

Teachers and Crowdsourcing Survey Results

Špela Arhar Holdt

Centre for Language Resources and Technologies; University of Ljubljana, Slovenia
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enetCollect

COST Action CA16105

<http://enetcollect.eurac.edu/>

enetcollect@gmail.si



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Centre for
Language Resources
and Technologies

Teachers and Crowdsourcing

Enet-Collect is focusing on **language learning** and thus **language teachers**.

In WG1, a survey was designed to collect data on current practices:

- a. Are teachers **familiar** with the concept of crowdsourcing?
- b. Are they **including crowdsourcing** in their teaching?
- c. Are they themselves **active in crowdsourcing** activities?
- d. If yes, **what** are these activities?
- e. What is their **attitude** towards crowdsourcing in general?
- f. What would **motivate** them to include crowdsourcing into their teaching?



The Creation of the Survey

- The survey was presented at the last meeting in Iasi (March 2018).
- Feedback was provided and the finalised version was launched **11/06/2018**.
- For every participating country, a **national representative (NR)** was designated (36 people in the team at the end).
- Our goal was to collect **40 surveys** per participating country.
- **We got nowhere close to this goal.** Not all NRs invested time into the task and for those that did, finding the willing participants was a real challenge. Rina Zvieli-Girshin and Ela Gajek will address this issue in detail during the discussion.
- Today, I will present the **current results** for all of the survey questions.
- The plan was to finish collecting the data by 1/11/2018. However, some NRs asked for the survey to **remain open** so they can continue the effort.



Survey Status

Status	Number of units
Entered intro	16241
Entered first page	2884
Partially completed	1698
Stran 1	1743
Stran 2	958
Stran 3	946
Stran 4	940
Stran 5	932
Page 6	866
Page 7	878
Page 8	868
Page 9	861
Completed	1127
Completely empty	49
Completed incl. empty	1176

**12851 from
Facebook**



Introduction to the Survey

Dear respondent

The following questionnaire is aimed at language teachers. We are interested in teachers' opinion on the use of crowdsourcing for teaching purposes. The survey has been prepared within the European COST Action 16105: European Network for Combining Language Learning with Crowdsourcing Techniques.

The survey will take 10 minutes. Your answers will be used for research purposes only. Thank you for your participation!



Introduction to the Survey

This survey is about crowdsourcing – the practice of getting ideas or help on a project from a large number of people, usually through the internet. People participate voluntarily and the project is typically beneficial to the community.

Some teaching-related examples of crowdsourcing include: preparing Wikipedia entries; adding subtitles with translations to educational videos (e.g. Khan Academy, TED); selecting, editing and sharing language examples for exercises or tests; sharing teaching materials on open digital platforms so other teachers can use them, etc.

This was on the 2nd page: Could be why some people left!

