Linking Evidence and Concept Maps in Virtual Environments for Ecosystems Science Learning

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OVERVIEW

- Virtual worlds offer opportunities to provide immersive, inquiry-based learning experiences within simulated environments.
- We need to support students in organizing and reasoning with the evidence they collect, and in using that evidence to support causal claims.
- This paper presents a virtual environment designed to scaffold evidence-based concept mapping by
 integrating in-world tools for data collection, experimentation, analysis and hypothesis-building in order
 to support students in constructing representations of their understanding of complex systems.

EXPERIMENTATION AND SCIENCE LEARNING

- Prior studies in science education indicate experiment-based learning can enhance students' mental models of science concepts.
 - e.g., Duit & Treagust, 1998; McElhaney & Linn, 2011; Rea-Ramirez, 2008
- Experimentation is promoted in the Next Generation Science Standards (NGSS) middle grades standards for ecosystem science.
- Immersive virtual learning environments can enhance learning of science concepts by situating the students' investigations in realistic, yet scaffolded contexts.
 - Collela, 2000; Ketelhut et al, 2010; Dawley & Dede, 2013.
- Situated experimental tools let students interpret results contextually and integrate their findings with
 other sources of evidence--including observations and data collected in the virtual world--to build
 hypotheses.

CONCEPT MAPPING

Concept maps, as external representations of knowledge:

- Can clarify thinking, focus a task, facilitate collaboration, and reduce cognitive load (Cox, 1999; Jonassen, 2003; Sandoval & Reiser, 2004).
- Effective mechanism for students to express their conceptual understanding (Novak, 1990; Rice, Ryan, & Samson, 1998; Toth, Suthers, & Lesgold, 2002).
- Causal map of causal relationships between factors in a system:
 - Allow individual causal claims to be represented and examined.
 - Decompose complex system into more manageable elements.

ECOXPT

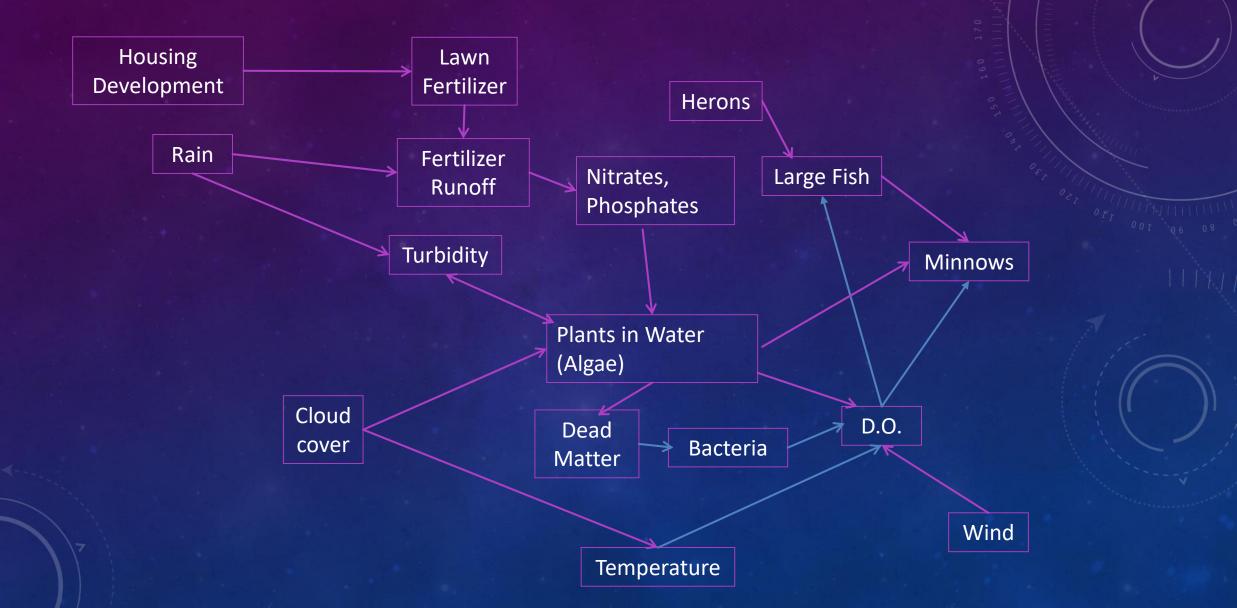
Expands upon earlier research with EcoMUVE

- Immersive, multi-user virtual environment (MUVE)
- Middle school science curriculum
- Learning about the causal dynamics of ecosystems through observation and exploration in a virtual world.
- Inquiry-based: Students discover one day that many fish have died and are challenged to figure out what happened.
- Experimental tools allow students to gather confirming evidence and to test misconceptions.
- Notebook and concept mapping tools support students as they develop hypotheses about why the large fish died.



