UVU

DX STORIES

DIGITAL TRANSFORMATION | *Teaching & Learning*

1. WHAT WAS THE PROBLEM?

"Like a lot of people today, I'm a bit of a gamer. And a few years ago, I became interested in how I could use games and interactive activities to engage my students in topics that they might not otherwise find interesting. At the same time, I was also moving courses online due to COVID and I wanted to make sure that my online student's experience mimicked the in-person experience."
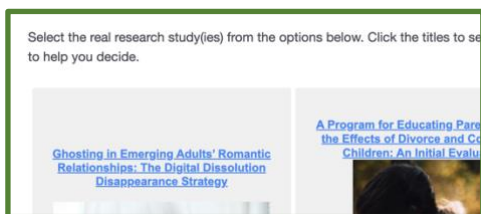
> [**Qualtrics**] turned out to be a lot of fun both for me, and my students! I've enjoyed it so much that I use it for most of my classes because it's such a flexible tool!

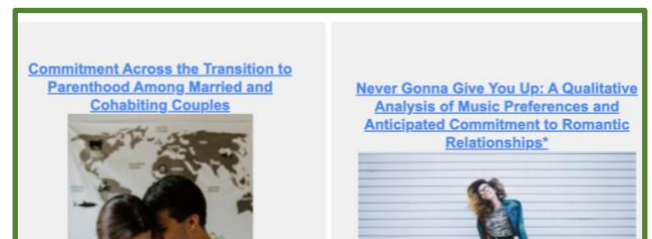### 2. HOW DID THE PROJECT LEADER(S) APPROACH SOLVING THE PROBLEM?

"I decided to turn to a tool I'd used for research before to see if it would work for teaching: **Qualtrics**.

It turned out to be a lot of fun both for me, and my students! I've enjoyed it so much that I use it for most of my classes because it's such a flexible tool!"

3. WHAT WERE THE RESULTS?

Select the real research study(ies) from the options below. Click the titles to see to help you decide.

Ghosting in Emerging Adults' Romantic Relationships: The Digital Dissolution Disappearance Strategy

A Program for Educating Pare the Effects of Divorce and Co Children: An Initial Evalu

Commitment Across the Transition to Parenthood Among Married and Cohabiting Couples

Never Gonna Give You Up: A Qualitative Analysis of Music Preferences and Anticipated Commitment to Romantic Relationships*

"One of the first things I created was for my **Research Methods class**. In this activity, students have to *determine which of 6 tiles are actually research articles* (bit.ly/FindtheRealResearch*)...of course, I had to include a Rick-Roll somewhere in my class. Once they determine which one is correct, they then must identify a few characteristics of the research articles. This kind of interaction is great because it provides instant feedback and exploration of *why* an answer is correct or incorrect.

"Another game that I developed with Dr. Katie Reck at Central Michigan University is called, **"'Til Death Do Us Part (bit.ly/TilDeathGame#)"**. This is an interactive activity in which *students get to select relationship partners to impress, date, and potentially spend their life with*.

It's a game Katie was using for her in-person family science classes, and we wanted to make it accessible outside of class too. I had to use a significant amount of Qualtrics' built-in tools to randomize and carry forward all the student's choices. All that [1]effort was worth it, the students in my Contemporary Family Relations class have told me that it's really helped them relate to the theories and principles in the course.

Once you have the basics down, you can do what I did—just play around with its features and ask yourself, "**What's a fun way to use this?**" and then explore the many ways the tools might support that vision. It's made a huge difference in my courses."

4. WHAT ARE THE NEXT STEPS?

"One of the best things about Qualtrics is that it's free to use for UVU faculty, students, and staff. There are also extensive training opportunities and troubleshooting resources available online to get you up to speed. If you'd like more one-on-one assistance, the staff in OTL can help teach you how to implement 1) looping, 2) randomization, 3) embedded data, as well as 4) Grade Passback, so that Qualtrics and Canvas can talk to each other."

5. WHO TO CONTACT FOR MORE INFORMATION?

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Story Info: Pdf (November 7, 2022); Video (November 2, 2022).

*Redirects to Qualtrics Survey:
https://uvu.qualtrics.com/jfe/form/SV_4Ttjxg2bkxmI6mW

#Redirects to Qualtrics Survey:
https://uvu.qualtrics.com/jfe/form/SV_2rTDF1U1DJEiwRf?round=0&relstatus=single