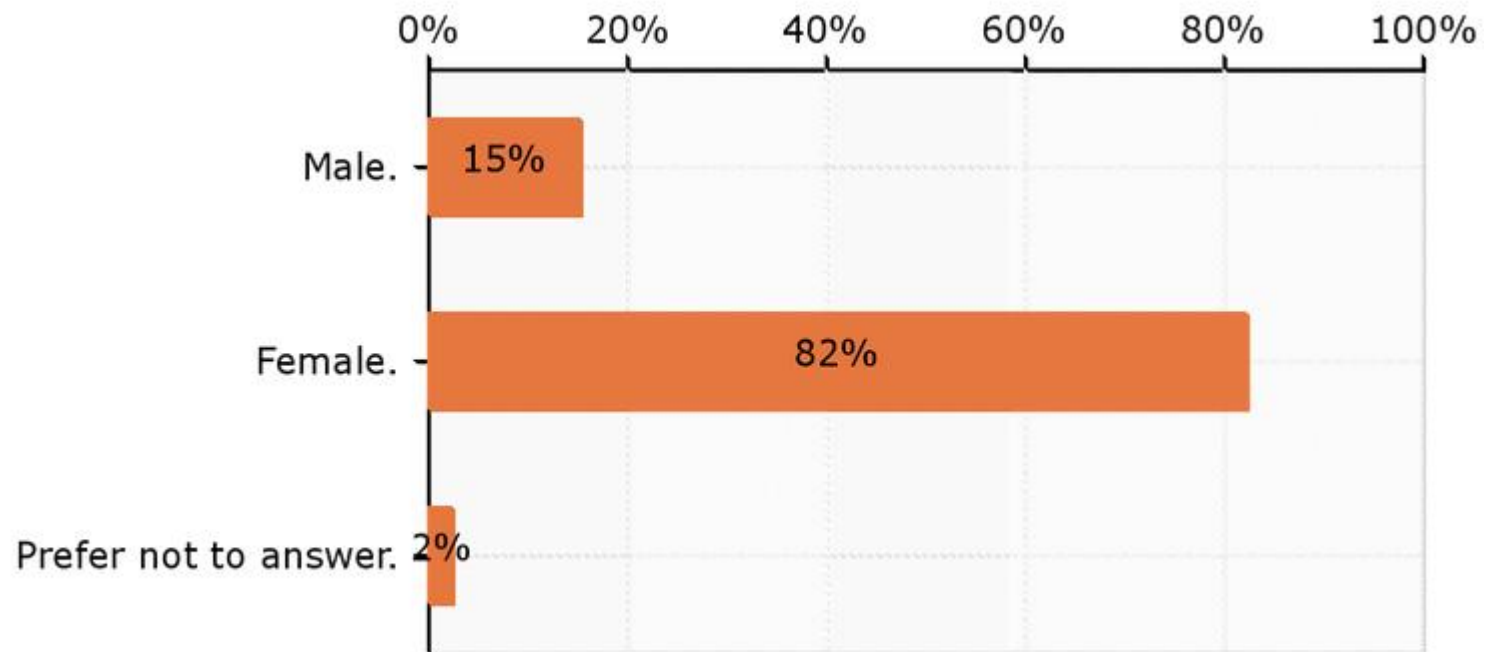


- **1698 units**
- **different number of valid* units**

***where the respondent
answered at least one question**

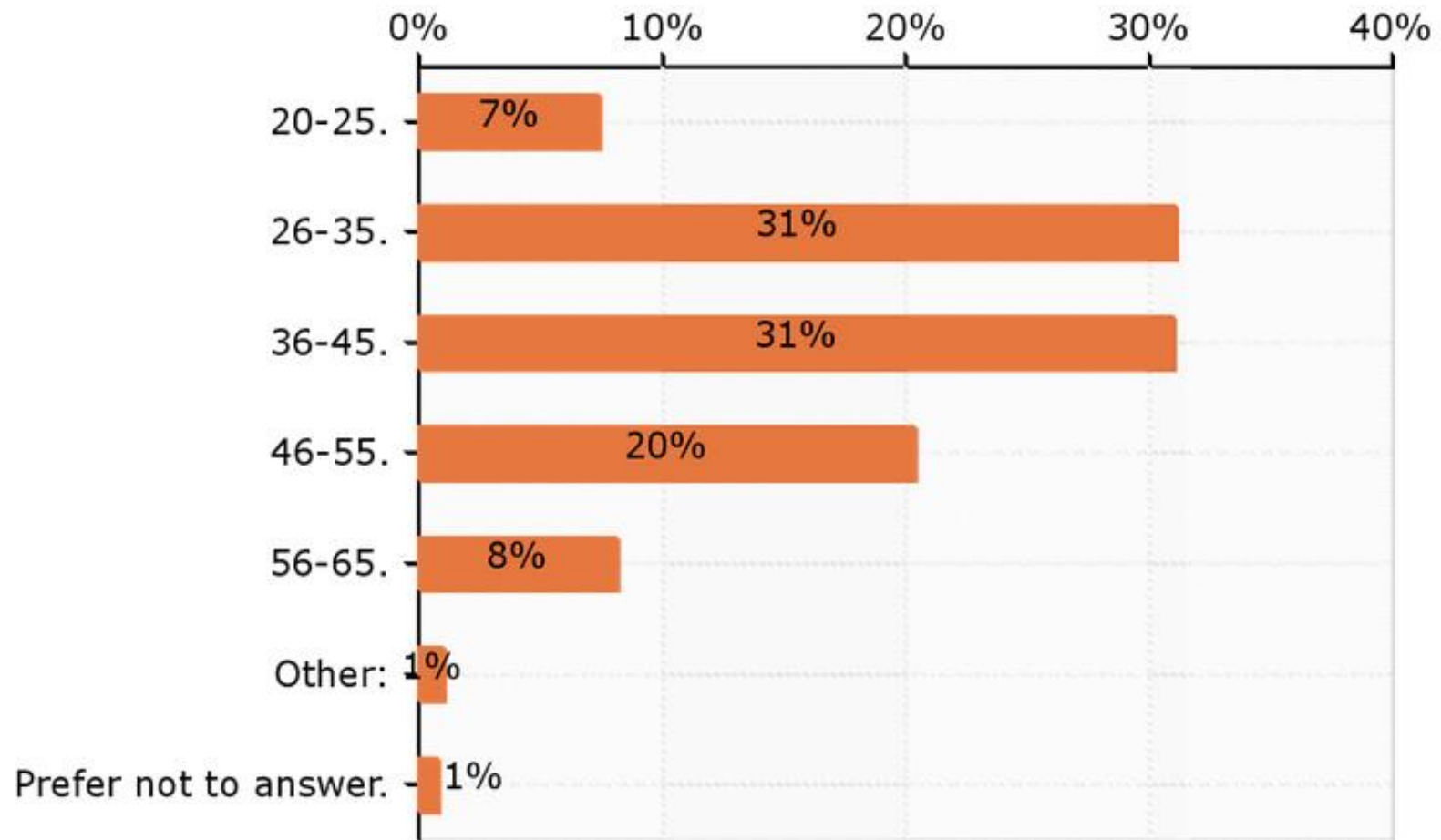
Gender

(n = 858)



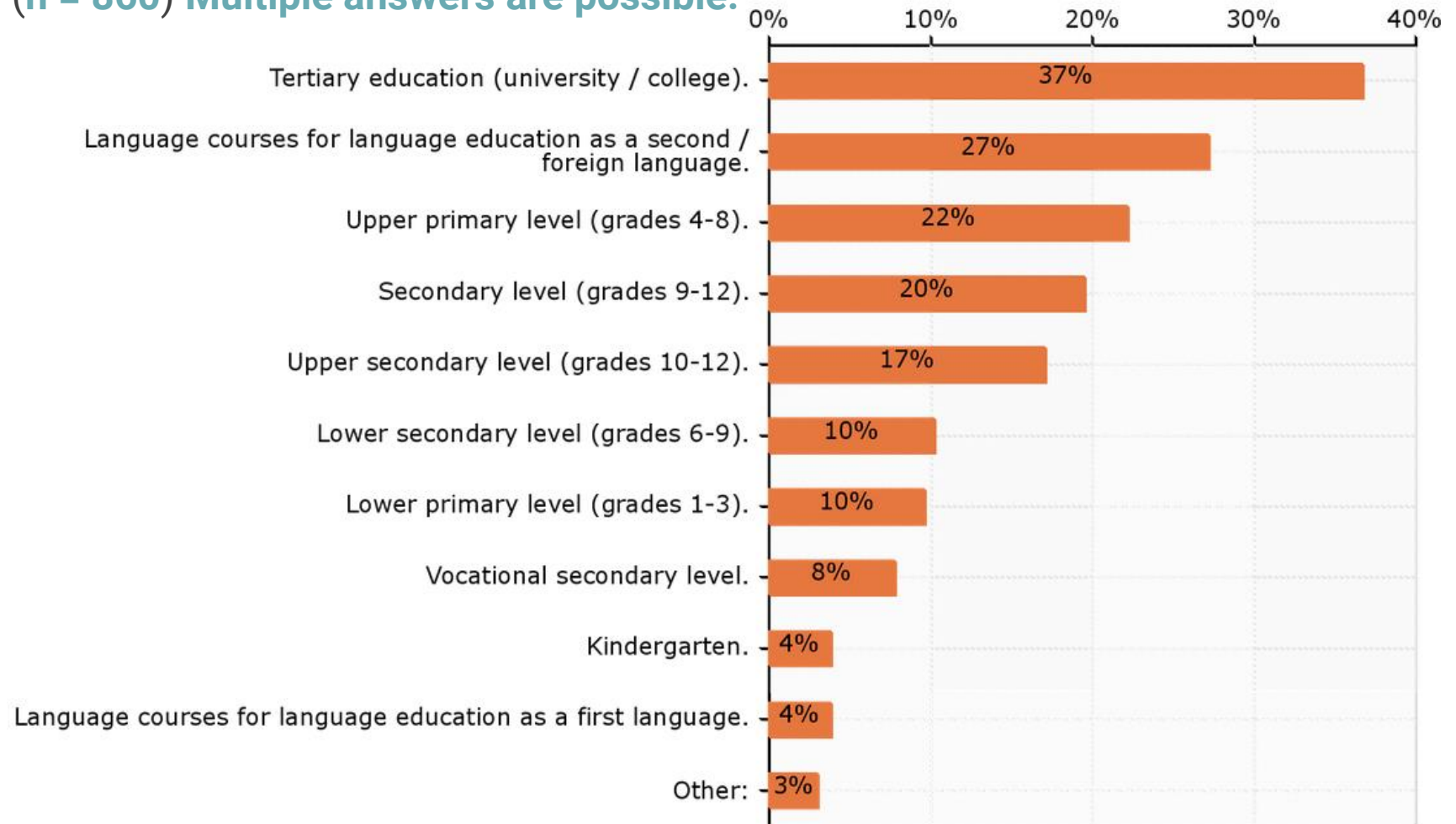
Age

(n = 858)



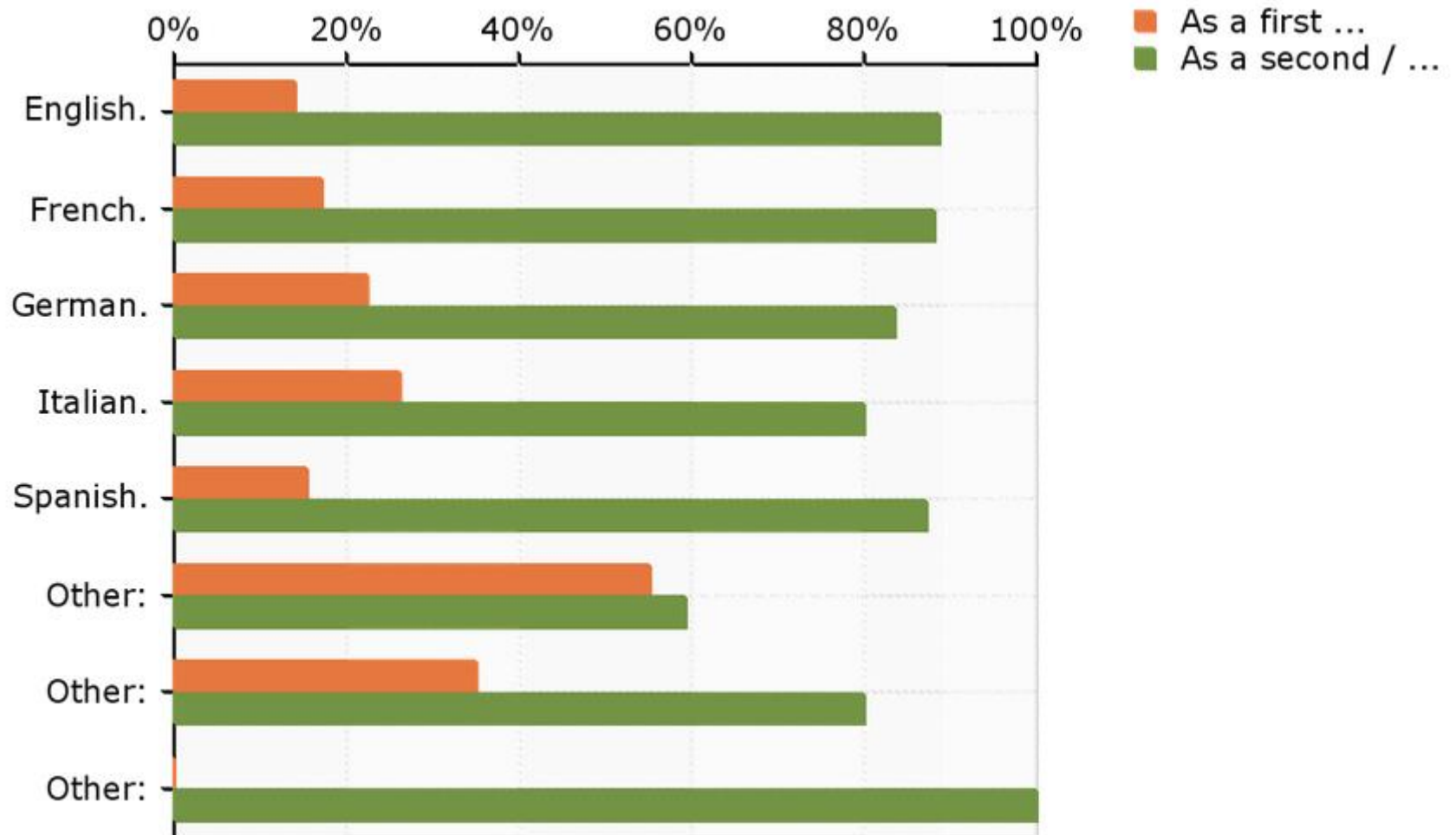
What Education Level Do You Teach At?