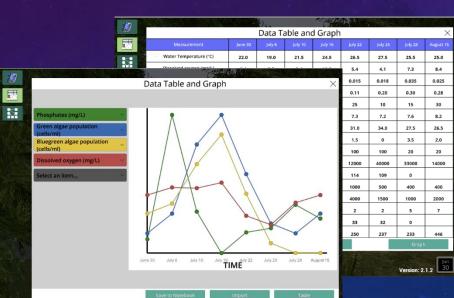


MANY POSSIBLE CAUSAL CONNECTIONS



Range of tools for observation, data collection, and analysis





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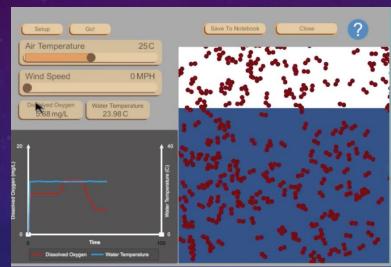
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Epistemologically authentic experimental tools allow students to gather confirming evidence and to test misconceptions.

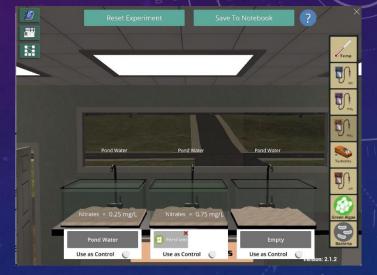




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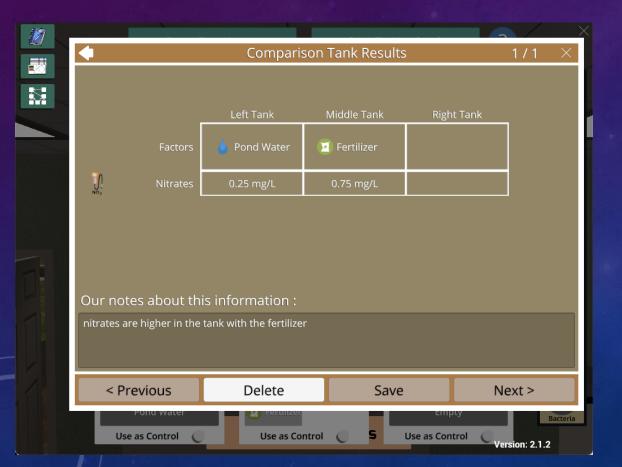
SUMMARY: TYPES OF EVIDENCE

- Observation visual information, e.g., rain, bags of fertilizer, dead fish
- Testimony information from non-player-characters (NPCs) in the world
- Reference information from field guide, atom tracker, other resources
- Data information from measurement tools, data table/graph, buoy
- Experimental evidence
 - Tolerance tanks
 - Comparison tanks
 - Weather simulator
 - Tracer tool
 - Sensor buoy
 - Mesocosm

All evidence is stored and organized in a Notebook tool.

Notebook tool

- "Save to Notebook" button lets students save all types of evidence to notebook.
- Notebook pages include data representation and field for student to add notes.
- Notebook index shows icon for type of note, and text of student note.
- Notebook index can be filtered by type of data.

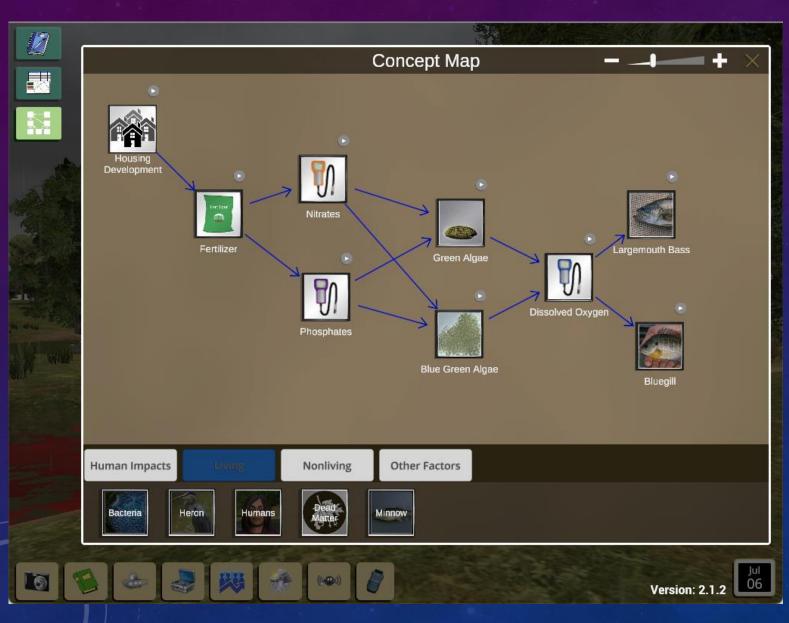


7						
	Notes	X				
	Show notes from: Everything	× • +				
	(•) wind mixes oxygen into the water					
	the fertilizer bag has nitrates and phosphates in it					
	The dissolved oxygen went below 4 before the fish died					
	fertilizer from the housing development					
	nitrates are higher in the tank with the fertilizer					
Yes .	nitrates went up on July 6 after it rained					
	O It's raining on July 6					
	he says he's putting fertilizer on the lawns					
		Version: 21.2				

