# A Study of Evidence-Based Practices in a U.S. University: Lessons for Faculty Development

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# **Otterbein University**

Private, primarily undergraduate, teaching focused institution Location: Westerville, OH, USA

- 3,000 students
- Student-faculty ratio 11:1
- 1 of every 10 students is a STEM major





## **RESEARCH QUESTIONS**

### **OVERARCHING QUESTION**



What teaching, learning and co-curricular evidence-based practices (EBPs) are used among STEM majors and faculty, and how do they contribute to student learning and retention?

#### **SPECIFIC QUESTIONS**

What is faculty members' knowledge of EBPs, and how often and where do faculty members use such practices in first and second year foundation modules (courses)?

How do faculty members learn about these practices, and what factors influence their choice of practices?

## **Methods**

#### FACULTY SURVEY

Addressed (1) perceived importance and achievement of instructional goals; (2) awareness and use of EBPs; (3) factors that influence awareness and adoption of EBPs.Sent to 33 faculty teaching STEM foundational courses (75% responded)

#### FACULTY FOCUS GROUP

Addressed differences between disciplines; conducted following survey with 5 faculty members

#### **FACULTY INTERVIEWS**

Addressed class design and experiences; conducted with 13 faculty members

#### **CLASSROOM OBSERVATIONS**

Used Classroom Observation Protocol for Undergraduate STEM (COPUS)

Observed 60 class periods from 12 different instructors completing surveys and interviews

Smith, M. K., Jones, F. H. M., Gilbert, S. L., Wieman, C. E. (2013). The Classroom Observation Protocol for Undergraduate STEM (COPUS): A new instrument to characterize university STEM classroom practices. *CBE Life Science Education* 12(4), 618-627.

## **Rogers' Diffusion of Innovation Theory**

Five stages for adopting an innovation:

- 1. Knowledge: become aware of the innovation and how it functions
- 2. Persuasion: form an attitude toward the innovation
- 3. Decision: choose to adopt or reject the innovation
- 4. Implementation: put the innovation to use
- 5. Confirmation: seek reinforcement of the decision to use the innovation

Prerequisite: need or a problem that drives the change.

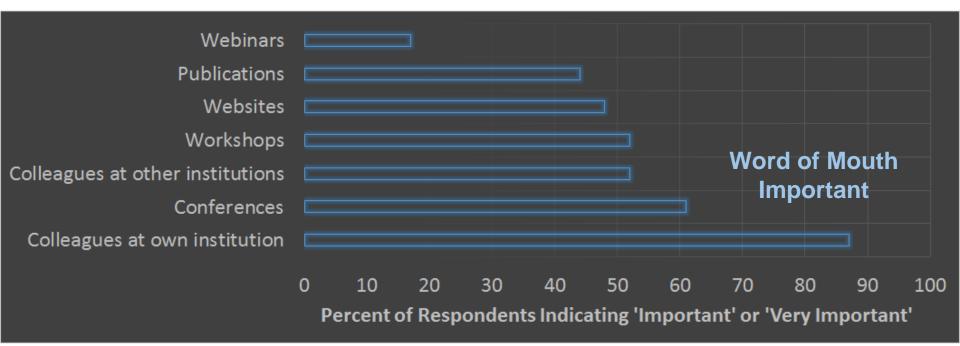
Rogers, E. M. (2003). *Diffusion of innovations*. New York NY: The Free Press.

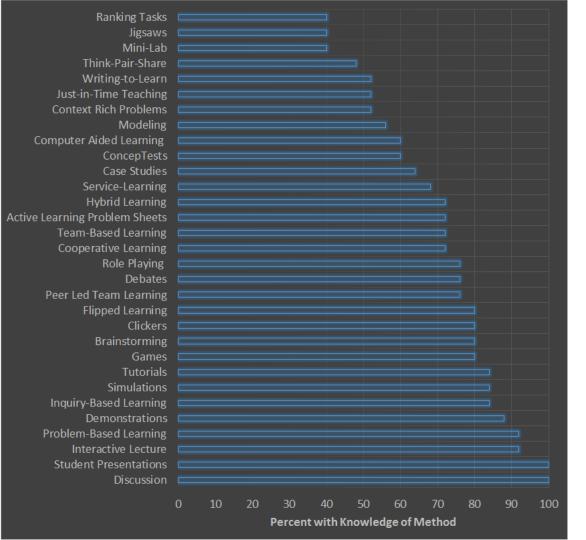
## **Need for Innovation**

Faculty not satisfied that important goals are being met

Goal	Satisfied/Very Satisfied
Problem Solving	63%
Conceptual Understanding	38%
Student Appreciation of the Discipline	29%

