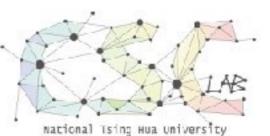
# Using Time-Anchored Peer Comments to Enhance Social Interaction in Online Educational Videos

Yi-Chieh Lee, Wen-Chieh Lin, Fu-Yin Cherng, Hao-Chuan Wang, Ching-Ying Sung, Jung-Tai King

National Chiao Tung University, National Tsing Hua University, Taiwan







# Online Education [ ]



#### **Self Education**

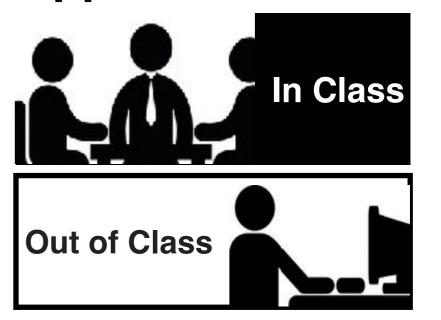




#### **Self Education**



#### Flipped Classroom



# Online Education [ ]

- Lack of Social Interaction
- Hinder Learning Performance

[cf. Kizilcec et al., 2014; Abrami, P. C et al., 2001;27]

#### **Synchronous**

#### **Chatroom**

Amy: Hi.

Ben: Hello!

Shelly: Haha.

Amy: :)

