EXPECTATION MANAGEMENT TO FOSTER COLLABORATIVE LEARNING



UNIVERSITY OF TWENTE.

COLLABORATION

"A SITUATION IS TERMED COLLABORATIVE IF PEERS ARE MORE OR LESS AT THE SAME LEVEL, CAN PERFORM THE SAME ACTIONS, HAVE A COMMON GOAL AND WORK TOGETHER."

DILLENBOURG, P. (1999). WHAT DO YOU MEAN BY COLLABORATIVE LEARNING?

COLLABORATION IN EDUCATION

COLLABORATION IS WIDELY USED ACROSS SCHOOLS AND UNIVERSITY SETTINGS

- COLLABORATION HAS UNIQUE COGNITIVE AFFORDANCES THAT CAN FOSTER LEARNING
- COLLABORATION IS AN ESSENTIAL SKILL IN MODERN WORK ENVIRONMENTS

GOOD COLLABORATION

TO HARNESS THE SOUGHT AFTER POSITIVE EFFECTS, THE RELATED COLLABORATION SHOULD BE OF GOOD QUALITY

SAAB, N., VAN JOOLINGEN, W.R., & VAN HOUT-WOLTERS, B.H.A.M. (2007). SUPPORTING COMMUNICATION IN A COLLABORATIVE DISCOVERY LEARNING ENVIRONMENT: THE EFFECT OF INSTRUCTION. INSTRUCTIONAL SCIENCE, 35(1), 73-98.

COCOLIABORATION

NEGATIVE EXPERIENCES INCREASE THE RISK OF STUDENTS ADOPTING SKILLS AND ATTITUDES THAT THREATEN BOTH THE DEVELOPMENT OF GOOD COLLABORATION SKILLS AND LEARNING OUTCOMES

COCOLLABORATION

COMMON MANIFESTATION:

 NEGATIVE EMOTIONS DURING COLLABORATION BECAUSE OF LACKING UNDERSTANDING OF WHAT OPINIONS GROUP MEMBERS HOLD

CHEN, D., ZHANG, Y., LUO, H. ET AL. (PREPRINT 2024) EFFECTS OF GROUP AWARENESS SUPPORT IN CSCL ON STUDENTS' LEARNING PERFORMANCE: A THREE-LEVEL META-ANALYSIS. INTERNATIONAL JOURNAL OF COMPUTER-SUPPORTED COLLABORATIVE LEARNING.

EXPECTATIONS

PEOPLE ANTICIPATE OTHERS TO BE SIMILAR TO THEM WHILE IN REALITY THEY ARE DIFFERENT



HOW TO SUPPORT 'GOOD' COLLABORATION

DIFFERENT PHASES IN TEAM DEVELOPMENT

REQUIRING DIFFERENT TYPES OF SUPPORT.

OF TEAM DEVELOPMENT



The team gets to know one another and starts to establish working patterns.

- Help a team get to know each other
- Build relationships
- · Clarify team purpose
- Set individual roles and expectations



Interpersonal conflicts can arise as the team grows accustomed to how everyone works.

- Improve team communication
- Articulate team and individual needs
- Agree on how to handle conflict productively



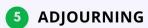
The team begins to settle into a productive workflow and normality is established.

- · Build team spirit
- · Give the group room to grow
- Surface and analyse problems effectively



Conflicts have been resolved, processes are in place, and the team is working at peak performance.

- Capture and document learning points
- · Continue to build team spirit (yes, again)
- Encourage proactivity and autonomy



The project or team comes to a close and the group is disbanded or repurposed.

- Reflect and collect learning points
- Celebrate one another!

CREATED BY SESSIONLAB

HOW TO SUPPORT 'GOOD' COLLABORATION

FORMING:



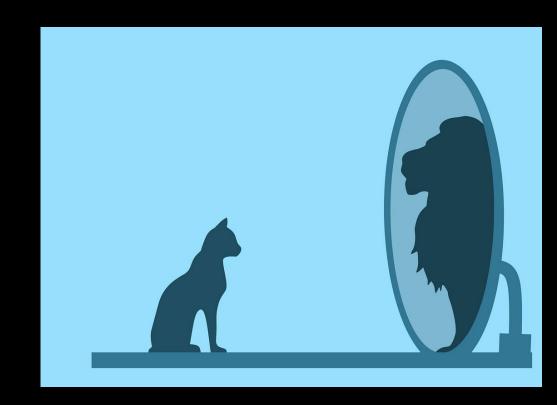
The team gets to know one another and starts to establish working patterns.

