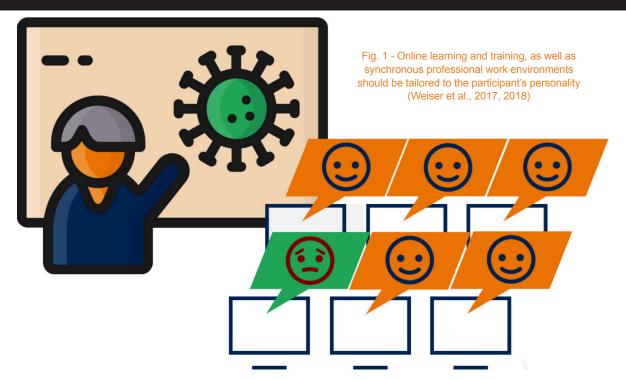
Byte-sized edtech research



Interaction & Participation in Live Online Teaching



- With the availability of innovative technologies for synchronous e-learning, the difference between online and face-to-face learning has blurred, and the gap in student achievement previously found between the two modes is decreasing (Kuo 2016; Redpath 2012)
- In addition to the degree of 'medium naturalness' (how close a technical communications solution feels to face-to-face communication), the following three factors play a pivotal role in determining the quality of the learning process: the teaching-learning style, learner personality traits, and the degree of acquaintance between learners
- For the **teaching-learning style**, the research literature suggests that the quality of online learning depends on the **quality of interactions** taking place during the **teaching-learning process**
- The sense of **community** created between participants during these interactions produces a **positive effect** on learners (Abrami et al., 2011; Digmann, 2016)
- Research also shows that **learners' personality traits** as described in the **Big Five Personality Traits Model** play a **crucial role** in determining the **level of their participation**
- Two research reports on the same experiment, examining the degree of active participation in (the under-researched setting of) synchronous e-learning, found the following:
 - The instructor has a pivotal role in promoting learners' active participation in the learning process

- Learner presentations and explicit encouragement from the instructor increase participation, and transferring the responsibility from instructor to learners to speak or initiate interactions allows them, over time, to lead the lesson, and increases more spontaneous participation in an audience of peers
- Personality traits have an impact on participation and effective learning. Adapting teaching methods to learners' characteristics, and allowing learners to choose their own preferred method from a variety of options, is emphasised
- Tailoring online learning and training, as well as synchronous professional work environments, to the participant's personality, is important
- Learning with advanced communication media, which enables simultaneous communication through different channels, imposes a high cognitive load on learners and may impair the quality of learning and the learning experience
- Since the study this piece was based on was conducted under synchronous conditions, findings cannot be generalised to asynchronous e-learning environments. However, they are generalisable to synchronous professional training through webinars, as well as for the synchronous communication and collaboration of virtual teams in the workplace



01 What is Medium Naturalness Theory?

- Developed by Kock in 2005, Medium Naturalness Theory examines the characteristics of communication channels and compares those characteristics to face-to-face communication, which is considered to have the highest degree of naturalness for humans
- The theory describes five criteria for analysing the degree of naturalness of a communication channel:
 - 1. Co-location in a common physical space
 - A level of synchronicity that allows immediate and spontaneous response to stimuli
 - 3. The possibility of identifying and transmitting facial expressions
 - 4. The possibility of identifying and transmitting body language
 - 5. The possibility of receiving and transmitting natural speech
- According to MNT, a decline in medium naturalness represents a
 decline in its resemblance to face-to-face communication. Such a
 decline typically leads to an increase in the cognitive load imposed
 on the learner, to greater ambiguity in the conveyed message, and
 to lower psychological arousal during the interaction all of which
 contribute to a decrease in learning effectiveness. Research shows
 that communicating via media that supports several input channels
 (eg. simultaneous writing and speaking using textual chat and voice
 chat) is usually associated with these decreases (Blau & Caspi,
 2008, 2010; Kock, 2005)
- In contrast, the **higher** the degree of media naturalness and resemblance to face-to-face communication, the more **effective** teaching-learning interactions tend to be (Kock 2005; Kock, Verville, and Garza 2007), hence, **effective e-learning should aim for this standard**

02 Zoom and Communication Channels

- In the two reports on which this piece is based, Zoom videoconferencing technology was used to examine the basic assumptions of the Media Naturalness Theory regarding participation in synchronous lessons. Zoom is an innovative platform for two-way videoconferencing, which enables learners and instructors to conduct elaborate spontaneous (both visual and verbal) learning interactions (Weiser et al., 2016a)
- The reports compared face-to-face, two-way videoconferencing, and one-way videoconferencing learning interactions, based on the criteria of the Medium Naturalness Theory. The communication channels are only similar in their synchronicity and the ability to convey natural speech - two of the five criteria for medium naturalness
- Face-to-face and two-way videoconferencing convey all participants' facial expressions, whereas one-way videoconferencing only conveys the instructor's facial expressions
- The body language criterion is fully expressed in face-toface communication, while two-way videoconferencing only partially conveys the participants' body language, and one-way videoconferencing only partially conveys the instructor's body language
- Communication via one-way videoconferencing enables students to be "invisible" to the instructor and to their peers, while face-to-face and two-way videoconferencing both do not afford visual anonymity, and convey some non-verbal social communication cues.

03 Personality Traits in Learners' Online Behaviour

- The Big Five Personality Traits Model (Costa & McCrae, 1992, 2008) consists of five personality traits: extroversion, neuroticism, conscientiousness, openness, and agreeableness, among which extroversion-introversion and emotional stability-neuroticism were found to be the most relevant in the analysis of learners' behaviour in online environments
- These two personality traits were reported in a previous study (Vasileva-Stojanovska, Malinovski, Vasileva, Jovevski, & Trajkovik, 2015) as extremely important in assessing academic performance and accounted for up to 43.6% of the variance among K-12 students
- Extroverts and Introverts: an extrovert is a friendly person who seeks company, desires excitement, takes risks, and acts on impulse, whereas an introvert is a quiet, reflective person who does not enjoy large social events, prefers his or her own company, and does not crave excitement (Eysenck & Eysenck, 1975)
- Studies have shown that extroverts feel a similar level of comfort in face-to-face and in online communication, whereas introverts feel more comfortable in online environments which allow lower exposure and reserved anonymity

- Emotional Stability-Neuroticism: neuroticism is a measure of emotional stability, which manifests at one extreme as anxiety, moodiness, and low self-esteem (Eysenck & Eysenck, 1975)
 - Emotionally stable individuals participated more frequently when communicating with the instructor in instructor-student and student-instructor interactions
- Neurotic individuals on the other hand, tending to avoid participation in online activities, participated more frequently with their peers, and their participation may increase in situations in which they receive reassurance of their unique contribution to the community (Cullen & Morse, 2011)
- Findings indicate there is a potential disadvantage in learning effectiveness for neurotic students using low mediumnaturalness technology. This should be taken into account during the integration of new technologies in learning
- Follow-up studies in this area might reveal the relevance of additional factors in online behaviour and online learning, such as larger class size or session duration, age and gender (Amichai-Hamburger & Ben-Artzi, 2003), motivation, technology, or user interface (Malinen, 2015)