(n = 860) Multiple answers are possible.



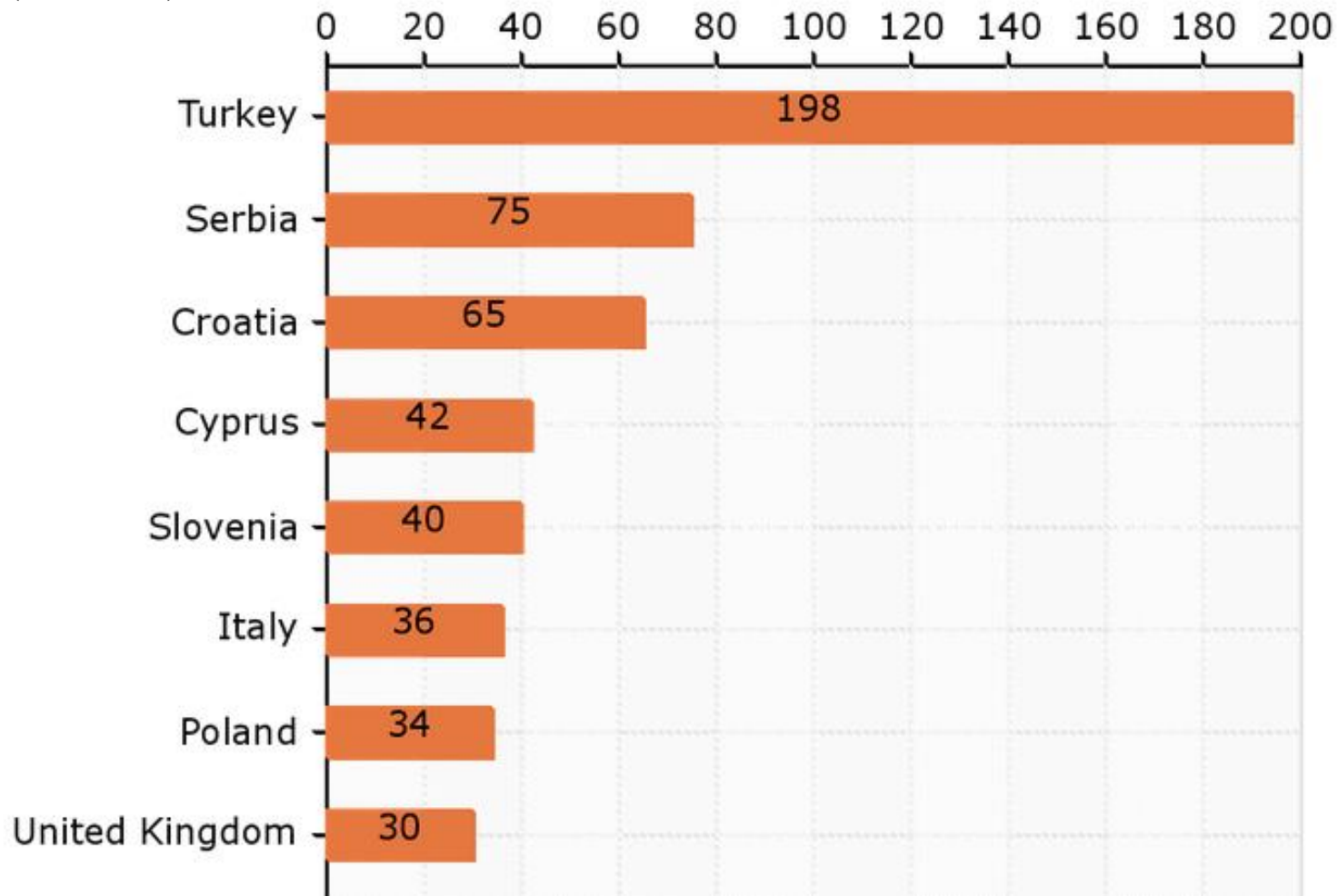
What Language(s) Do You Teach?

(n = 593)



Which Country Do You Teach In?

(n = 851)



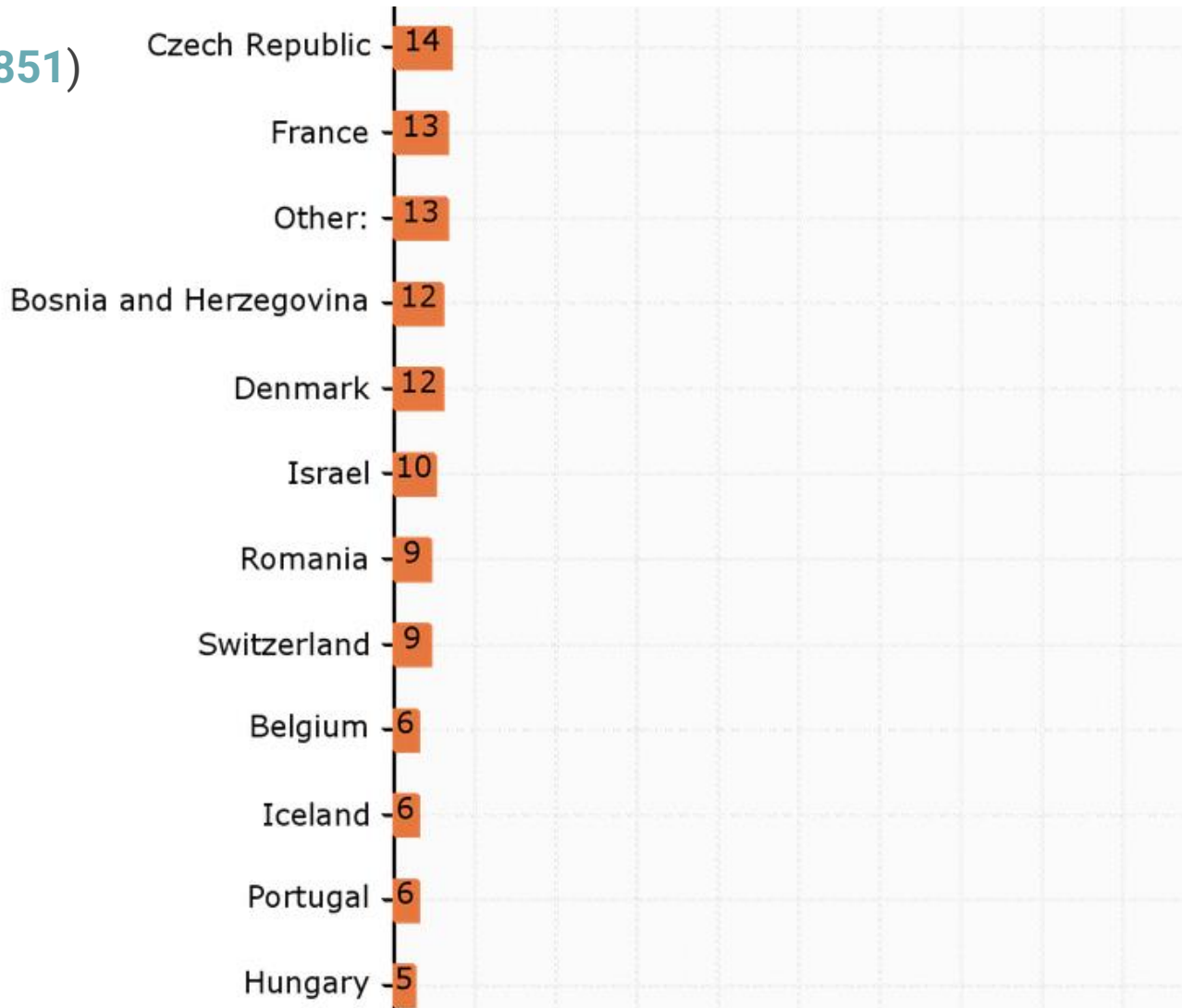
Which Country Do You Teach In?