## **Knowledge** - What Do Faculty Consider the Most Important Methods to Find Out about EBPs?





## **Knowledge of EBPs**

Faculty members know of 71% of evidence-based practices on average.

*Compatibility* is the degree to which an innovation is perceived as consistent with the existing values, past experiences, and needs of potential adopters.

*Complexity* is the degree to which an innovation is perceived as relatively difficult to understand and use.

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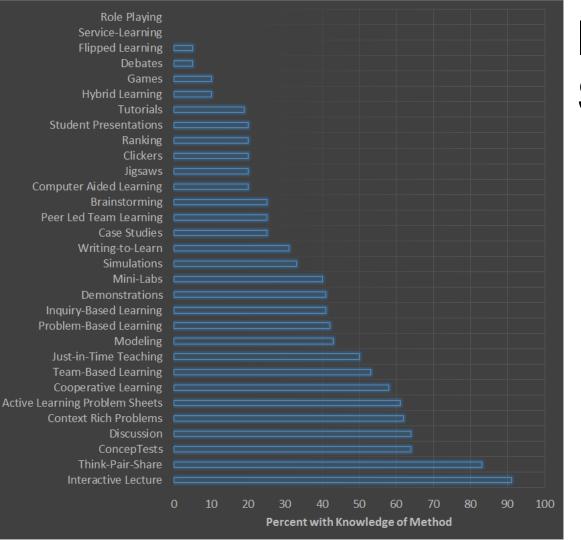
Category	Factor	Percent Responding as
		'Important' or 'Very Important'
Compatibility	Time it takes in class	96
	Evidence of its impact on student learning	92
	Class size	79
	Student resistance	54
Complexity	Access to ready-to-use materials	87
	Ability to easily incorporate	79
	Time to prepare	79
	Resources (funding, technology)	67
Culture	Value of student-active pedagogy within department	46
	Effect on teaching evaluations	42
	Peer support	33
	Value of student-active pedagogy within university	27
	Importance in tenure & promotion decisions	17

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Women identified complexity and cultural factors as being more important than men.

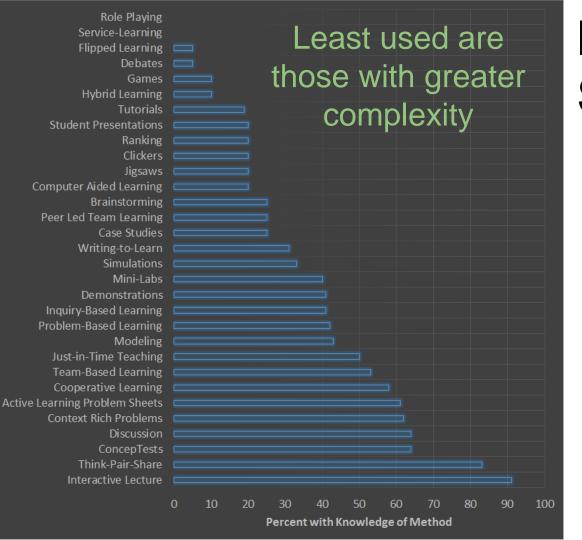
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Newer faculty (<10 years) rate cultural factors as more important than experienced faculty



