ...	1	2	3	4	?
To have referencing information available on each page is ...	1	2	3	4	?
The “feeling” that I am interacting with a person rather than content is ...	1	2	3	4	?
The “feeling” that I am part of a network of users is ...	1	2	3	4	?
One goal of virtualMe is to give the impression that you are conversing with an individual. To this end, the user interface can be changed, personalised images can be included, and messages from the lecturer can be sent. I find these personalisation features of virtualMe were useful to place the content in a context (i.e. gave the content meaning) is ...	1	2	3	4	?

Please list and/or describe any other features you found useful (or you think would be).

Please list and/or describe any other features you did **not** find to be useful.

Please add any other comments, if you wish:

Annotation framework

There are several features in the system allowing content to be entered in context. For each of the following statements please rate in order of usefulness.

	(Please circle)				
	Useless	Not useful	Useful	Very useful	Don't know
The ability to target an annotation to a specific user is ...	1	2	3	4	?
Messages to/from the virtualMe are ...	1	2	3	4	?
Messages to/from everyone are ...	1	2	3	4	?
Messages to/from a specific individual (other than the virtualMe) are ...	1	2	3	4	?
Messages to yourself (reminders, side notes) are ...	1	2	3	4	?
The ability to annotate each snippet is ...	1	2	3	4	?
To be able to copy of a piece of content and make private changes (Wiki) is ...	1	2	3	4	?
Adding a comment to a specific media element such as an image is /would be ...	1	2	3	4	?
Annotations that are text based are ...	1	2	3	4	?
Annotations that are multimedia (images, audio, video) are ...	1	2	3	4	?
The ability have content changed over time due to adding annotations is ...	1	2	3	4	?
Annotations generally are ...	1	2	3	4	?

Please add any other comments, if you wish:

Resource acquisition, management and sharing at source

	(Please circle)				
	Useless	Not useful	Useful	Very useful	Don't know
To have meta-data, referencing and digital rights information available for each media element is ...	1	2	3	4	?
The ability to drill down on each media element to see additional information is ...	1	2	3	4	?
To be able to display a media element in a variety of ways is ...	1	2	3	4	?
I would find the ability to copy a media object that contains contextual information such as author, ownership and a description ...	1	2	3	4	?

Please add any other comments, if you wish:

Teaching & Learning

There are several features in the virtualMe system that are designed to be used in a blended (mixture of face-to-face and online) teaching and learning environment

	(Please circle)				
	Useless	Not useful	Useful	Very useful	Don't know
Using virtualMe for my teaching/study would be ...	1	2	3	4	?
To improve performance in my teaching/study, using virtualMe could/would be ...	1	2	3	4	?
To improve productivity (save time, work, etc.) in my teaching/study, using virtualMe could/would be ...	1	2	3	4	?
To enhance effectiveness in my teaching/study (improves your capability of achieving the goal of getting your qualification), using virtualMe could/would be ...	1	2	3	4	?
If I had access to virtualMe in the future, I think I would find it ...	1	2	3	4	?

Please list any features you found useful.

Comment:

Please describe which feature you consider to be most useful.

Comment:

Please list any other features you did not find to be useful.

Comment:

Please describe which feature you consider to be least useful.

Comment:

Please add any other comments, if you wish:

3. Questions for ease of use

The following questions look at ease of use for the virtualMe framework.

Overall framework

In relation to displaying content (1, 3)

	(Please circle)				
	Difficult	Not easy	Easy	Very easy	Don't know
Understanding the relationship between the menus, the snippets and the media elements was easy.	1	2	3	4	?
Viewing content did not require a lot of mental effort.	1	2	3	4	?
Understanding the difference between overhead view, page view and printout view was easy.	1	2	3	4	?
Viewing a media element in different ways was easy.	1	2	3	4	?

Please add any other comments, if you wish:

Annotation framework

In relation to adding annotations

	(Please circle)				
	Difficult	Not easy	Easy	Very easy	Don't know
Adding annotations is ...	1	2	3	4	?
Adding out of context annotations (messages) is ...	1	2	3	4	?
Adding in context annotations (attaching an annotation to a snippet) is ...	1	2	3	4	?
Reviewing and replying to annotations is ...	1	2	3	4	?

Please add any other comments, if you wish:

Resource acquisition, management and sharing at source

In relation to sharing content

	(Please circle)				
	Difficult	Not easy	Easy	Very easy	Don't know
If I had access to a compatible system, the ability to copy a multimedia object (MMO) in my notes would be ...	1	2	3	4	?
Displaying reference information for a piece of content was ...	1	2	3	4	?
Displaying multiple representations for a piece of content was ...	1	2	3	4	?

Please add any other comments, if you wish:

Teaching & Learning

In relation to using as a training tool (use of training videos, teaching material)

	(Please circle)				
	Difficult	Not easy	Easy	Very easy	Don't know
Using the system was ...	1	2	3	4	?
Using the system to learn a new software application was/would be ...	1	2	3	4	?
Using the system to learn theory content was/would be ...	1	2	3	4	?
Using the system to display lecture material (using overhead view) was ...	1	2	3	4	?

Please add any other comments, if you wish:

4. Questions to determine user's experiences (to assess bias)

The system used to demonstrate the framework is a prototype and as such there are things that may influence some of your responses. This section tries to get some idea of things that may have affected the way you looked at the questions in this survey.

Please comment on any issues that you believe may have affected your responses. (For example, System (un)availability, responsiveness, use by peers ...).

If you were part of a class in which the system was used for teaching, do you believe the way your lecturer used the system influenced your responses? Please explain.

What do you think could be done in the system to address the issues you mentioned in above two boxes?

Do you prefer to complete a survey on-line, on a printed page or through email? Did this affect how you filled in this survey?

Finally, are there any other comments you would like to make that have not been covered in this survey?

Thank you for filling in this survey. If you have any further questions or comments feel free to email mverhaart@eit.ac.nz or visit <http://www.virtualMV.com>