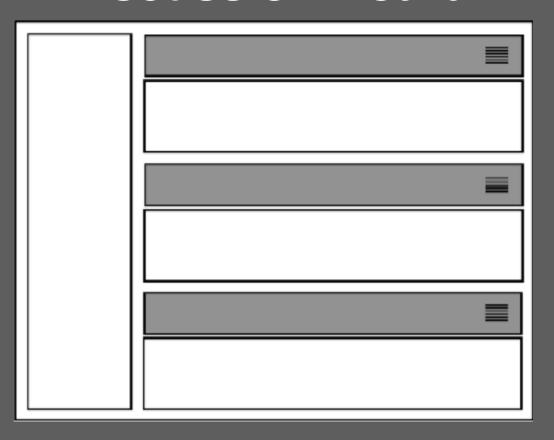
Ben: :(



Input text

#### Asynchronous

#### **Discussion Board**



#### **Synchronous**

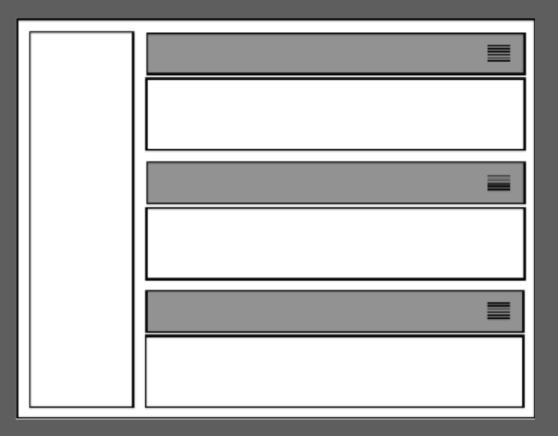
#### Chatroom

Amy: Hi.
Ben: Hello!
Shelly: Haha.
Amy: :)
Ben: :(

Lack of Deep Reflection Various Time Zone

#### Asynchronous

#### **Discussion Board**



Lack of Immediate Feedback Few Learner Engagement **Synchronous** 