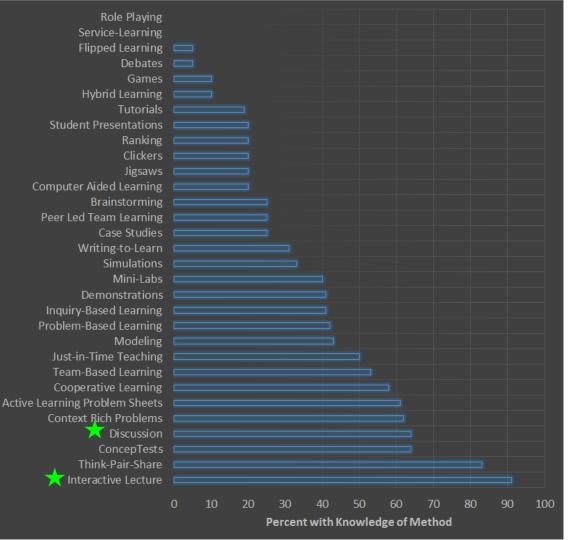
# Implementation: Survey Results

Seven evidencebased practices used per module on average



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## **Gender differences**

Women report more use of:

- interactive lecture (91% vs. 79%)
  - discussion (73% vs. 57%)

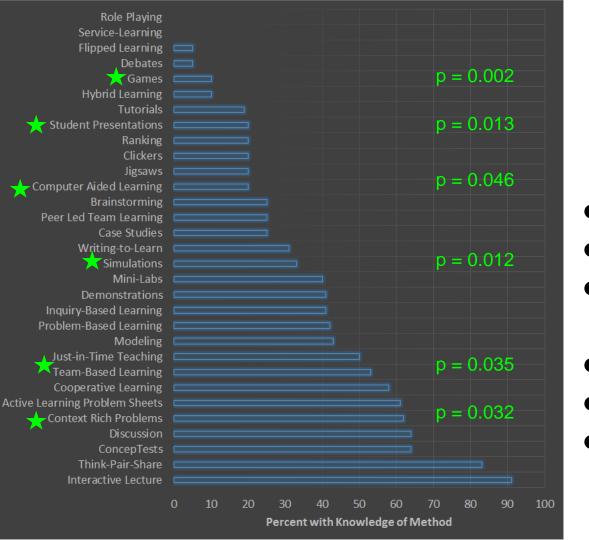
## Implementation: Classroom Observations Gender Differences

## Female faculty:

- Have students work in groups more (p = 0.037, 15% vs. 7% for males)
- Move through groups more (p = 0.005, 18% of two-minute intervals vs. 9% for males)

## Male faculty:

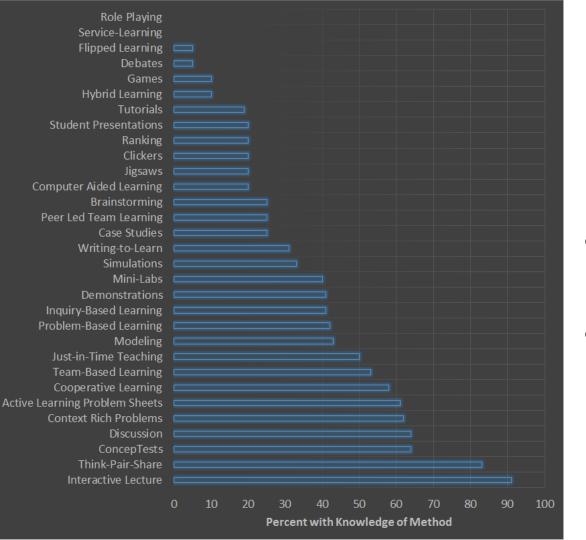
- Have students listen more (p = 0.006, 85% vs. 74%)
- Listening associated with passive student behavior



# Differences by discipline

## Games

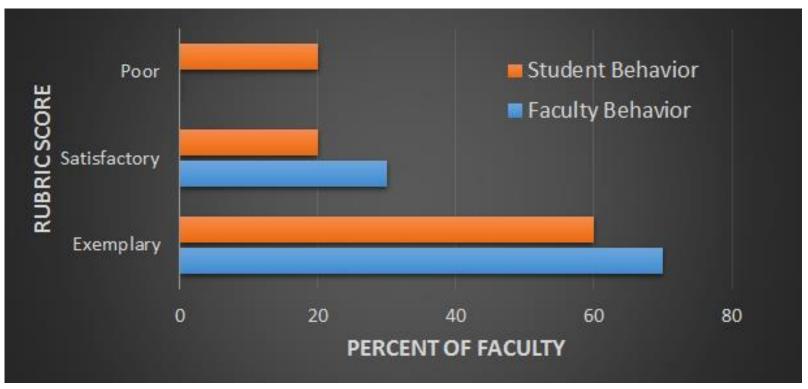
- Student presentations
- Computer Aided Learning
  - Simulations
- Team-Based Learning
- Context Rich Problems