(n = 851)



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(n = 851)



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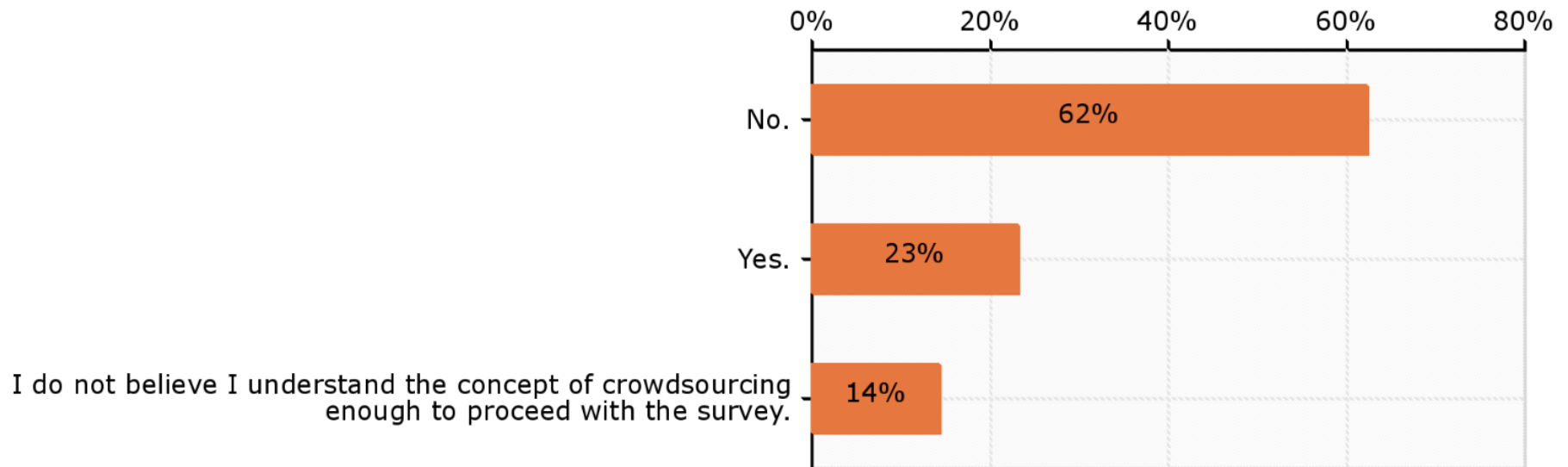
(n = 851)



ABOUT STUDENTS

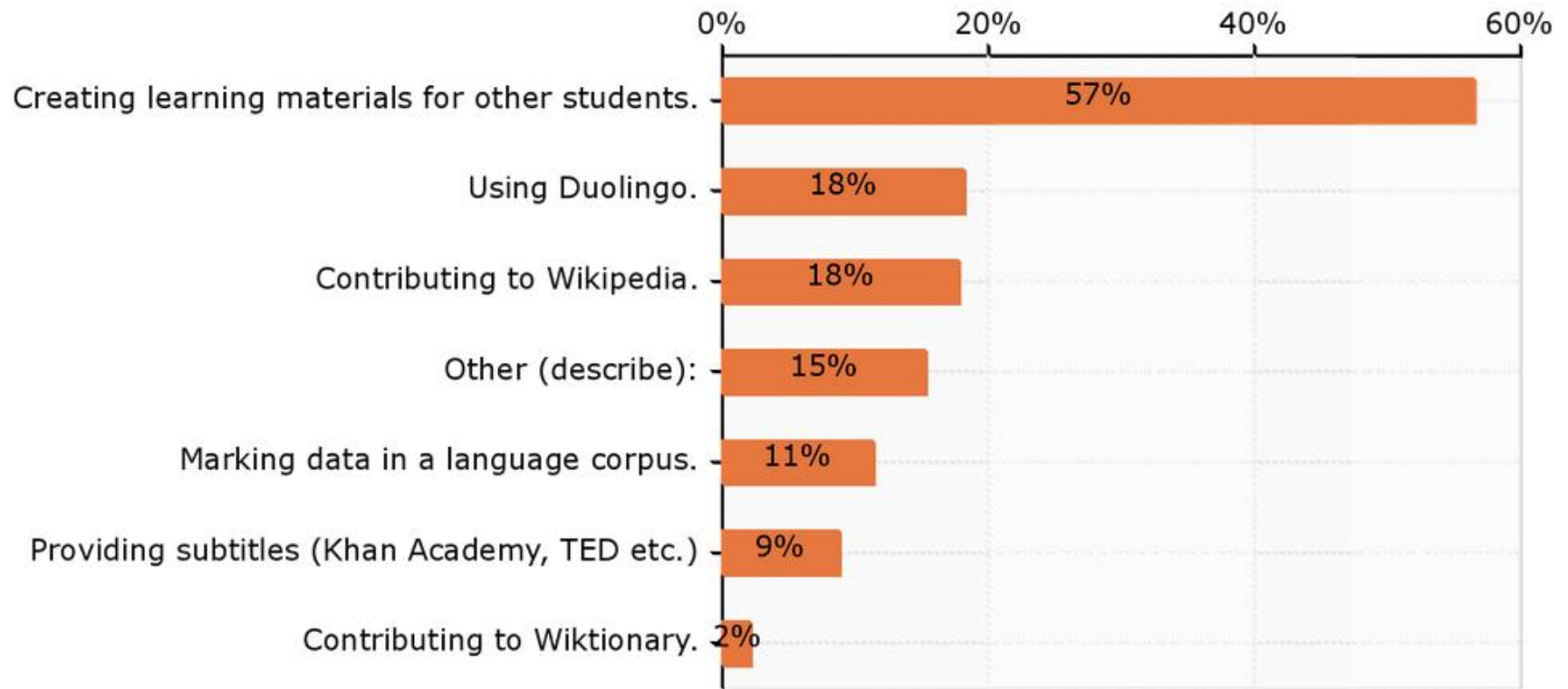
Experience with Crowdsourcing

Have you ever organized an activity where your pupils / students participated in crowdsourcing? (n = 1696)



If Students Did Participate

What was the crowdsourcing activity your students participated in? (n = 511)
Multiple answers are possible.



- contributing to netresources
 - cram, languageapps
 - writing poetry together with parents
 - facebookgroups where we share ideas and some links etc + chatt with classmates about language
 - using kahoot
 - dictionary
 - powtoon
 - played a game with a purpose
 - developing an app, mobile stories
 - for learning grammar, writing, vocabulary.
 - sharing and obtaining ideas and information on facebook groups
 - selecting of materials to the topic of gamification in language learning
 - contribute to a university wide wiki
 - cyber homework
 - i\`m not sure if using surveys through linked-in would be considered crowd sourcing.
 - collecting students\` essays for
- the european corpus of learner\`s english
 - lavoro di gruppo con il webtool prezy
 - contributing to youtube
 - making memrise course
 - mostly using different kinds of learning materials or making contacts with other students
 - sharing essay titles they have created themselves
 - creating termbases
 - kahoot
 - use a local wiki to write school newstories
 - etwinning projects
 - using digital platforms
 - creating database entries
 - translation
 - projects
 - using quizlet and other similar apps
 - submitted content to the ministry\`s repository
 - use of edmodo use of schoology
 - making sentences according to a subject
- contributing to resources on teaching and learning platform
 - quizlet,facebook group materials
 - etwinning
 - e twinning
 - quizzlet, kahoot
 - creating marketing material for educational purposes - posters and exhibitions
 - translating a presentation of our city
 - ekkert
 - translating a website for another institution.
 - using edmodo for language teachers
 - writing magazine articles, doing projects that are published on the internet, school site, writing scientific papers
 - sharing ideas about the books they have read.
 - dropbox upload
 - using eba and tureng dictionary
 - making story together online, creating strips
 - quizlet

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- **contributing to netresources**
- cram, languageapps
- **writing poetry together with parents**
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with classmates about language
- using kahoot
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- played a game with a purpose
- developing an app, mobile stories
- **for learning grammar, writing, vocabulary.**
- sharing and obtaining ideas and information on facebook groups
- selecting of materials to the topic of gamification in language learning
- contribute to a university wide wiki
- **cyber homework**

Any sort of learning
activity in digital
environment /
cooperation is not
already crowdsourcing

- contributing to netresources
- **cram**, languageapps
- writing poetry together with parents
- facebookgroups where we share ideas and some links etc + chatt with classmates about language
- using **kahoot**
- dictionary
- **powtoon**
- played a game with a purpose
- developing an app, mobile stories
- for learning grammar, wriring, vocabulary.
- sharing and obtaining ideas and information on facebook groups
- selecting of materials to the topic of gamification in language learning
- contribute to a **university wide wiki**
- cyber homework

Some ideas
worth exploring

What Are the Priorities?