CONCEPT MAP TOOL

- Icons represent factors (measureable variables in system).
 - Pre-defined, but also option to create new factors
- Arrows represent relationships between factors
- Double-click on arrows to open dialog to explain relationship
- Claim, Evidence, Reasoning model
 - Claim is arrow
 - Evidence is linked from Notebook
 - Reasoning text entered by student

Concept Map tool



Fertilizer		Affects		Nitrates	Nitrates					
Claim: Fertilizer affects Nitrates Evidence: +										
itrates went up on July 6 after it rained										
A he says he's putting fertilizer on the lawns										
	lizer bag h	as nitrates and phospl	hates i	in it						
Reasoning: the fertilizer has nitrates in it, and when it rained the nitrates in the pond went up because the rain washed the fertilizer into the pond										
Save		Delete		Cance	1					

USING EVIDENCE TO SUPPORT CLAIMS

Example: **fertilizer** affects **nitrates**

Student might support this claim with one or more of the following:

- **Testimony** from the groundskeeper
- **Observation** of the rain washing runoff into the pond
- **Reference** information from the fertilizer bag label
- Graphs of nitrate levels over time
- Experiments using the **comparison tank** (fertilizer affects nitrates)
- Experiments using tracer tool (path of fertilizer runoff)

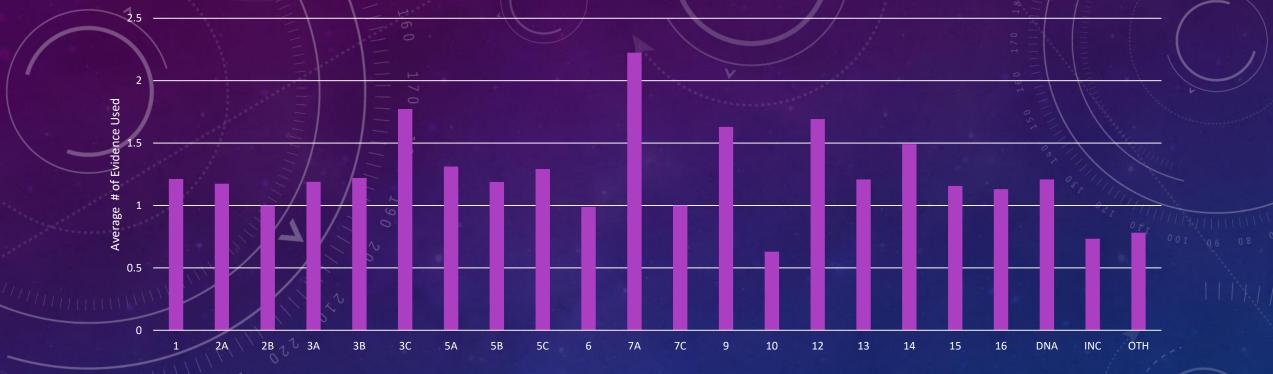
METHODS

- 213 concept maps generated by groups of two or three students from 10 teachers across five schools in three different school districts in the northeastern United States during the 2017-2018 school year
- Claims were automatically coded based on cause-effect relationship represented by each connection.
- Source of evidence coded as observation, testimony, reference, data, or experimental.
- All experimental evidence subcoded for the six types of experiments in EcoXPT: tolerance tanks, comparison tanks, weather simulator, fertilizer tracers, sensor buoy, and mesocosm studies.
- All coding done in Python 2.7 with JSON objects storing concept map data