## Differences by faculty rank & experience

- 38% of EBPs used solely by tenure-track faculty
- Part-time faculty have decreased use of EBPs that rely on technology

## Implementation - Agreement between Faculty Interviews and Observations



### Faculty have more difficulty describing student behaviors.

# Confirmation: Limited Alignment of Goals with Use of EBPs

Of faculty indicating **problem-solving** is a 'very important' goal...

#### Percent who had not heard of...

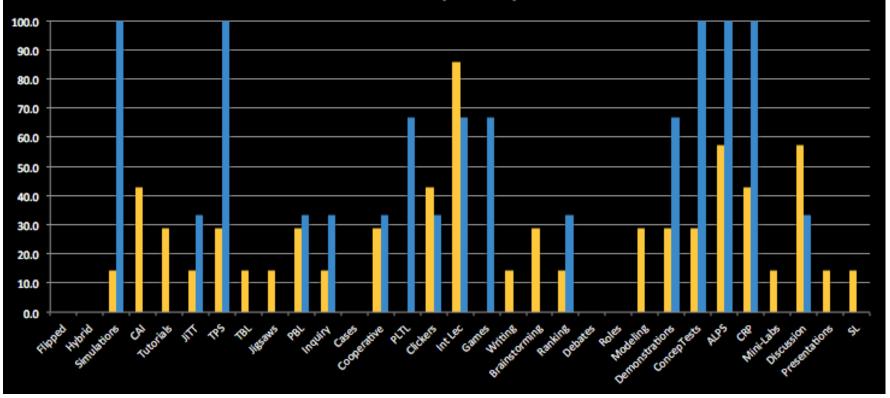
- Problem-based learning 13%
- Context-rich problems 40%
- Active-learning problem sheets -33%
- Modeling 16%

#### Percent with relative use of...

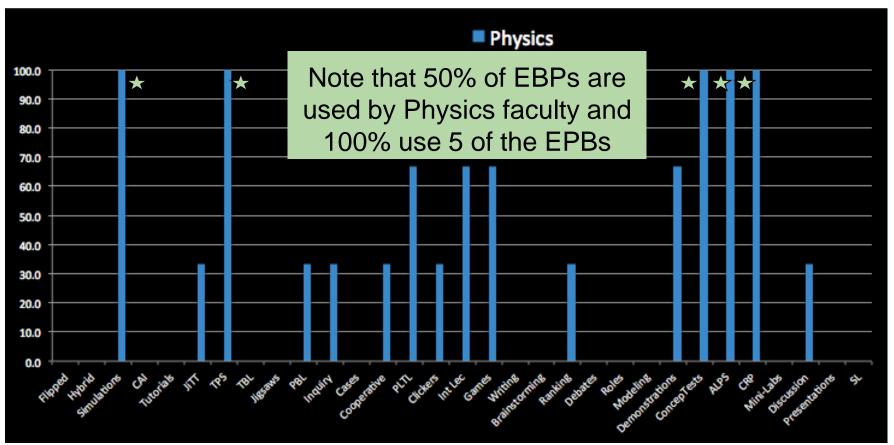
- Problem-based learning 38%
- Context-rich problems 80%
- Active-learning problem sheets
  80%
- Modeling 67%

