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Characterising students' interaction with TinkerPlots.

Technol. Innov. Stat. Educ. 7, No. 1, 18 p., electronic only (2013).

Summary: Exploration of the way in which students interacted with the software package, TinkerPlots Dynamic Data Exploration, to answer questions about a data set using different forms of graphical representations, revealed that the students used three dominant strategies – snatch and grab, proceed and falter, and explore and complete. The participants in the study were 12 year 5-and-6 students (11–12 years old) who completed data analysis activities and answered questions about the data analysis process undertaken. The data for the inquiry were collected by on-screen capture video as the students worked at the computer with TinkerPlots. Thematic analysis was used to explore the data to determine the students' strategies when conducting data analysis within the software environment.

Classification: K43 U73

Keywords: exploratory data analysis; lower secondary; statistical software; graphical representations; research; student observation; man-machine interaction; interviews; models of learning; computer as educational medium

<http://escholarship.org/uc/item/1074n1dp>