User Guide of Mid Mapping Tool

Version 1.0

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1 Introduction

LEA'S BOX is a research and development project which aims at (a) making educational assessment and appraisal more goal-oriented, proactive, and beneficial for students, and (b) at enabling formative support of teachers and other educational stakeholders on a solid basis of a wide range of information about learners. In order to reach these aims, LEA'S BOX provides learning analytics toolbox that is intended to enable educators to perform competence-centered and multi-source learning analytics.

One of those tools is the Mind Mapping tool. Mind mapping tool is a simple technique for drawing information, concepts and ideas and how they are related to each other, in diagrams, instead of writing them in sentences. It can be used during the school lessons from the teacher which is very user friendly.

The main idea of this tool is to allow teachers to model knowledge domains, to express their ideas, concepts and how they are interrelated.

2 Working with Mind Mapping tool

2.1 Invoking

The mind mapping tool can be launched using following URL into the browser http://css-kmi.tugraz.at/mkrwww/leas-portal/lmm/client/ from where it appears the following login page (see Figure 1).

In order to start working with this tool you need to type in first the user name and the password which are provided by TUGraz.
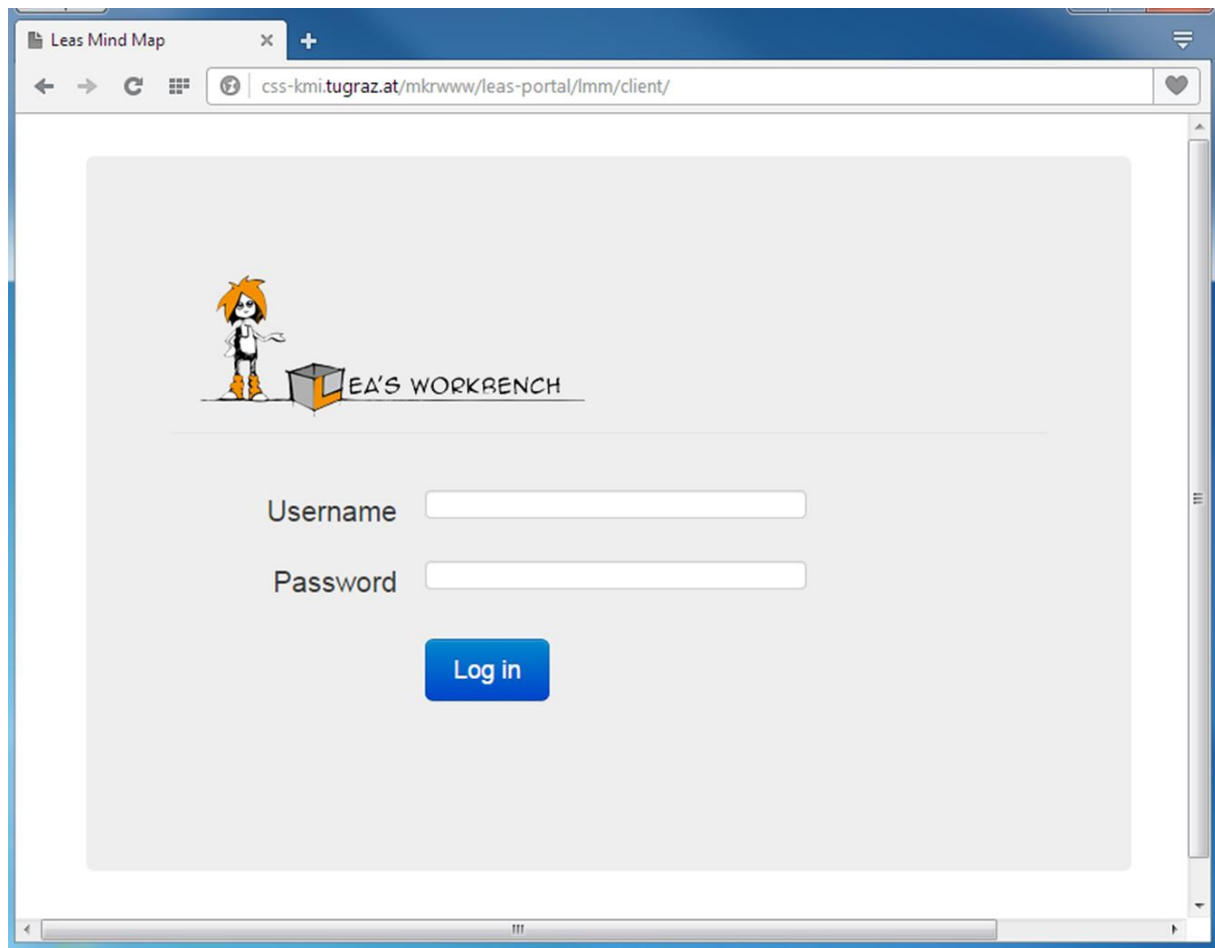