What would **help you** to include more crowdsourcing activities in your teaching?

Drag the 5 most important categories to the right side of the screen and rank them (the most important should be ranked as number 1)

(**n = 1698**)



- General tutorials about the nature of crowdsourcing
- Tutorials about crowdsourcing-based teaching techniques
- Ideas about which specific activities are suitable for the language(s) I teach
- A pre-prepared lesson plan
- (Improved) technical equipment at my school / institution
- A proof of compliance with the curriculum
- A justification for parents / school management that these activities are beneficial
- A guarantee there are no ethical and legal implications with student cooperation
- Clear indication of motivational aspect or value for the students
- Clear indication of appropriate age range or CEFR level required for the activity
- More teaching time
- I do not need additional motivation
- I would not participate under any circumstances
- I don't know

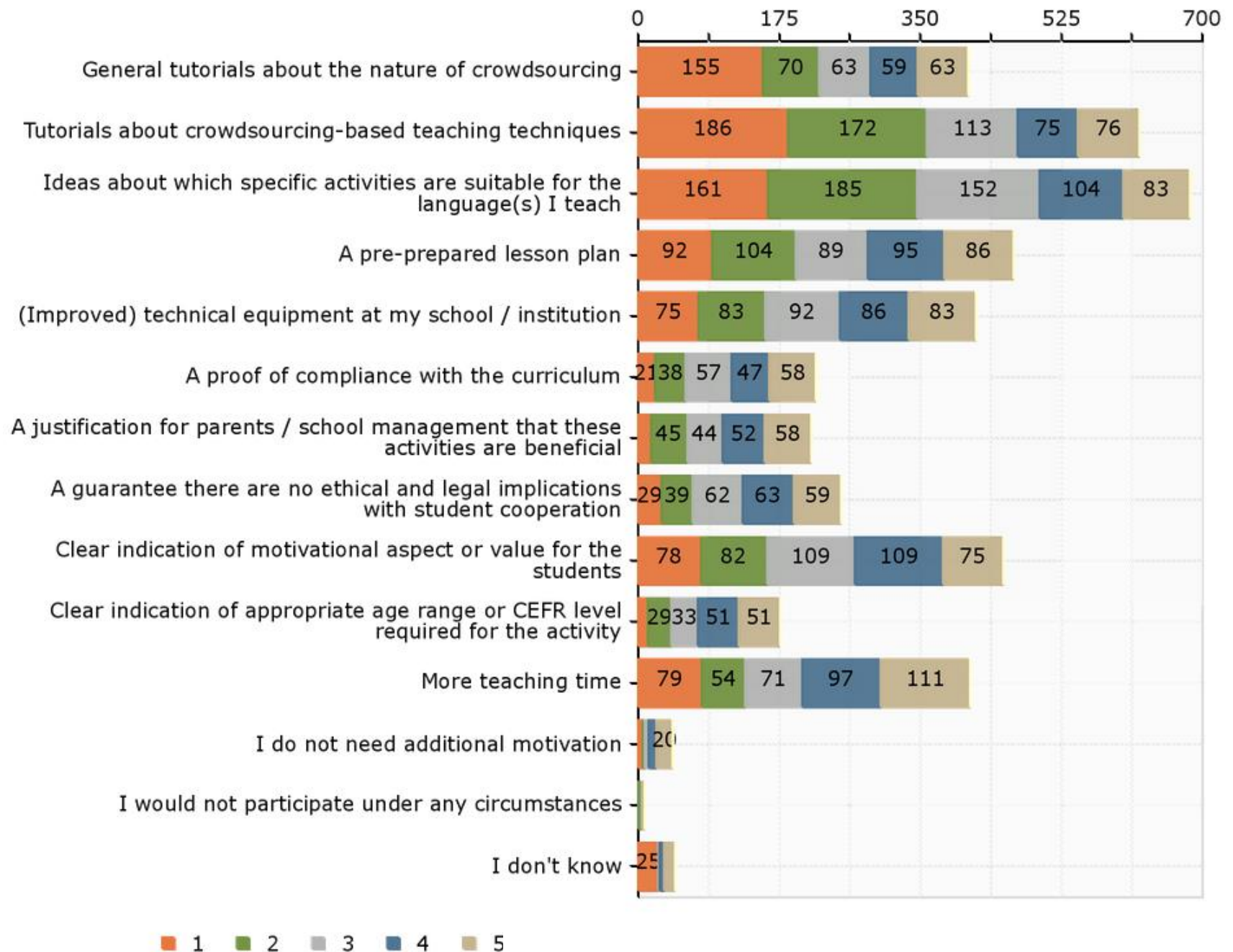
1 2 3 4 5

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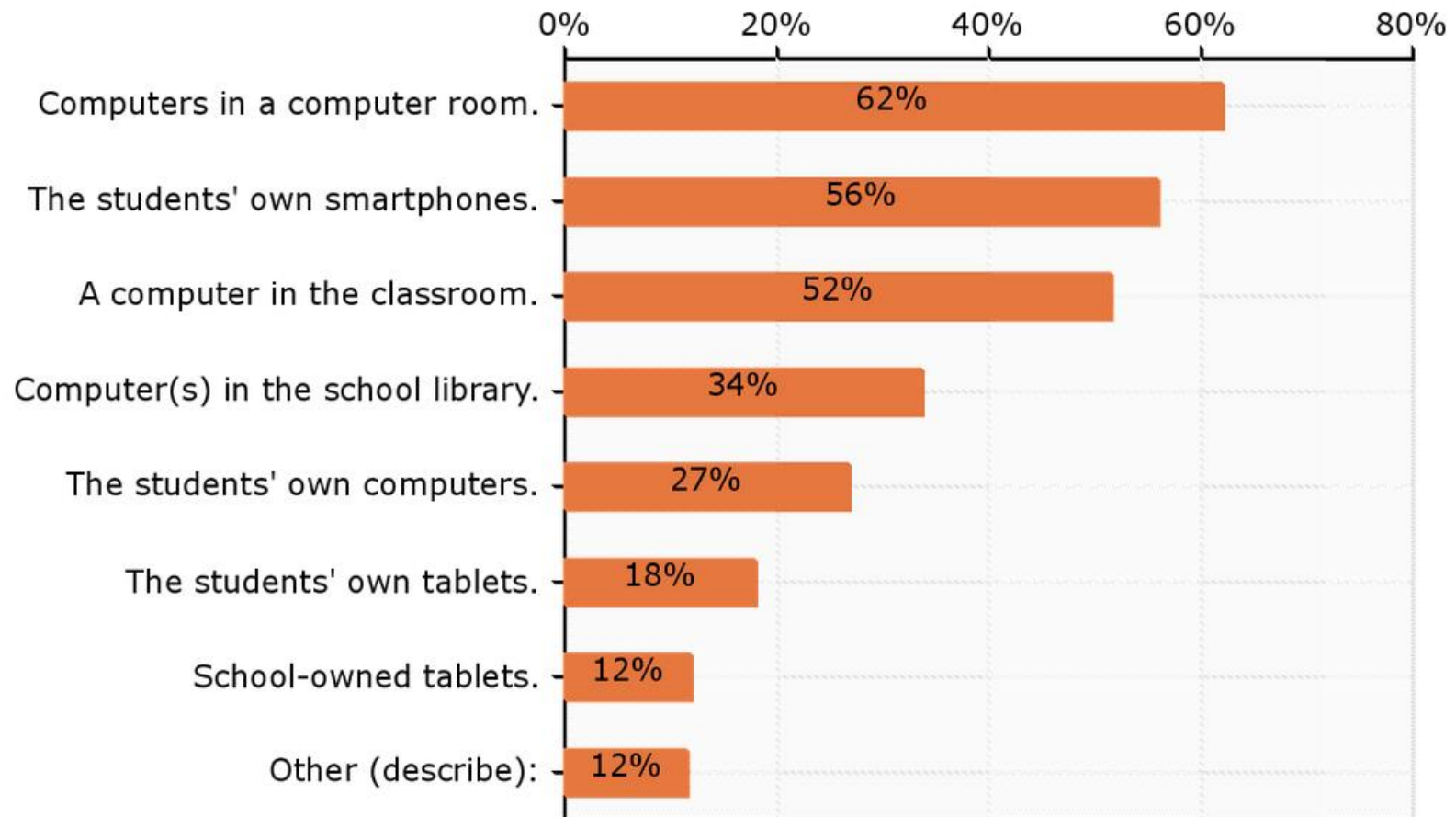
(n = 1698)



Technical Equipment

What technical equipment is available at your school / institution for students to use? (n = 935)

Multiple answers are possible.