- Help a team get to know each other
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EXPECTATION MANAGEMENT

EXPLORATION, DETERMINATION, AND EVALUATION OF THE TEAMS' ASSETS BEFORE THE TEAM ENGAGES IN A TASK

... BUT PEOPLE ARE OFTEN UNAWARE OF EXPECTATIONS THEY HAVE



EXPECTATION MANAGEMENT SUPPORT

PEOPLE ARE OFTEN UNAWARE OF EXPECTATIONS THEY HAVE

BIRD, A., & OSLAND, J.S. (2005). MAKING SENSE OF INTERCULTURAL COLLABORATION. INTERNATIONAL STUDIES OF MANAGEMENT & ORGANIZATION, 35(4), 115-132.

SO..... HELPING STUDENTS MAKE IMPLICIT EXPECTATION EXPLICIT COULD FOSTER EXPECTATION MANAGEMENT AND POSITIVELY IMPACT THE COLLABORATION

EXPECTATION MANAGEMENT SUPPORT

POTENTIAL CONFLICT POINTS IN COLLABORATION AT THE INDIVIDUAL-LEVEL:

- **COMMUNICATING (IMPLICIT VS EXPLICIT)**
- **EVALUATING (INDIRECT VS DIRECT)**
- LEADING (HIERARCHICAL VS EGALITARIAN)
- TRUSTING (INDIVIDUAL VS CONSENSUAL)
- **DECIDING (PERSONAL VS PRAGMATIC)**
- **DISAGREEING (CONFLICT AVOIDANT VS CONFRONTATIONAL)**
- SCHEDULING (FLEXIBLE VS STRUCTURED)

MEYER, E. (2014). THE CULTURE MAP: BREAKING THROUGH THE INVISIBLE BOUNDARIES OF GLOBAL **BUSINESS. NEW YORK: PUBLIC AFFAIRS.**

Communicating is essential for good collaboration. However, the way how you communicate can vary. Please indicate for each item where on the scale your preferences lie when you collaborate with others: O O O O I strive to communicate in an explicit manner I strive to communicate in an implicit manner When I've discussed something, I like to finish with a clear concise When I've discussed something. I assume the discussion is enough to 000000 create a shared understanding statement to make sure everybody has the same understanding My communication is sophisticated, layered, and nuanced. O O O O O My communication is clear, concise, and direct.

How you wish others to evaluate your work and contributions car Please indicate for each item where on the scale your preferences lie when you collaborate with others: If I have done poor work. I prefer to get soft and subtle feedback. When I receive negative feedback, I easily take it personal I don't mind receiving negative feedback in front of a group. I prefer to receive negative feedback in private. I'd rather receive clear and direct negative feedback, than not knowing

How you feel a group should ideally come to a decision can differ

Please indicate for each item where on the scale your preferences lie when you collaborate with others:

I think decisions can be made by an individual in the group.

It is more important to be time-efficient than to reach full consensus.

O O O O O I believe that decisions should only be taken when everyone agrees

EXPECTATION MANAGEMENT SUPPORT

BUT INTERACTION WITH THIS TYPE OF SUPPORT MIGHT BE SUBOPTIMAL

- IT'S SOMETHING EXTRA
- IT REQUIRES <u>OPEN COMMUNICATION</u>

EXPECTATION MANAGEMENT SUPPORT

....BUT INTERACTION WITH THIS TYPE OF SUPPORT MIGHT BE SUBOPTIMAL

- IT'S SOMETHING EXTRA
- IT REQUIRES OPEN COMMUNICATION

... GAMIFICATION MIGHT HELP OVERCOME THIS CHALLENGE

GAME FICTION

GAME FICTION, LIKE NARRATIVE OR AVATARS, INTRODUCES ELEMENTS OF FANTASY TO THE EDUCATIONAL CONTEXT

BEDWELL, W.L., PAVLAS, D., HEYNE, K., LAZZARA, E.H., & SALAS, E. (2012). TOWARD A TAXONOMY LINKING GAME ATTRIBUTES TO LEARNING: AN EMPIRICAL STUDY. *SIMULATION & GAMING*, 43(6), 729-760.