Chatroom

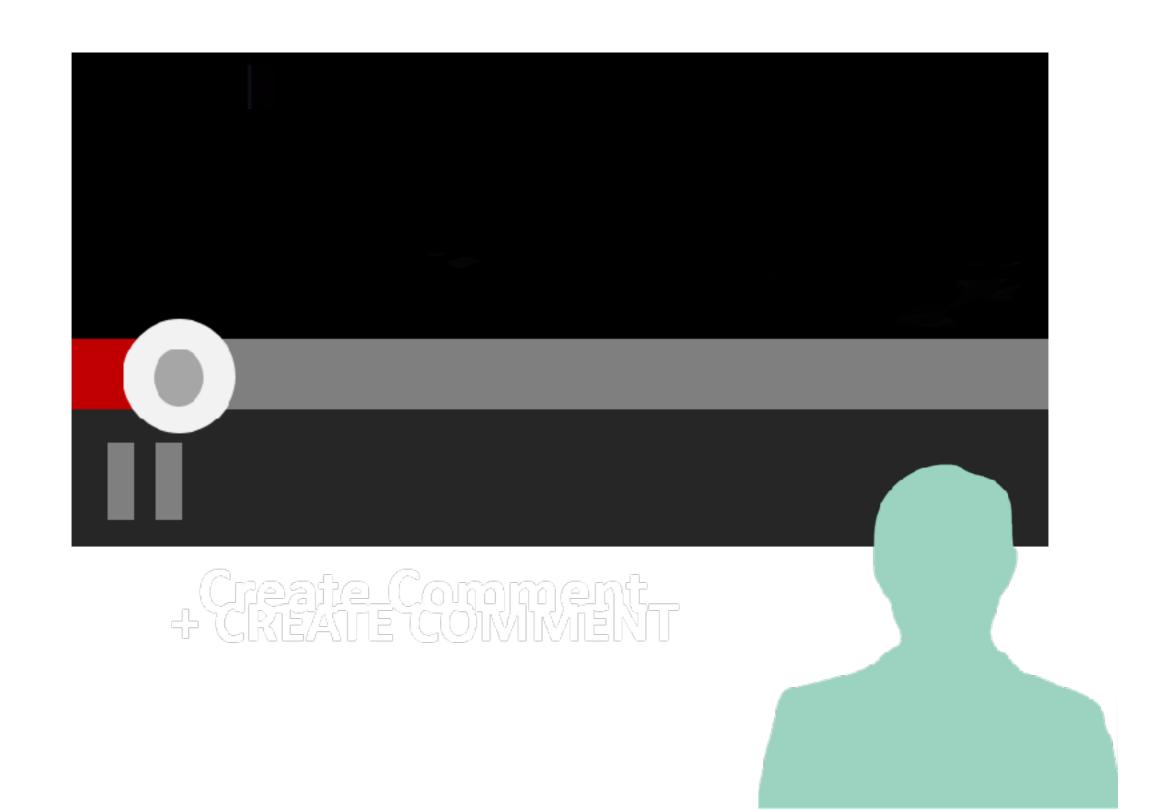
Asynchronous

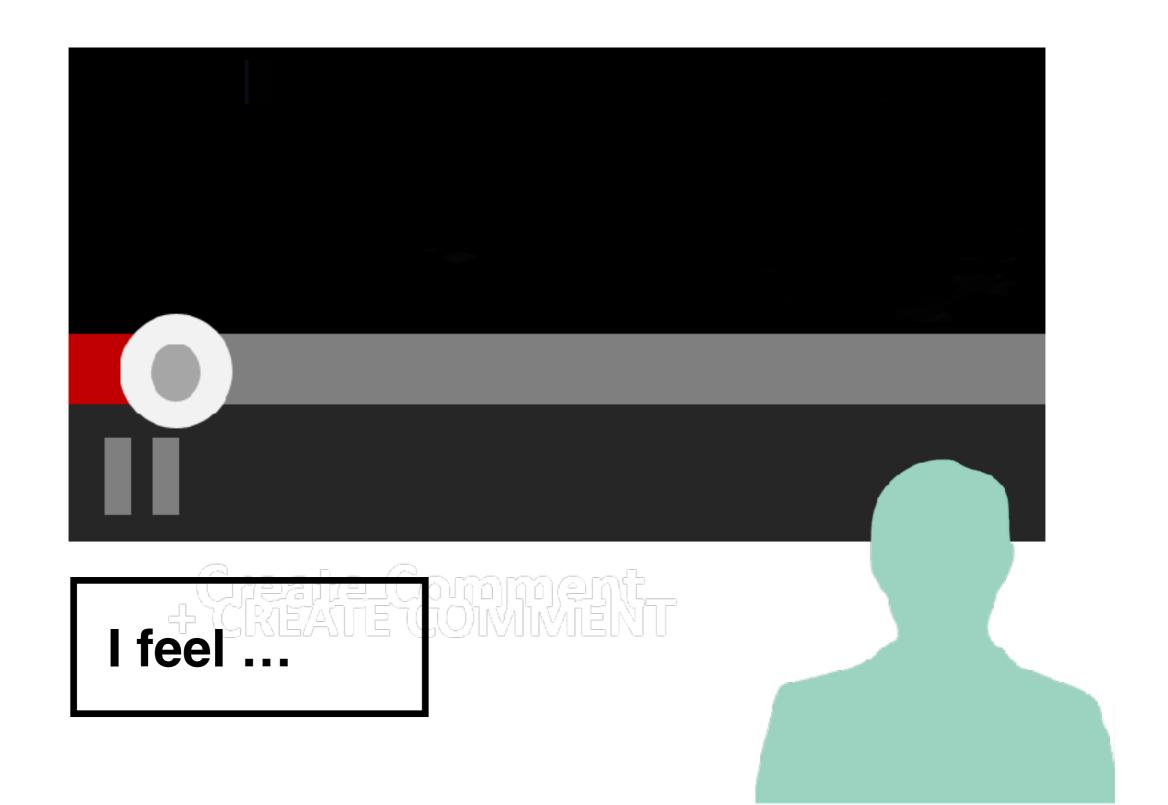
Discussion Board

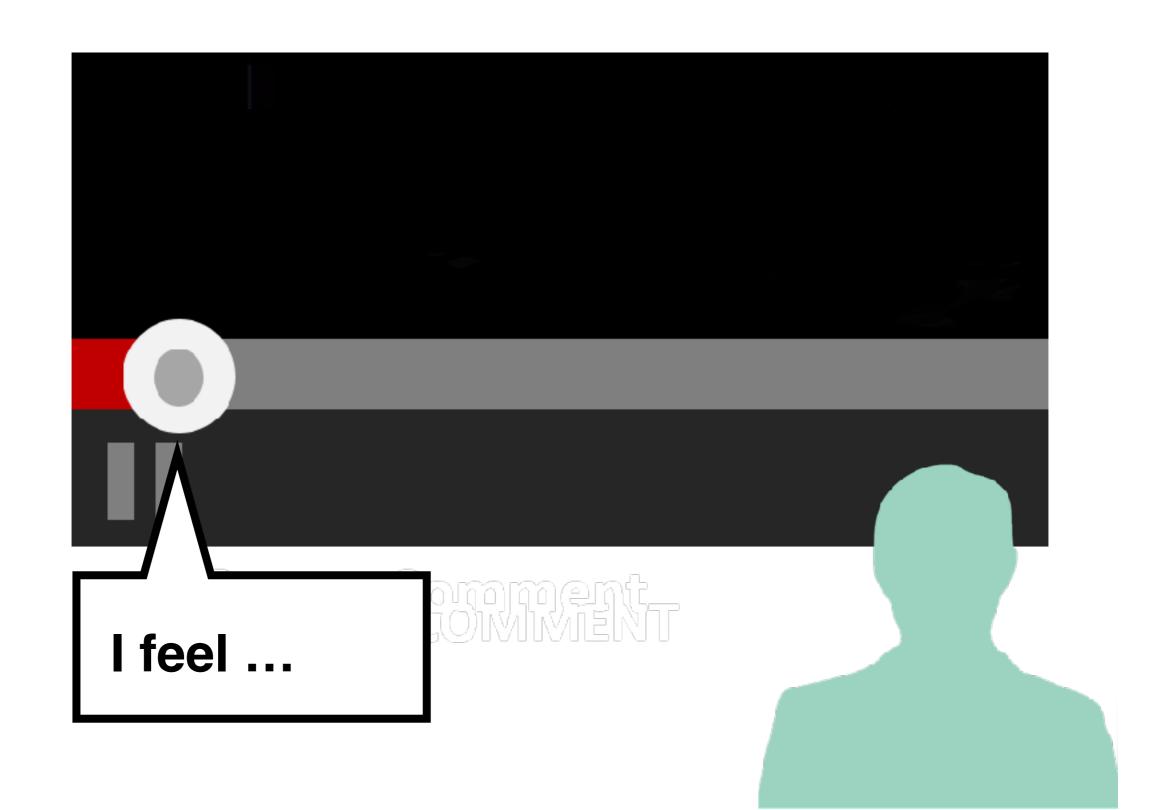
### **Time-Anchored Comment**

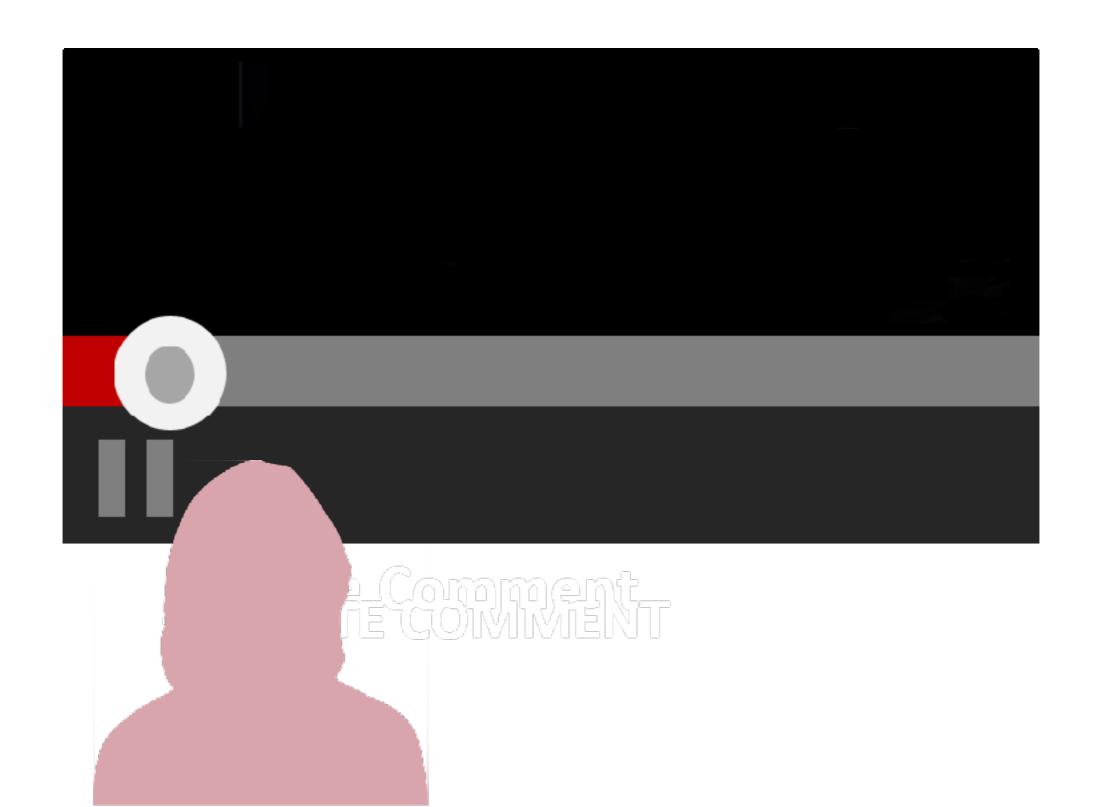
Lack of Deep Reflection Various Time Zone

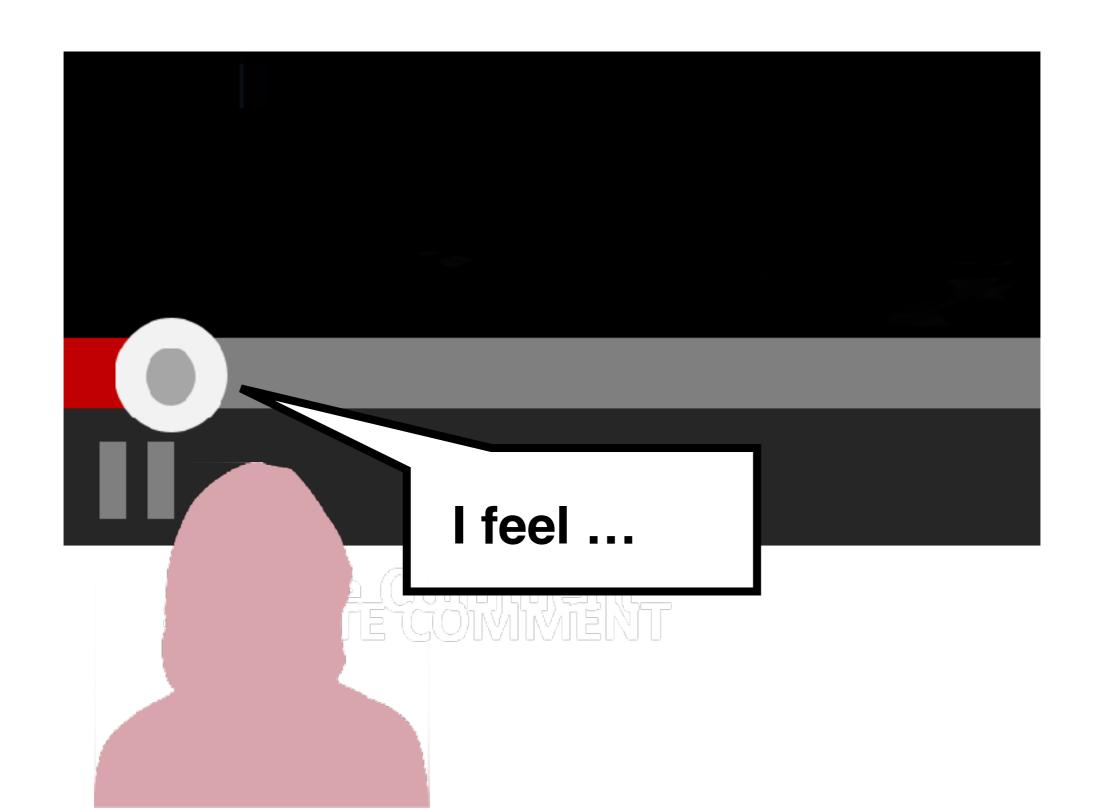
Lack of Immediate Feedback Few Learner Engagement