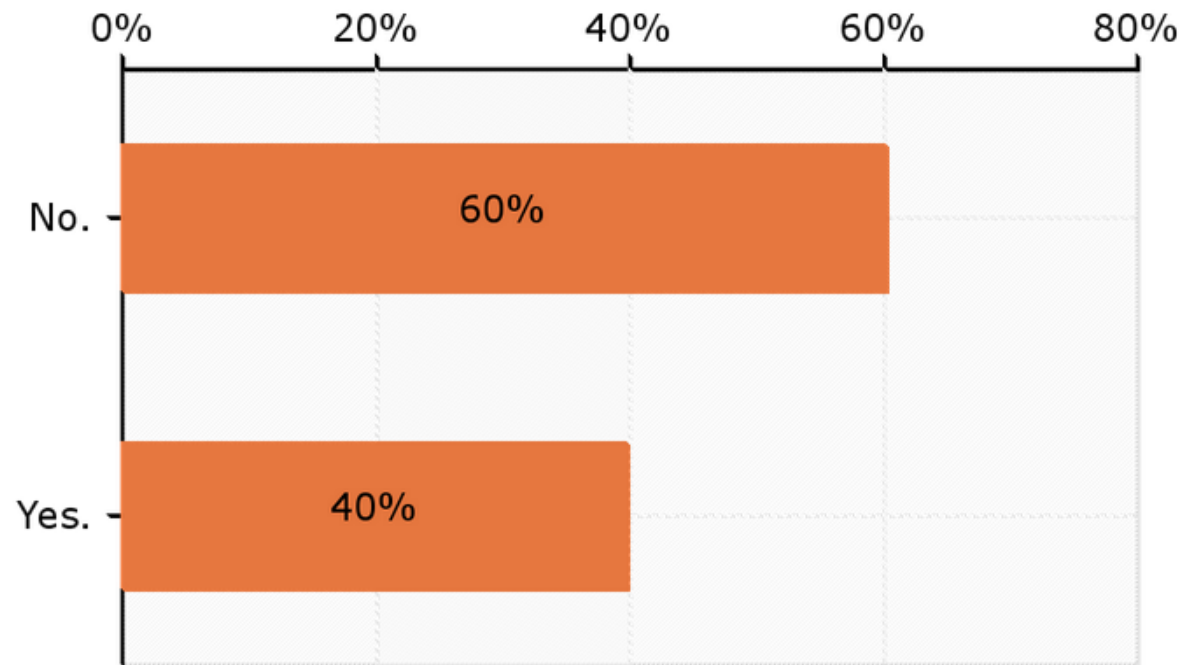


- surface pc
- none
- **cd player; projector**
- smart board
- we are an online university
- **smartboard**
- smartboard, school-owned computers (which you can use in classrooms)
- **none of them we have nothing**
- cd player
- a smartboard
- **visualizer, flipchart, whiteboard**
- one overhead projector
- smartboards, magic words list, flash cards
- school-owned laptops
- not all the classrooms have working computers...
- teachers own computers
- clevertouch
- interactive or smart boards
- we have 1 computer room for more then 1,000 students and 1 pc in each classroom. the students use their own equip...
- smart boards
- laptops for student use
- noth\`ng
- interactive boards
- smartboard in every classroom
- just projection
- just a white board :-(
- none available at school this year
- smartboards in classrooms
- lim
- only my pc when i bring it and only my internet connection
- tablet
- whiteboard
- scholl-owned laptops
- smartboards in the class
- activ board
- projector
- smart boards at the classes
- a computer with lots of technical problems in the classroom.
- projector, smart board
- cd player, data projector
- smartboards
- teacher's laptop
- smart board in classes
- an e-learning platform (moodle)
- + my own computer
- smart boards in the classroom
- smartboard in the classroom
- my tablet
- nothing
- students\` laptops
- the teacher's own notebook
- books
- a smart board in the classroom
- a smart board in classroom
- smartboards at class
- any materials we have
- monitors and multimedia in each classroom
- interactive board
- there aren\`t any technical equipments.
- interactive whiteboard
- a flat-screen tv with hdmi connection
- smart boards, but not enough (working) computers to operate them
- just a smart board
- nothing.
- a smart board in the classroom..
- smartboards at school
- akilli tahta

ABOUT TEACHERS

Experience with Crowdsourcing

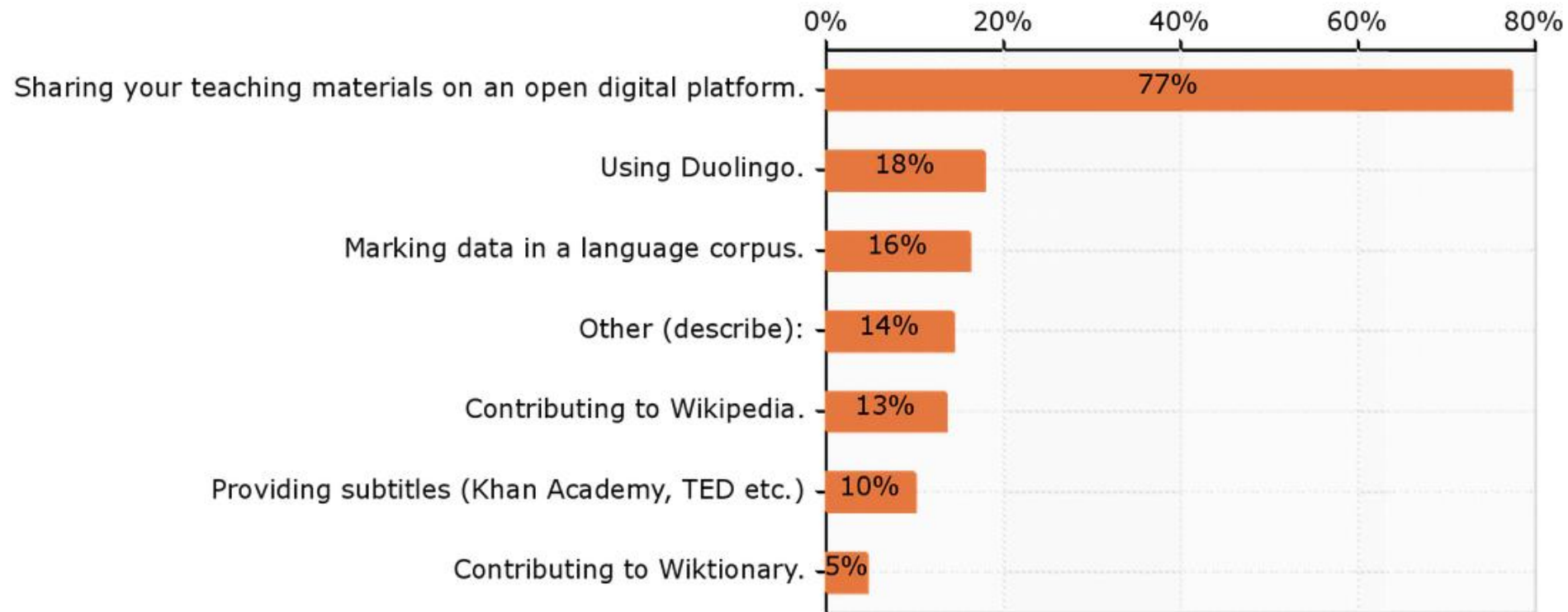
Have you yourself as a teacher ever contributed to the wider community by crowdsourcing teaching materials (collaborated on materials or shared them)? (n = 934)



If Teachers Did Participate

What was the crowdsourcing activity you participated in? (n = 371)

Multiple answers are possible.