COULD KINDLE 'ONLINE DISINHIBITION' WHICH CAN ENCOURAGE OPEN COMMUNICATION AND SELF-DISCLOSURE



AVATAR

A VISUAL COMPUTER-GENERATED FORM REFLECTING THE USER

ANTONACI, A., KLEMKE, R., & SPECHT, M. (2019). THE EFFECTS OF GAMIFICATION IN ONLINE LEARNING ENVIRONMENTS: A SYSTEMATIC LITERATURE REVIEW. *INFORMATICS*, 6(3), 32.



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THIS STUDY

DO STUDENTS BENEFIT FROM SUPPORT THAT HELPS THEM MAKE (IMPLICIT) EXPECTATIONS EXPLICIT?

DOES THE IMPLEMENTATION OF GAMIFICATION (I.E., GAME-FICTION IN THE FORM OF AVATARS) CONTRIBUTE TO THE EFFECTIVENESS OF THIS SUPPORT?

Ronja



Your avatar's skillset

Communicating score: 0.5 Evaluating score: -0.75

Power distancing score: 0.33

Deciding score: 1
Trusting score: -1

Disagreeing score: 2

Scheduling score: 0.66

Your avatar's achievements





THIS STUDY (N = 238)

GAMIFIED EXPECTATION MANAGEMENT SUPPORT

(N=50, GROUP N = 10)

VS

EXPECTATION MANAGEMENT SUPPORT

(N=83, GROUP N = 18)

NO SUPPORT

(N=105, GROUP N =22)

Ronja



Your avatar's skillset

Communicating score: 0.5 Evaluating score: -0.75

Power distancing score: 0.33

Deciding score: 1
Trusting score: -1

Disagreeing score: 2

Scheduling score: 0.66

Your avatar's achievements

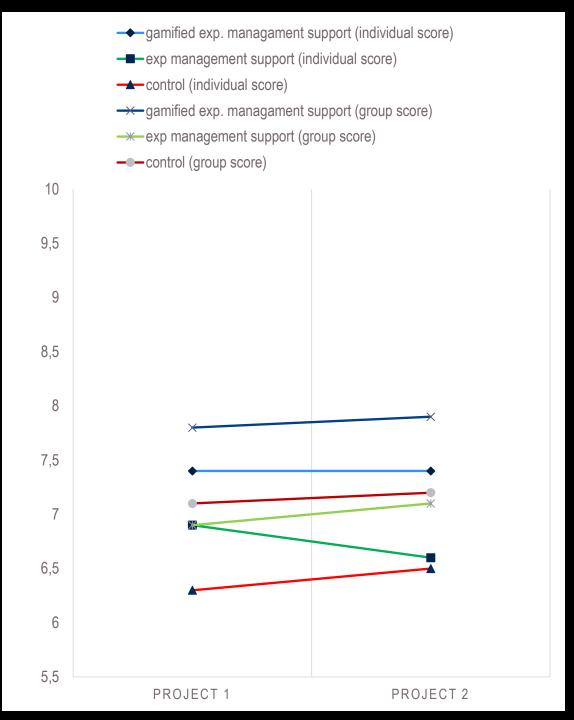




RESULTS

NO SIGNIFICANT DIFFERENCE BETWEEN THE CONDITIONS CONCERNING QUALITY OF COLLABORATION OR STUDENTS' ATTITUDES REGARDING COLLABORATION

FOR BOTH INDIVIDUAL LEARNING AND GROUP
PERFORMANCE STUDENTS IN THE GAMIFIED
EXPECTATION MANAGEMENT CONDITION ON AVERAGE
OUTPERFORMED STUDENTS IN THE TWO OTHER
CONDITIONS



HOW TO SUPPORT 'GOOD' COLLABORATION

FORMING:



The team gets to know one another and starts to establish working patterns.