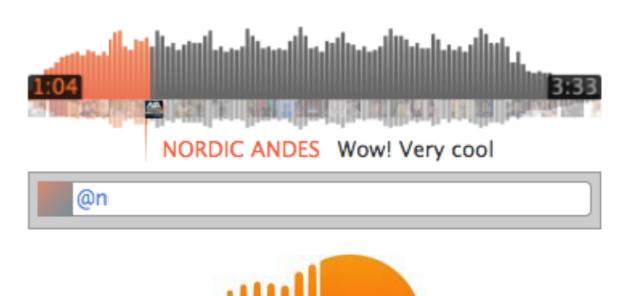








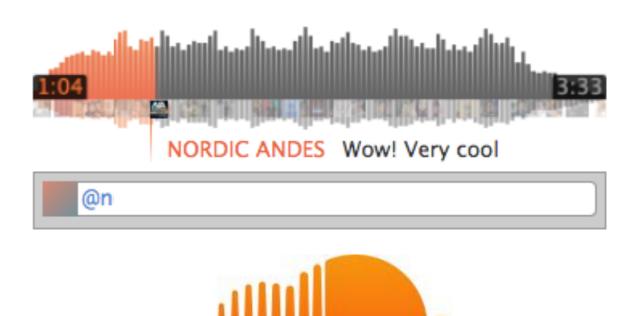




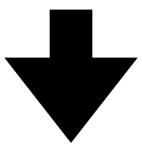
SOUNDCLOUD



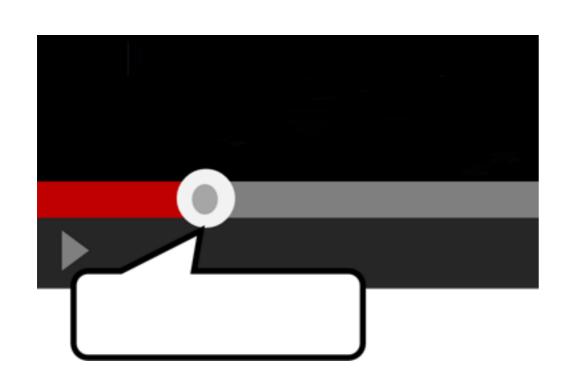




SOUNDCLOUD



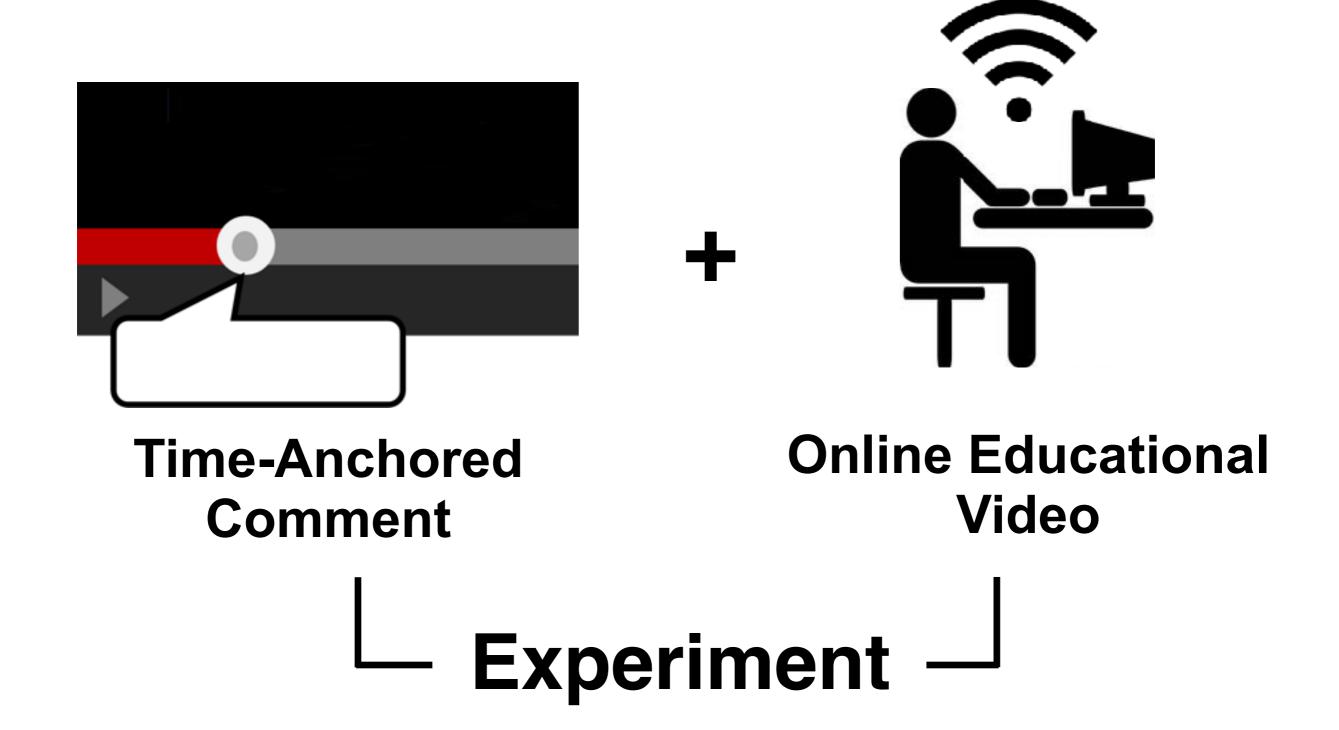
## **Online Education**

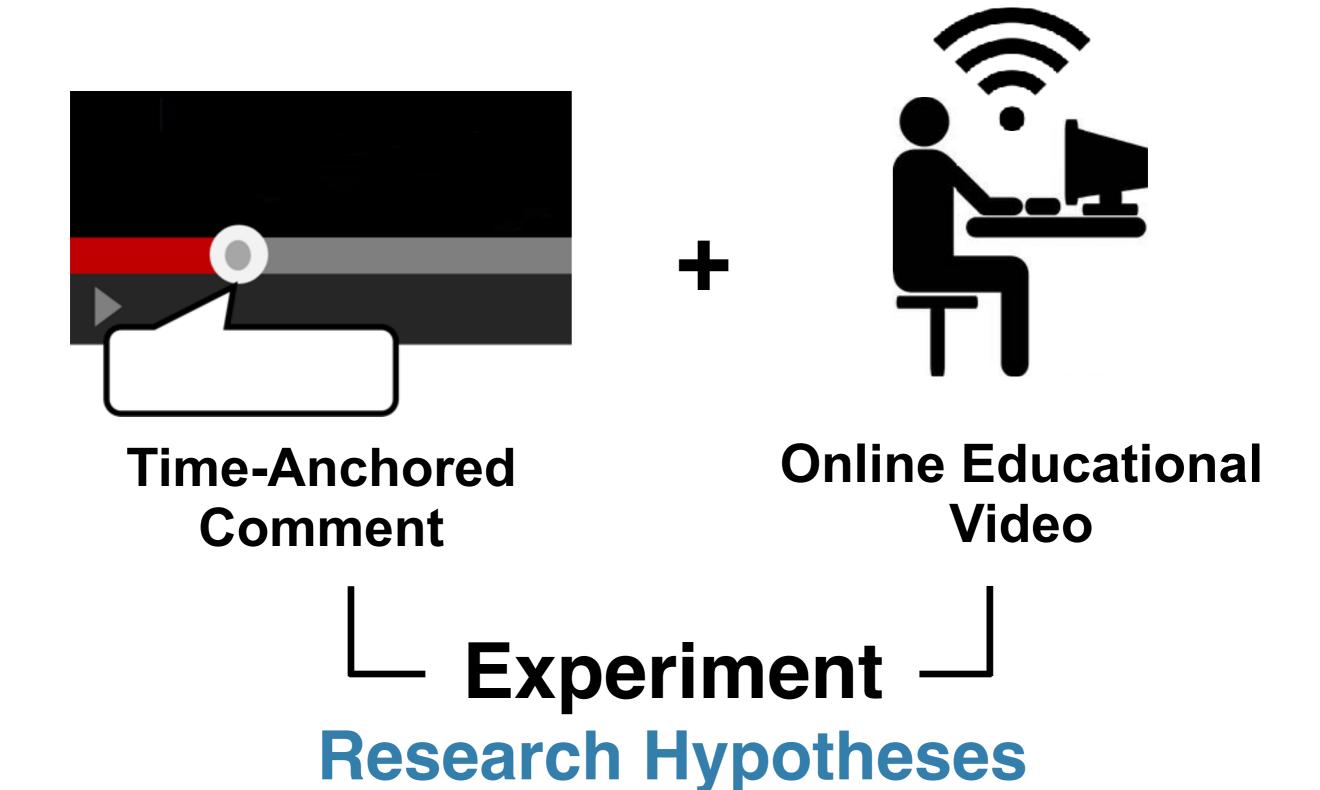


Time-Anchored Comment



Online Educational Video





## Research Hypothesis #1

Time-anchored comments enhance perceived engagement.