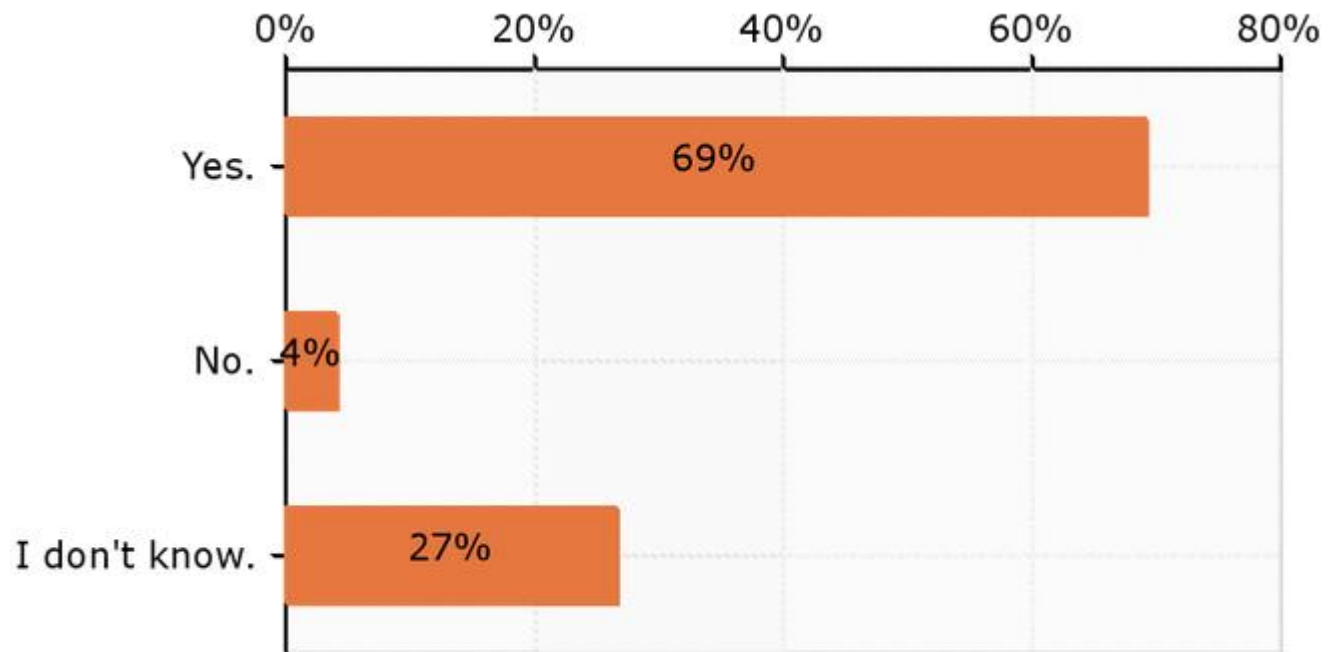


- kahoot! games
- memrise
- other teachers open digital materials
- sharing ideas and material with other language teachers either in person or online
- own crowdsourcing software
- quizlet.com
- preparing a video exercise and sharing it on islcollective.com
- kahoot
- creating and sharing teaching materials (a slovenian project co-ordinated by national education institute slovenia)
- sharing on prezi and youtube
- writing books, writing scientific papers, writing magazine articles, workbooks, students books, teachers books
- i was in a team that made school book in it is under licence creative commons 2.5.
- report writing software
- sharing material on facebook group
- collecting students' essay for the european corpus of learner's english
- writing popular science articles for a free online paper on linguistics
- share material at the university repo
- by the help of whatsapp i can share my notes or other documents to my students
- sharing teaching materials but not on a digital platform
- erasmus+ projects
- sharing and producing off-line teaching materials
- dropbox
- developing ana på, mobile stories, writing my own text books in english
- creating materials and sharing them in a project.
- using quizlet
- using flashcard-based apps like quizlet
- pearltrees !
- sharing teaching materials on workshops and password-protected platforms
- etwinning
- i have contributed to flax corpus building and creating exercises and activities on flax because it provided a digital format.
- international conferences for teachers of english as a second language
- eu project slavic network
- sharing my teaching material on a specific netpage
- using handouts created by other teachers
- dropbox, busyteacher lessons upload
- using busuu
- e-twinning projects
- creating posters and exhibitions to educate the public/present to the public
- sharing materials on my blog and pinterest
- providing a lesson plan
- quizlet
- sharing teaching materials with colleagues
- sharing my teaching materials with my coworkers and ex-student colleagues
- creating a chapter for a language mooc
- writing my own blog about language
- open video lectures
- creating resource bank on wiki spaces, on lms and in cpd
- sharing termbases
- dissemination of lesson plan in erasmus platforms
- speakapps

- **kahoot! games**
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- **other teachers open digital materials**
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- **own crowdsourcing software**
- **quizlet.com**
- **preparing a video exercise and sharing it on islcollective.com**
- **creating and sharing teaching materials** (a slovenian project coordinated by national education institute slovenia)
- **sharing on prezi and youtube**
- writing books, writing scientific papers, writing magazine articles, workbooks, students books, teachers books
- i was in a team that made **school book in it is under licence creative commons 2.5.**
- **report writing software**

Willingness to Participate

Generally speaking, would you be willing to participate in crowdsourcing teaching materials for the language(s) you teach (by preparing / providing useful content)? (n = 923)



Preferred Tasks?

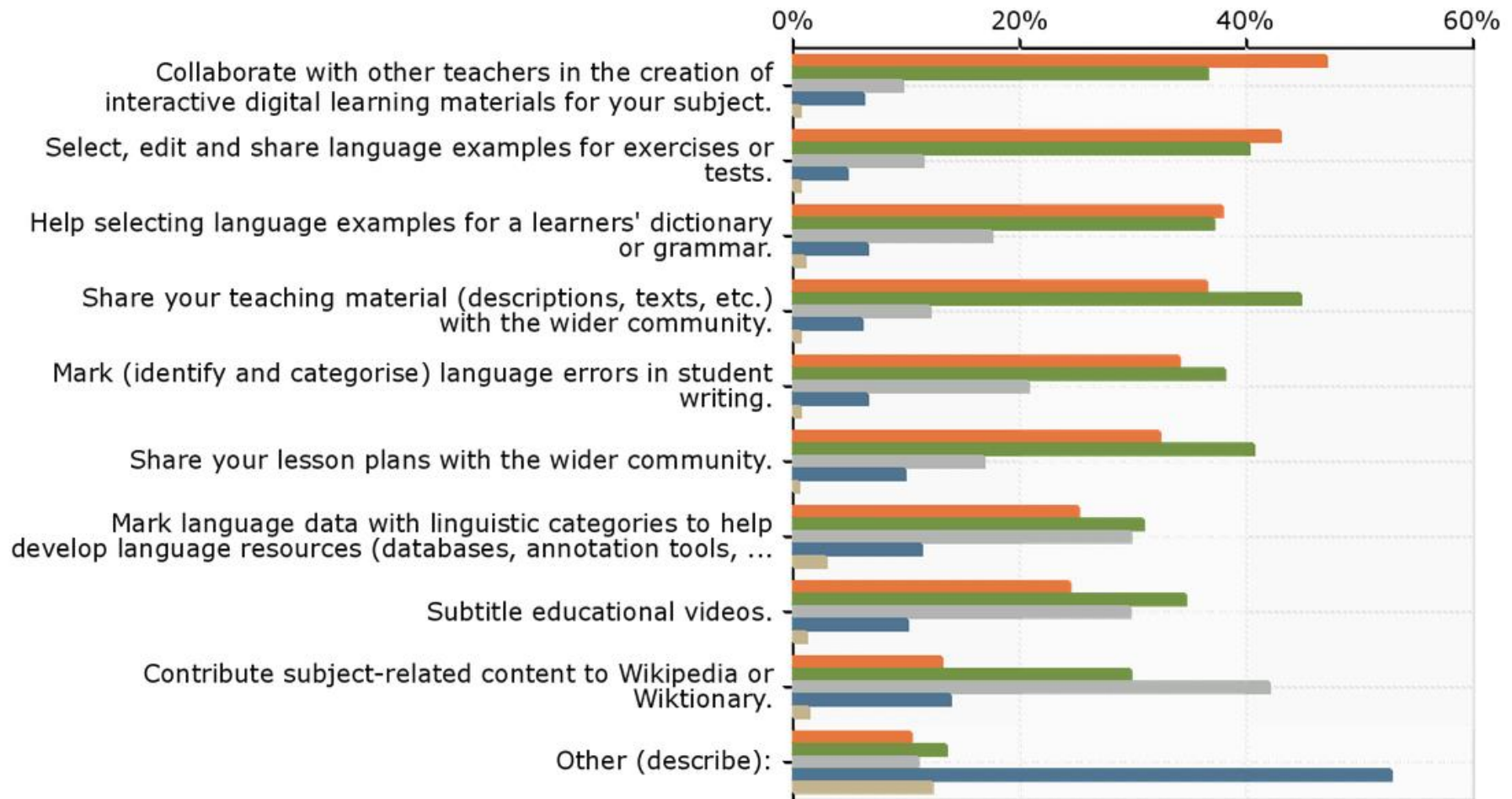
More specifically, **how likely** is it for you as a teacher to participate in the following tasks (online, not just with your immediate team).