DATA OVERVIEW

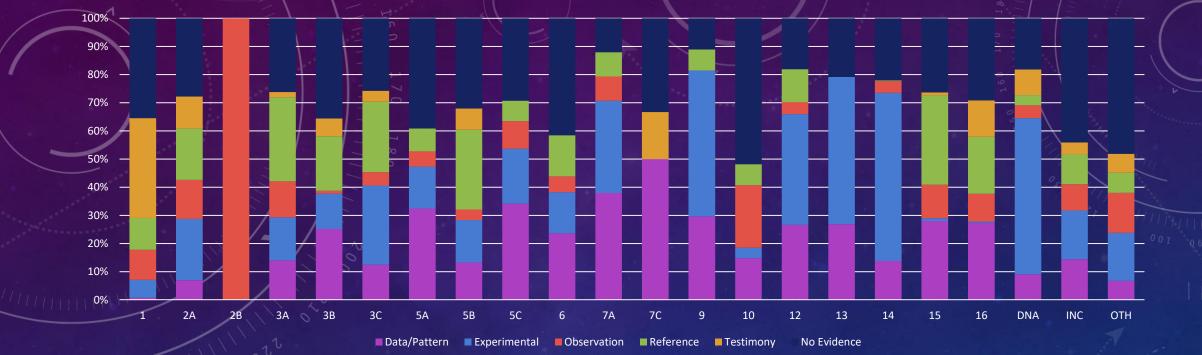
- Student groups used the concept map tool to construct concept maps with an average of 10.3 nodes per map and 12.5 connections (1.21 c/r ratio).
- Claims were justified with an average of 1.2 pieces of evidence.

Average Amount of Evidence Used per Claim

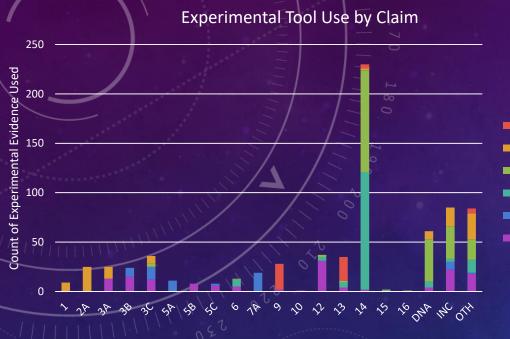


AMOUNT OF EVIDENCE

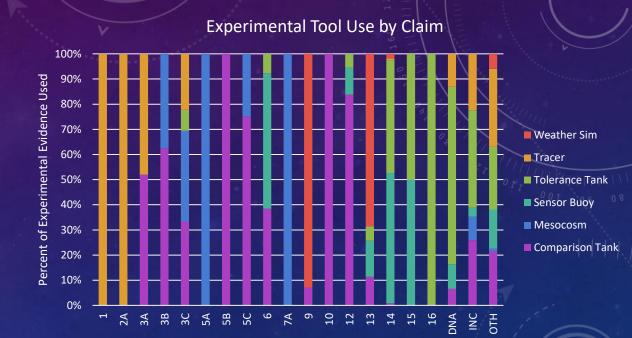
Type of Evidence Used by Claim



SOURCE OF EVIDENCE



Weather Sim
Tracer
Tolerance Tank
Sensor Buoy
Mesocosm
Comparison Tank



EXPERIMENTAL EVIDENCE

DISCUSSION

- Students successfully used a variety of types of evidence to support their claims, and the types of
 evidence used varied significantly depending on the claim.
- Difference in flexibility of experimental tools: The comparison tanks were the most flexible; students used comparison tank evidence the most often, to support claims that, e.g., fertilizer affects algae, algae affects dissolved oxygen, dead matter affects bacteria, etc. On the other hand, the weather simulator more specifically supported just two claims, that both wind and temperature affect dissolved oxygen.

FUTURE WORK

- Improving scaffolding for comparison tanks
- Using concept maps to generate formative feedback for groups
- Automated analyses: completeness, correctness (forthcoming AERA paper)
- Analysis of causal reasoning

ACKNOWLEDGMENTS

For more information, please visit our website at

ecolearn.gse.harvard.edu

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Claim	Description	Claim	Description
1	Source (e.g., housing dev, people) affects fertilizer	8	Night affects dissolved oxygen (via algae) **
2A	Rain washes fertilizer into pond (runoff).	9	Wind affects dissolved oxygen (mixing from the air)
2B	Wind causes fertilizer to get into the pond.	10	Dead matter/algae increases turbidity
3A	Fertilizer affects N, P in the pond	11	Less sunlight (due to turbidity) decreases algae **
3B	N,P in the pond affect algae (nutrients)	12	Bacteria affects dissolved oxygen (respiration)
3C	Fertilizer affect algae (3A+3B combined)	13	Temperature affects dissolved oxygen
4	Lack of nutrients causes algae to die**	14	Dissolved oxygen affects fish (respiration)
5A	Algae affects dead matter (decomposition)	15	Big fish and minnows all affect each other
5B	Dead matter affects bacteria (food)	16	Big fish and herons affect each other
5C	Algae affects bacteria (5A+5B combined)	DNA	Does not affect claim (can be correct or incorrect)
6	Algae affects dissolved oxygen (photosynthesis)	OTH	Correct claim, but not one of the core numbered claims above
7A	Clouds/sunlight affect algae (photosynthesis)	INC	Incorrect claim
7C	Clouds/sunlight affect dissolved oxygen (via algae)		<pre>** = only appears if user enters new claim</pre>