This effect is more marked as the number of content-related comments increases.

## Research Hypothesis #2

Dynamically displaying comments enhance perceived social interactivity and make learners leave more comments.

## Research Hypothesis #3

Content-related comments result in better learning outcomes than social-oriented comments.

## **Experimental Design**

#### Stage A

- 50 Participants
- Complete 3 Course Videos Online
- Collect Comments

## **Experimental Design**

#### Stage A

- 50 Participants
- Complete 3 Course Videos Online
- Collect Comments

Course	Number of Comments
Neural Science	430
Economics	420
Philosophy	427

# **Experimental Design**

#### Stage B

- 52 Participants
- Complete 3 Course Videos in Lab
- Factors: Comment Type & Display Type

## **Comment Type**

**Content-Related** 

**Social-Oriented** 

Note, Question, Opinion...

Off-topic conversation, Joke,...

"Law of demand: ..."

(Economics Course)

"The instructor could speak slowly."

(Neural Science Course)

# **Display Type**

# Static Display

## **Experiment Conditions**

**Comment Type X Display Type** 

## **Experiment Conditions**

**Comment Type X Display Type** 

**Dynamic** 

**Social-oriented** 

**Static** 

**Social-oriented** 

**Dynamic** 

**Content-related** 

**Static** 

**Content-related** 

Baseline No Comment

## **Experiment Conditions**

**Comment Type X Display Type** 

**Dynamic** 

**Social-oriented** 

**Static** 

Social-oriented

**Dynamic** 

**Content-related** 

**Static** 

**Content-related** 

Baseline
No Comment

Measure Participants' Experience

### Measure

#### Questionnaire

After Watching Video

#### **Perceived Social Interactivity**

[cf. Zhang, S. et al., 2011; Granovetter, M. et al., 1983.]

I feel attached to these people who interact on this video course

#### Perceived Engagement

[cf. O'Brien, H. L. et al., 2010]

I was so involved in this course that I lost track of time.

Strongly Disagree











Strongly Agree

### Measure

#### **Learning Outcomes**

- Pretest & Posttest
- Questions From Course Content

What is Reward System?
Please give a brief explanation.
(Neural Science Course)

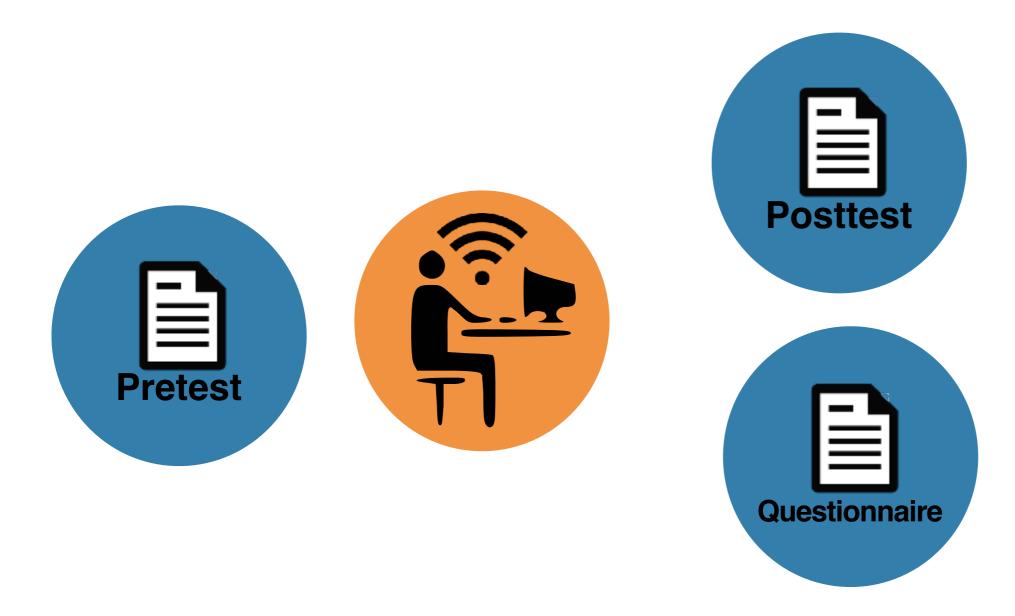
What is Law of Demand?
Please give a brief explanation.
(Economics Course)