- Help a team get to know each other
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HOW TO SUPPORT 'GOOD' COLLABORATION

- Help students achieve the goals in the forming stage by completing a team charter
- Team charter a summary of what the team stands for and how they operate

EXPECTATION MANAGEMENT SUPPORT

... BUT INTERACTION WITH THIS TYPE OF SUPPORT MIGHT BE SUBOPTIMAL

- IT REQUIRES STUDENTS TO MOVE BEYOND TASK SUBJECTS
- IT REQUIRES OPEN COMMUNICATION ABOUT THE TEAMS' ASSETS AND PERSONAL EXPECTATIONS

... MAKING IMPLICIT ATTRIBUTES EXPLICIT MIGHT HELP OVERCOME THIS CHALLENGE

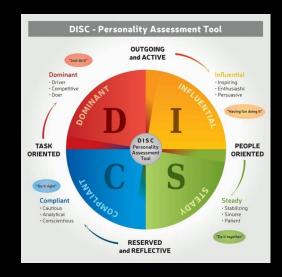
HOW TO SUPPORT 'GOOD' COLLABORATION

SELF-ASSESSMENTS:

- WHAT IS MY COLLABORATION STYLE?
 - DISC

- WHAT IS MY CONFLICT SOLUTION STYLE?

- Accommodating
- Competing
- Problem avoiding
- Compromising



, , , , , , , , , , , , , , , , , , , ,	,						
I usually react slowly and deliberately	0	0	I usually react quic	kly and spont	aneously		
I usually introduce myself at social gatherings	0	0	I usually wait for o	ther to introdu	ice themselves to	o me at social g	atherings
I'm usually assertive, and at times I can be impatient	0	0	I'm usually not ass	ertive and I ca	an be patient with	h a slow pace	
When I have a conflict while collaborating, I do the following:							
		n	not at all				very muc
			1 2	2	3	4	5
Loush my own point of view			0 0	0	0	0	0



THIS STUDY

Do students benefit from support in the form of a team charter?

 Does the implementation of self-assessment before completion (i.e., collaboration style and conflict management style) impact how students complete the team charter and its effectiveness?

THIS STUDY (N = 78, GROUP N = 15)

TEAM CHARTER

(N=28, GROUP N=6)

VS

SELF-ASSESSMENT & TEAM CHARTER

(N = 45, GROUP N = 10)



IN COMPARISON TO PREVIOUS COHORT, MORE POSITIVE RESPONSE TO COLLABORATION

IN PROCESS:

- GRADES
- COLLABORATION SUCCESS
- TEAM CHARTER CONTENT



TEAM CHARTER FEEDBACK

STUDENTS SEE THE ACTIVITY AS AN ICE-BREAKER

STUDENTS WOULD LIKE MORE GUIDANCE

STUDENTS WANT MORE FOCUS ON PRACTICAL MATTERS

STUDENTS WANTED MORE TIME

TEACHERS SEE IT AS AN EASY TO IMPLEMENT METHODE



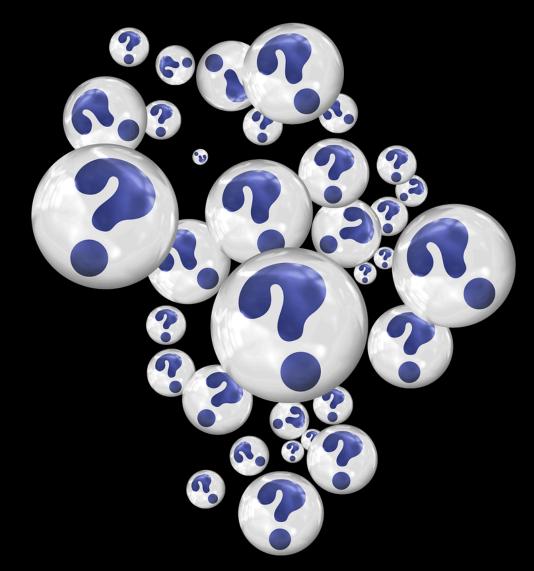


UNIVERSITY

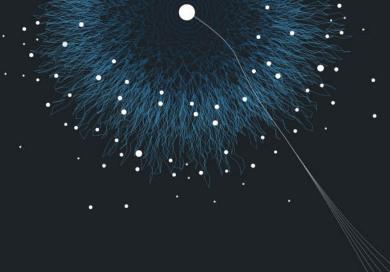
FOOD FOR THOUGHT

TEACHERS NEED TO SUPPORT STUDENTS TO SUCCESSFULLY ENGAGE IN THE 'FORMING' PHASE OF COLLABORATIVE PROJECTS.

EFFECTIVE SUPPORT FOR COLLABORATIVE LEARNING DOES NOT ONLY REQUIRE (DIGITAL) TOOLS, BUT ALSO INVOLVEMENT OF TEACHERS AS GUIDES OR FACILITATORS



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JUDITH TER VRUGTE

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