

TOP SECRET

GRADUATING GILBERT

AN INTERIM REPORT

ABOUT THE NUMBERS



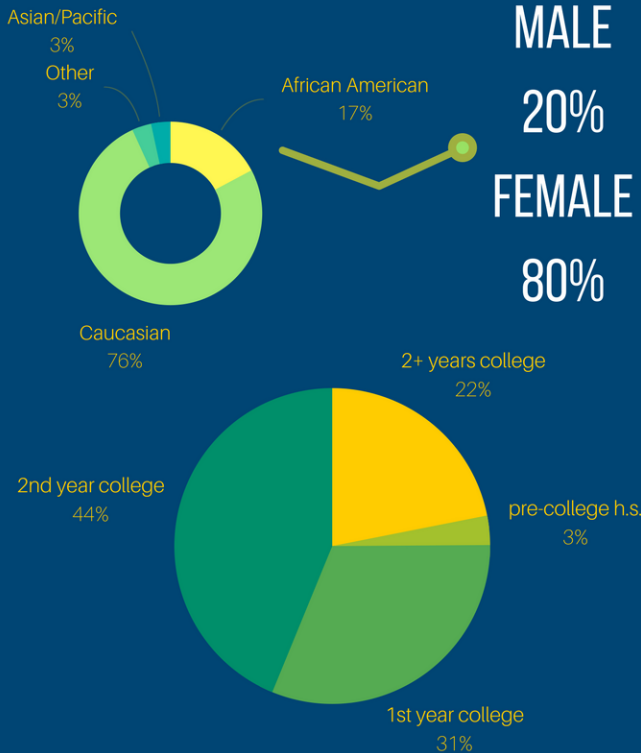
FORTY-EIGHT STUDENTS from two online intro psychology courses were surveyed approximately mid-term about the learning activities with 33 responding.

Part of our design plan during course development was to:



- include synchronous interaction
- create a cast of (student) characters who help the main character Gilbert to graduate from Wake Tech
- develop a gamified element, specifically a spy theme
- create videos to accompany weekly narratives
- employ a whole student approach to promote engagement
- promote growth mindset activities and exploration

About our respondents



82% of students want to see Gilbert graduate



Attendees of the Wednesday online seminars find them interesting

81%



"I enjoy that you have Wednesday seminars. It makes me feel like I am actually in a class. GREAT IDEA! Please share this with other online teachers."

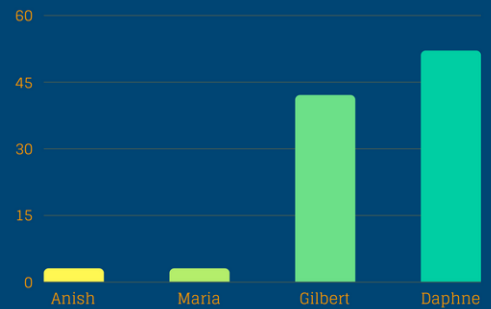
73% ✨ like the weekly mission videos

58% ✨ find the weekly rally point videos useful

70% ✨ think the OGG spy game is interesting

73% ✨ find the narratives interesting

FAVORITE CHARACTER



INSTRUCTIONAL TEAM

Christopher Roddenberry
 Shelley Evans Cynthia Bowers
 Sarah Rothman
 WAKE TECH COMMUNITY COLLEGE
 RALEIGH, NC