**5 Conditions** 

Randomly assigned to each participant with equal probability





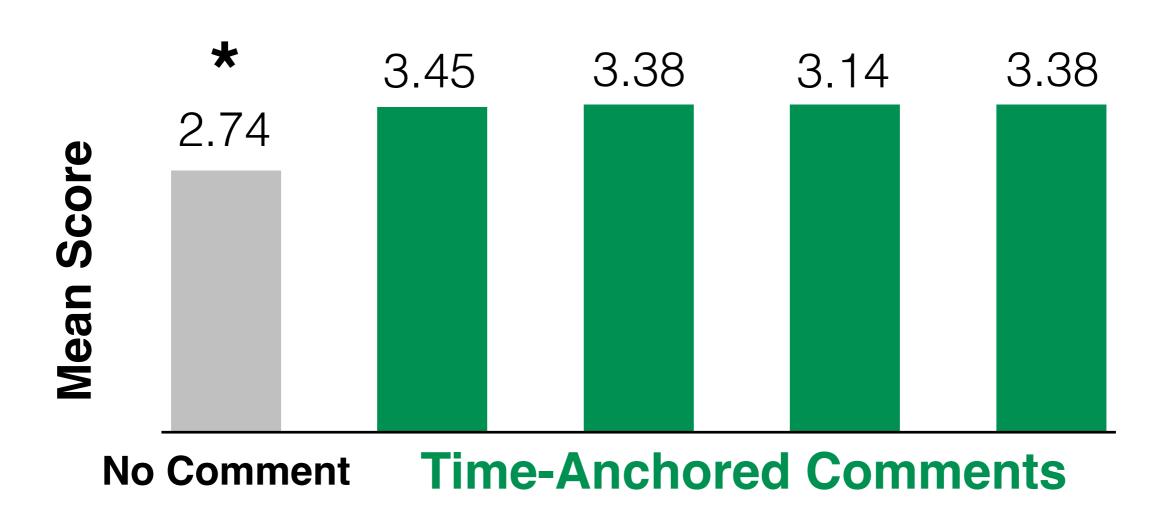


## Results

## Whether time-anchored comments made the learners perceive more engagement?



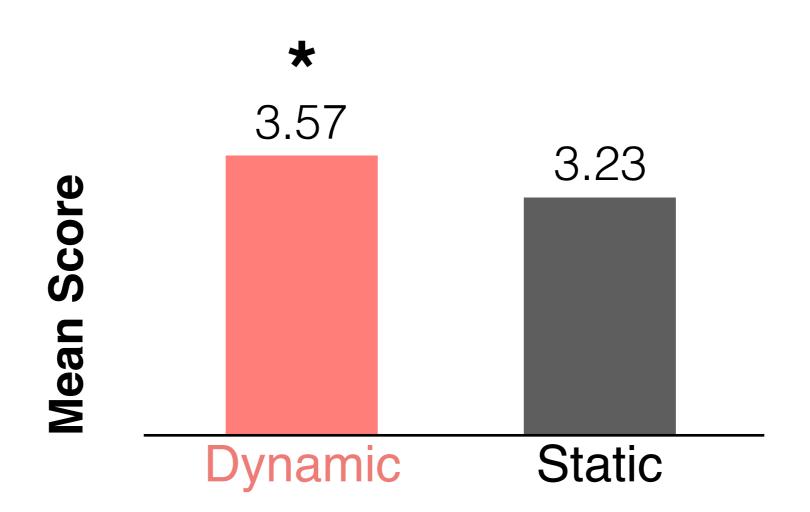
## Comments enhanced perceived engagement.



## What is the influence of display type on participants' perceived social interactivity?



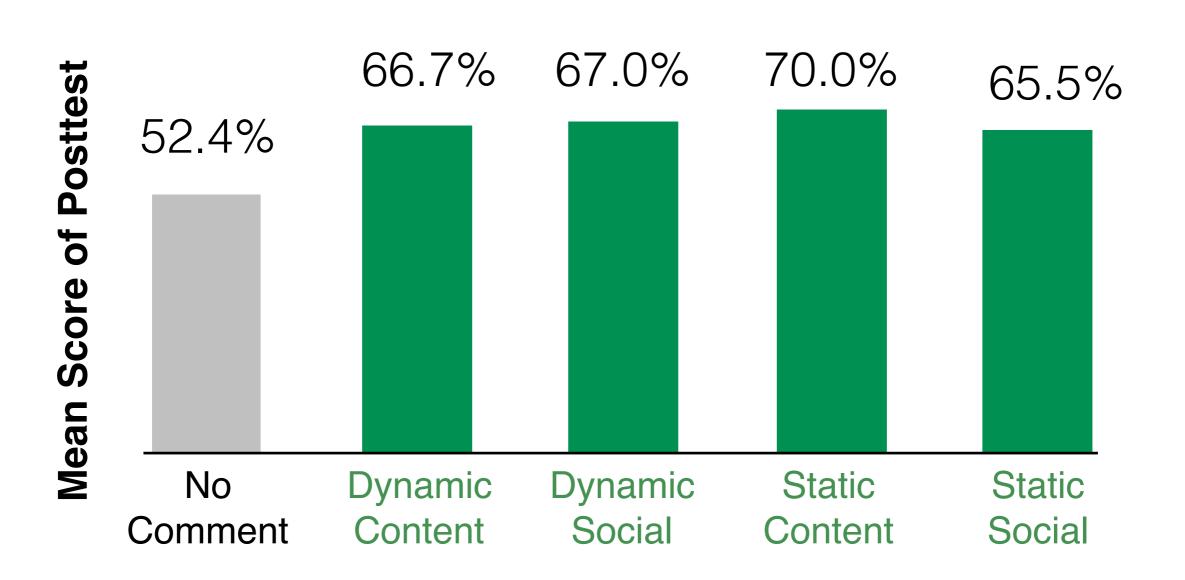
## Dynamic display enhanced perceived social interactivity.



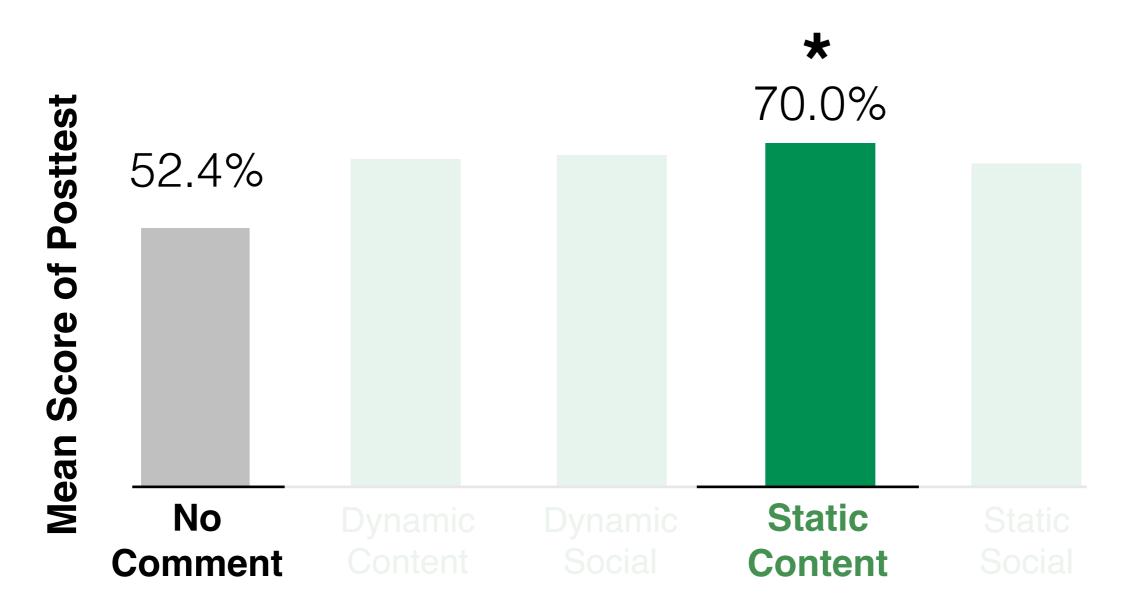
## Whether time-anchored comments could help participants to **learn better**?