## **Confirmation: Agreement Among Colleagues**

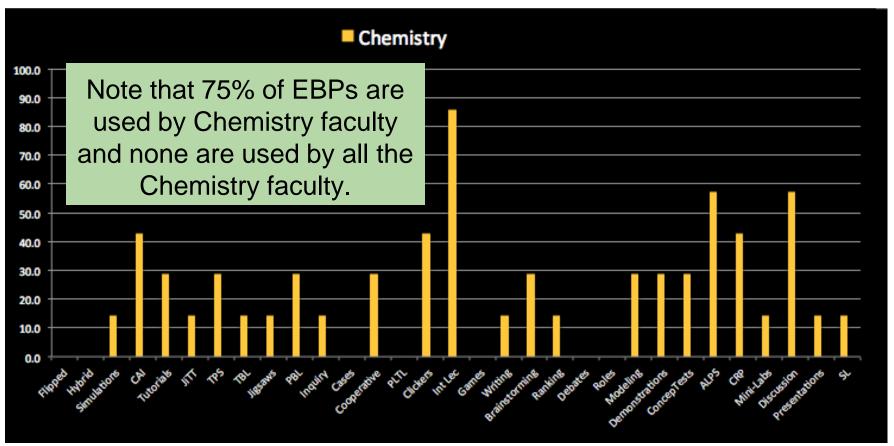
Chemistry Physics



## **Confirmation: Agreement among Colleagues**



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## Confirmation

Greater consistency and confirmation in some disciplines compared to others.

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Physics

Chemistry

## **Recommendations for Faculty Development**

- **1.** Pre-requisite: Identify a need for change by reflecting on satisfaction that goals are being met in the classroom.
- **2. Knowledge:** Use interpersonal methods of educating faculty about EBPs.
- **3.** Persuasion: Consider the compatibility of the method with the course, and scaffold to reach the instructors' desired level of complexity.
- 4. Persuasion: Target select audiences to consider their specific cultural concerns.
- **5. Implementation:** Conduct observations to identify and confirm faculty and student behaviors.
- **6. Implementation:** Having faculty consider courses from students' perspectives may be a segue for faculty development.
- **7. Confirmation:** Reflect on agreement between choices of EBPs used and instructional goals.
- **8.** Confirmation: Reinforce decisions through discussion with colleagues.

## **Faculty Survey**

## Please go to the following URL to take our survey.

https://www.surveymonkey.com/r/widersurvey

Research question: are responses different for an international audience of faculty versus US faculty?



# Confirmation: Limited Alignment of Goals with Use of EBPs

## Of faculty indicating **improvement of student attitudes** is a 'very important' goal...

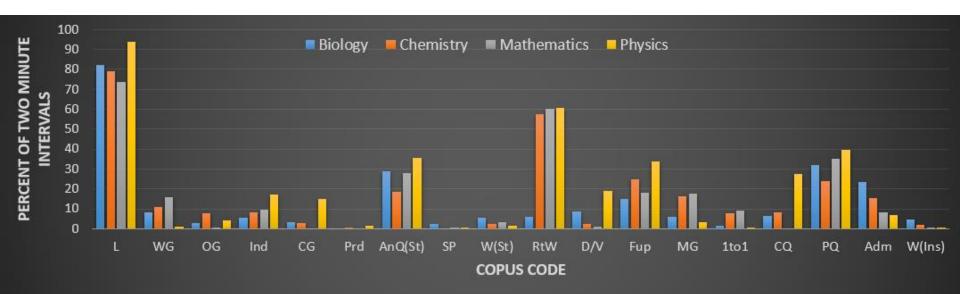
#### Percent who had not heard of..

- Team-based learning 12%
- Cooperative Learning 25%
- Peer-Led Team Learning 25%
- Think-pair-share 50%
- Jigsaws 62%

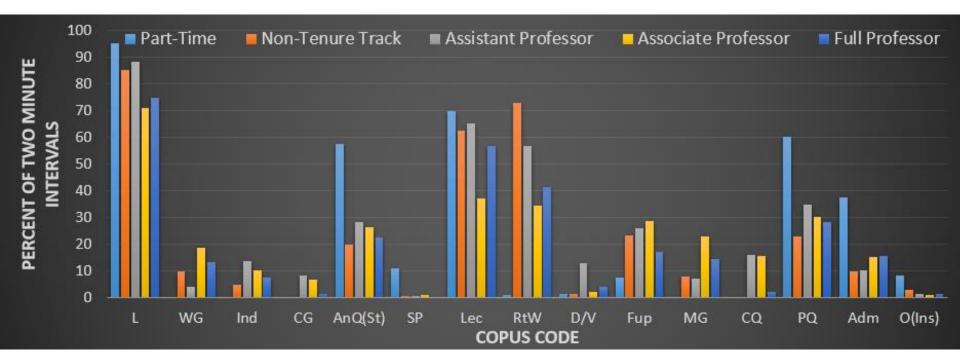
### Percent with relative use of...