(n = 845)



Preferred Tasks?

- Very likely.
- Moderately ...
- Not likely.
- I don't know.
- I don't ...



- to give lesson plans
- prepare a educational video to teach a grammar subject
- prepare and share the visual materials
- do you need a online course
- video materials
- no
- oral practise
- support

What Motivates?

What would **motivate you** to participate in crowdsourcing?

Drag the 5 most important categories to the right side of the screen and rank them (the most important should be ranked as number 1)

(n = 1698)



What Motivates?

What would **motivate you** to participate in crowdsourcing?

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(n = 1698)

Professional accreditation

Peer recognition (a positive status in the teaching community)

Peer support and a possibility for team building

The feeling that I have contributed to a greater (valuable) cause

Saving time in the long term on my own class preparation

Acquiring new skills / knowledge in the process

Financial compensation

A concrete, finalised product as the result (e.g. textbook, dictionary)

Results that are of value in my teaching

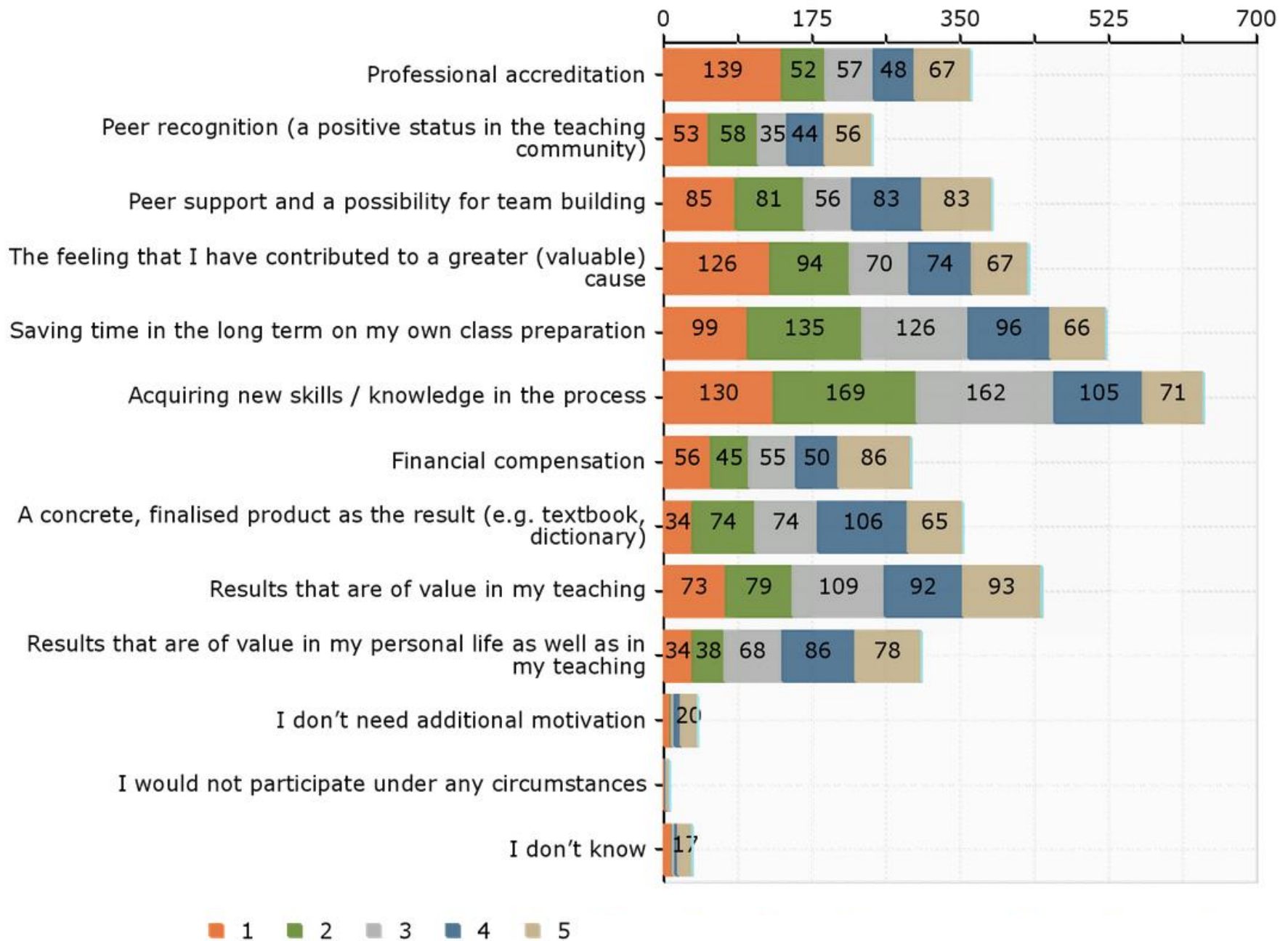
Results that are of value in my personal life as well as in my teaching

I don't need additional motivation

I would not participate under any circumstances

I don't know

1 2 3 4 5



**ANYTHING ELSE YOU
WOULD LIKE US TO KNOW?**

- I really **like the idea** behind this survey. well prepared and organized. good luck with your study.
- i would like university to **teach us** on crowdsourcing...
- I need **more information**
- the term itself is new to me. there are some websites and facebook groups that i regularly use to prepare for my classes. however, in lithuanian schools you are **not provided enough time/finances** for creating your own material, that is why teachers are not eager to share their resources.
- i had to start again after the third page because **i didn't read closely enough** the text at the beginning. my understanding has always been that crowdsourcing refers to obtaining funding.

- I have **very limited experience** with using crowdsourcing tools; however, those which i used **worked great** in the classroom and engaged my students. in the future i\`d **love to** use more of such resources, although i feel like i need to gain more teacher experience first
- my key concern is **quality control**
- i often use google doks in my classroom, so that my students (in pairs or in groups) can researche and write together in the same document (but i\`m not sure if this is a variation of **\\"classroom\\"-crowdsourcing...;-)**
- true collaboration and sharing, all parties contributing, is **an ideal i have never seen realised** - yet. it is always one or two parties that give and the rest take.

- crowdsourcing is a **promising approach**, although i am still not convinced of the **teaching value**.
- i think crowdsourcing is something which should be a **normal procedure** for every teacher.
- many examples of **poor quality material** exist. if i were to consider submitting something, i would want the material to be peer checked, & it would therefore, be a team contribution.
- sounds like **a lot of extra work...**
- i would love to see **the results of the survey** and participate in an international crowdsourcing language project.
- no particular comment, the survey was short and sweet!

We Have Some Answers ...

- a. Are teachers **familiar** with the concept of crowdsourcing?
- b. Are they **including crowdsourcing** in their teaching?
- c. Are they themselves **active in crowdsourcing** activities?
- d. If yes, **what** are these activities?
- e. What is their **attitude** towards crowdsourcing in general?
- f. What would **motivate** them to include crowdsourcing into their teaching?

But also some new questions ...



From now:

- a. Improve (e.g. simplify the entry page) and keep trying?
- b. Wrap it up and publish.

Thank you.