### Comments didn't hinder learning outcomes.



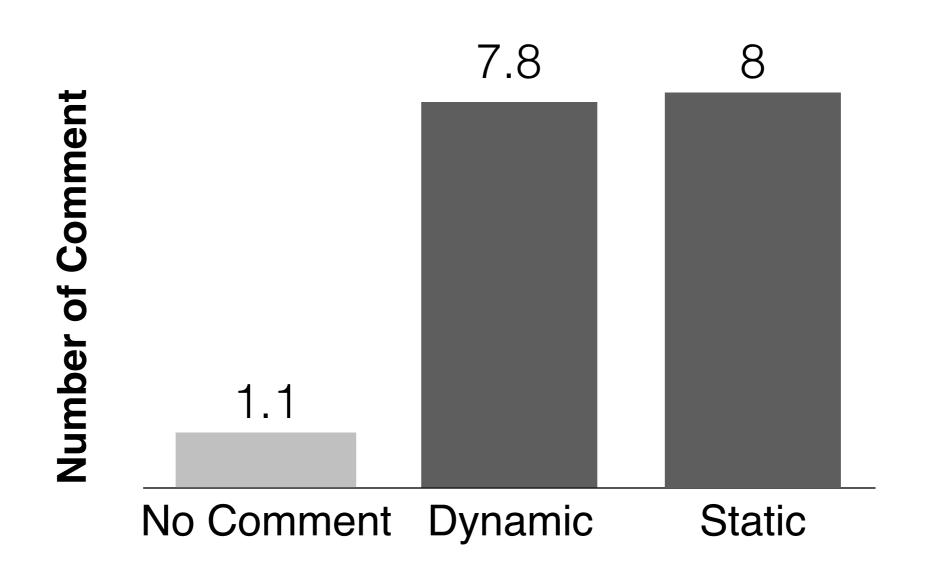
#### Statically displaying content-related comments enhanced learning outcomes.



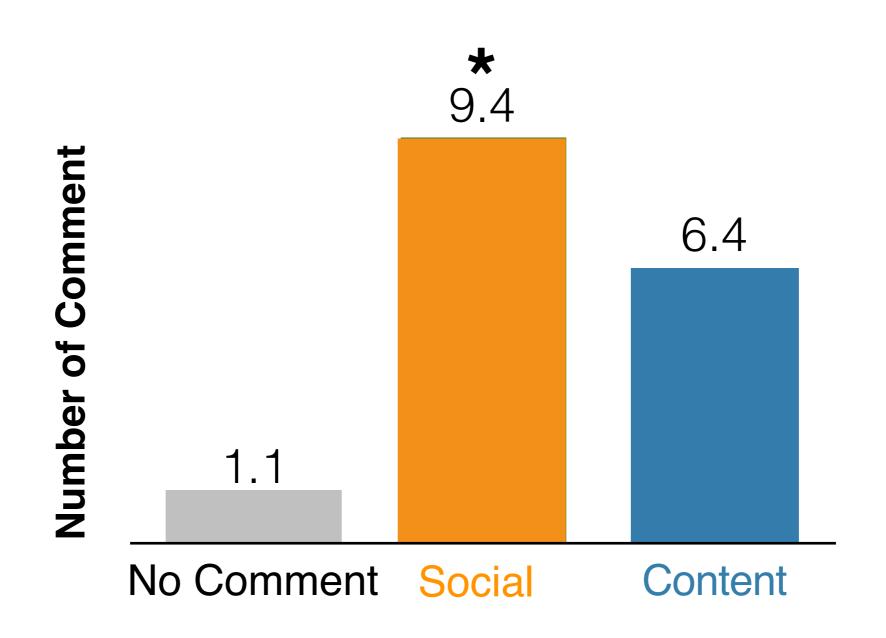
## How the experimental factors influence the participants' **commenting behaviors**?



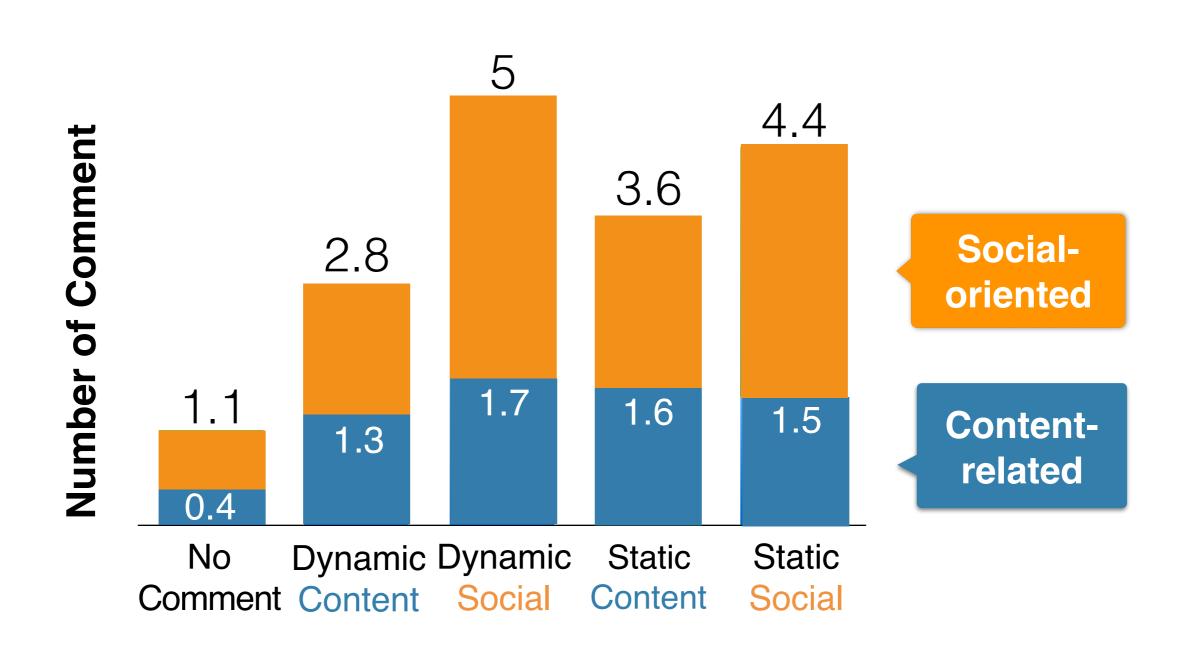
### Display Type didn't affect intention to leave comments.



