

Folksonomies of Feedback: Tagging Source Code

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Project Aims:

This project aims to investigate:

- . The effects of using tags to deliver feedback to undergraduate programming students.
- . Which students opt to share their work and which do not.
- . How sharing tags and associated code fragments between students affects their learning.
- . Whether learning communities form around feedback as seen in social networking environments.

Results: Preliminary Study

A preliminary study was conducted with a level 2 software engineering group project.

- . Student projects were annotated by two assessors with feedback tags [Figure 1].
- . Students could then view their feedback as a tag cloud [Figure 2 and 3].
- . Students could then opt to share their feedback and associated code and in exchange are able to see that of their peers.
- . System usage was recorded and results are shown in Table 1.

Conclusions:

- . Almost half of groups opted to share their work .
- . Student feedback has been positive.
- . Students think that the approach is useful and have shown interest in using it with individual projects.
- . Data analysis and follow up research is still in progress.



Figure 3: Cloud Showing Feedback Tags Used

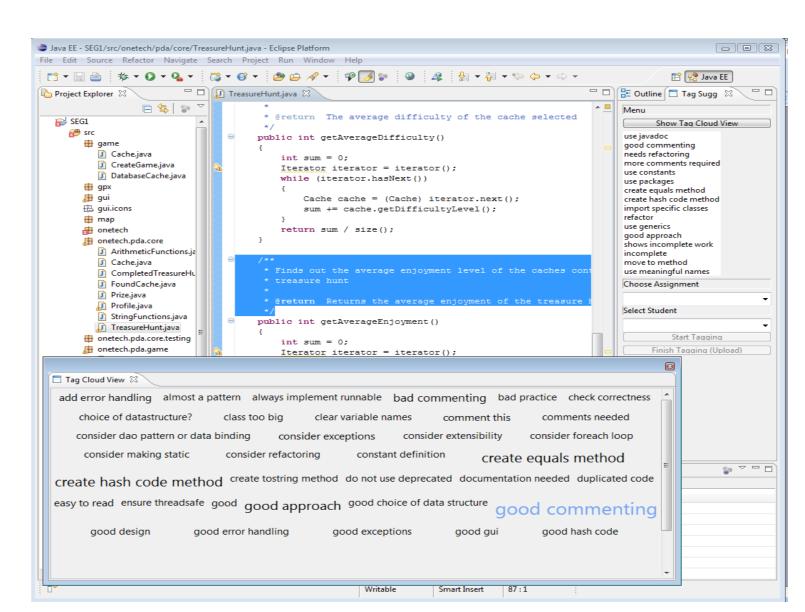


Figure 1: Annotation of Source Code

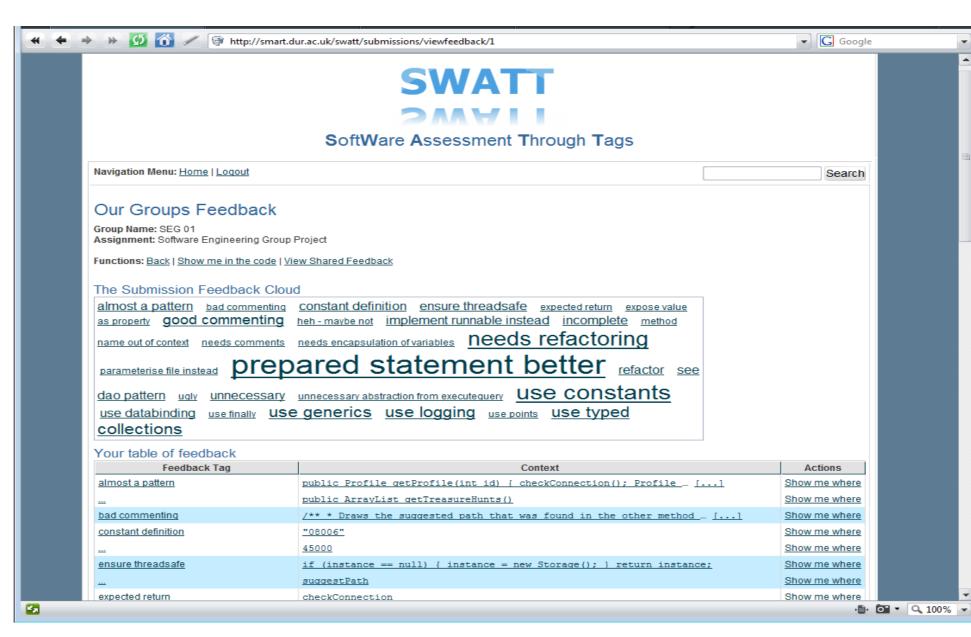


Figure 2: Feedback Summary View

Group	Shared Feedback	Number of System Logins	Size of Group	Module Score%
Α	No	8 from 6 people	6	78
В	Yes	8 from 5 people	6	64
С	Yes	7 from 4 people	6	84
D	Yes	6 from 3 people	5	88
E	No	5 from 4 people	6	92
F	No	4 from 3 people	6	80
G	No	4 from 3 people	5	78
Н	No	4 from 3 people	6	75
I	Yes	3 from 3 people	5	75
J	Yes	3 from 2 people	5	92
K	No	2 from 2 people	6	66
L	No	1 from 1 person	5	65

Table 1 - System Usage Data

The approach is "... useful to see comparisons of work, and quality of feedback, plus common pitfalls..." - a second year participant.