- Team-based learning 17%
- Cooperative Learning 33%
- Peer-Led Team Learning 17%
- Think-pair-share 75%
- Jigsaws 33%

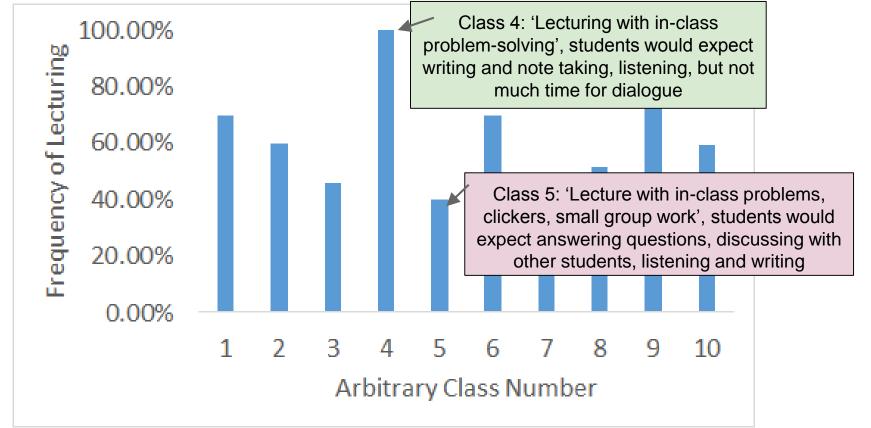
## Implementation: Classroom Observations Differences by Discipline

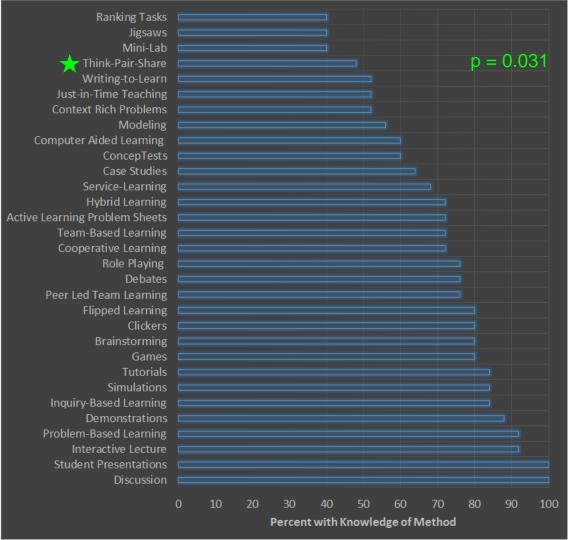


## Implementation: Classroom Observations Differences by Faculty Rank



## Implementation - Agreement between Faculty Interviews and Observations





**Knowledge of EBPs** ★Differences by discipline: 100% of physicists aware of think-pair-share but only 11% of mathematicians.

Ranking Tasks Jigsaws Mini-Lab Think-Pair-Share Writing-to-Learn Just-in-Time Teaching Context Rich Problems Modeling Computer Aided Learning ConcepTests Case Studies Service-Learning Hybrid Learning Active Learning Problem Sheets Team-Based Learning Cooperative Learning Role Playing Debates Peer Led Team Learning Flipped Learning Clickers Brainstorming Simulations Inquiry-Based Learning Demonstrations Problem-Based Learning Interactive Lecture Student Presentations Discussion 40 50

70

Percent with Knowledge of Method

80

90

## Knowledge of EBPs

Differences by faculty rank:

- Hybrid learning
- Just-in-Time (JiTT)
- Jigsaws