### Social-oriented comments increased intention to leave comment.



# Social-oriented comments didn't distract learners from leaving content-related comments.



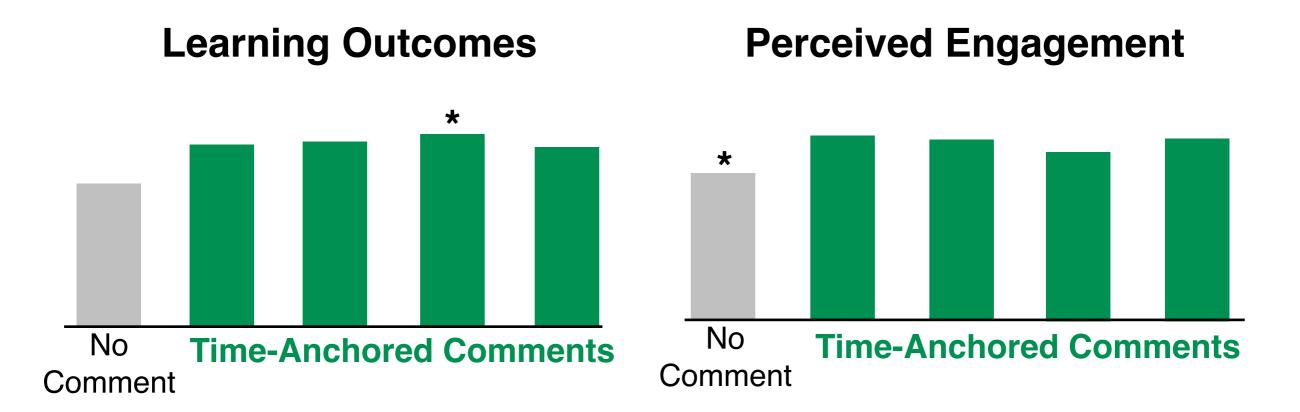
Perceived Engagement Perceived Social Interactivity

### Design Implications

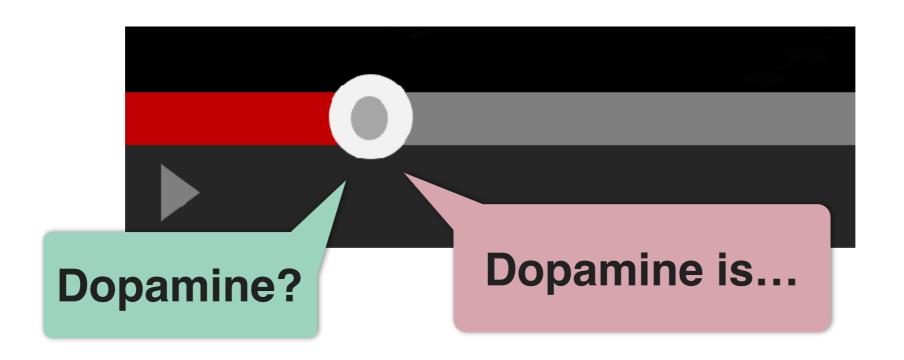
Learning Outcomes

Comment Number

Video-centered, time-anchored comments exchange supports collaborative learning.

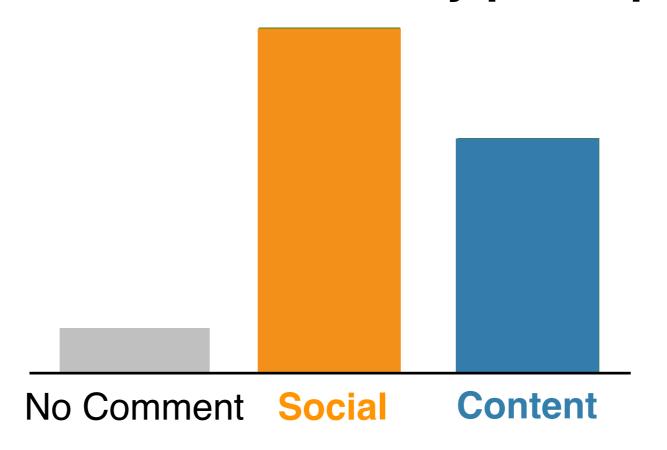


"Some users noted the important or complex contents of the courses, and I can read these notes after watching the course video." (S2)



Social-oriented comments are desirable.

#### Comment number left by participants



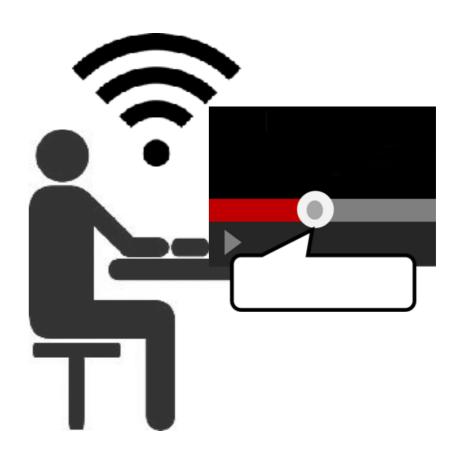
"There are lots of interesting comments in the video. I'd like to read and respond to those comments when I feel something is boring in the courses." (\$15)



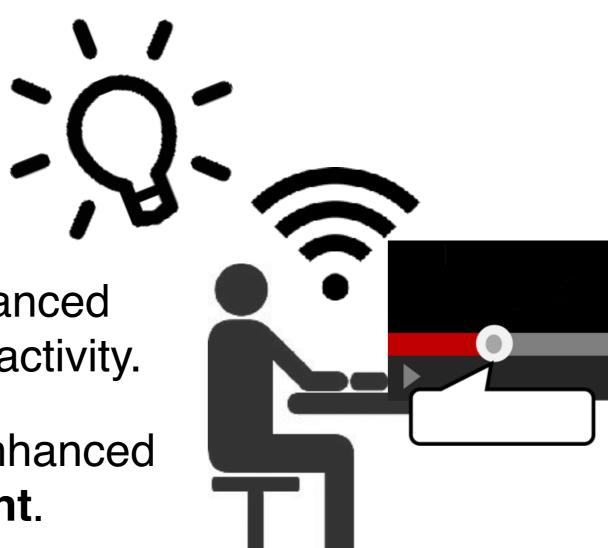
#### Conclusion

**Dynamic** display enhanced perceived **social** interactivity.

Display **comments** enhanced perceived **engagement**.



#### Conclusion



**Dynamic** display enhanced perceived **social** interactivity.

Display **comments** enhanced perceived **engagement**.

### Acknowledgement

#### **Anonymous Reviewers**

For insightful comments

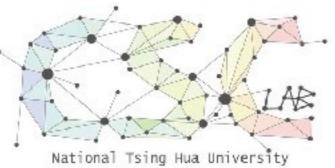
#### Taiwan Ministry of Science and Technology (MOST)

101-2628- E-009-021-MY3, 102-2221-E-009-082-MY3, 102-2221-E-007-073-MY3, and UST-UCSD

### International Center of Excellence in Advanced Bioengineering Taiwan MOST I-RiCE Program

103-2911-I-009-101









#### Limitation

Lab Setting Experiment
Lack of Contextual Factors

#### **Future Work**

Deployment Studies

**Actual Online learners**