Figure 1: Login Page

2.2 Entry

After entering the username and the password you will reach the main page as in the image below:
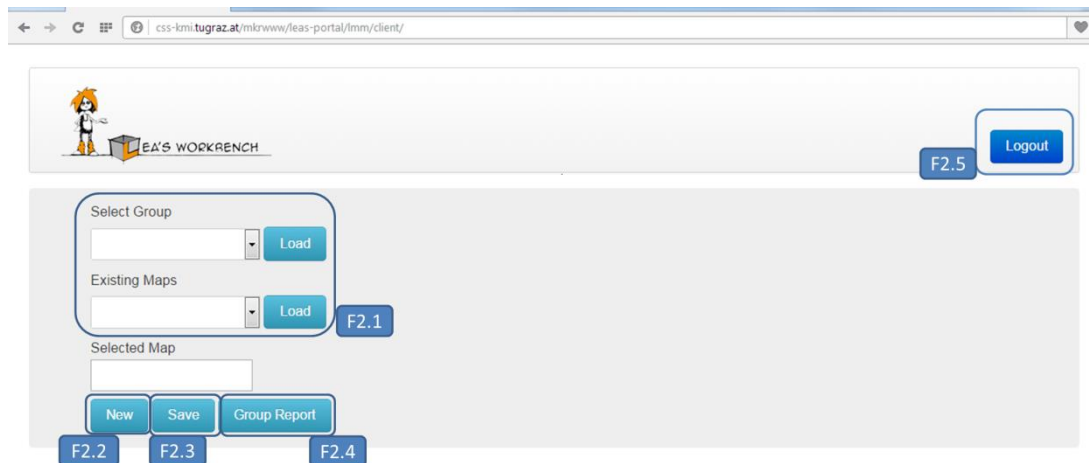

Figure 2: Main Page

Based on the teacher's account, he/she has the possibility to select the groups (classes) and the mind maps which belong to him or her**[F2.1]**.

If he/she wants to create a new mind map he can simply click on the "New" button **[F2.2]** which pops up a window where the teacher can name the new mind map as indicated in the image below:
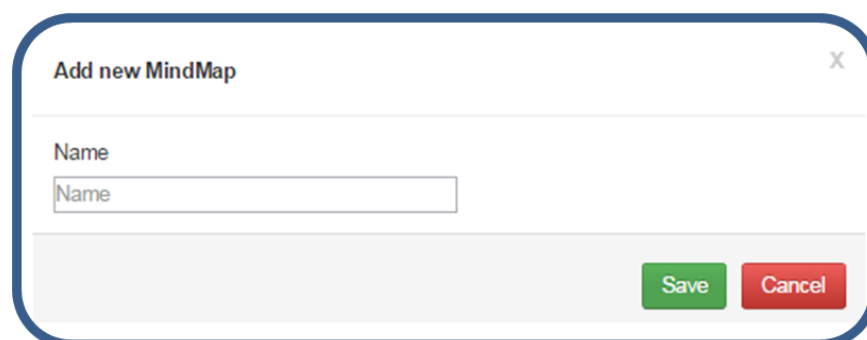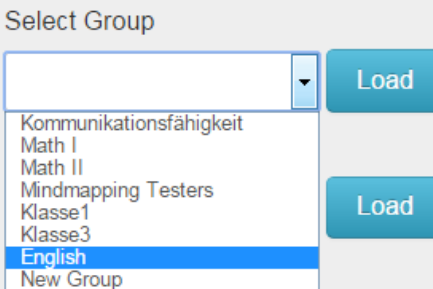

Figure 2.1: New Mind Map

If there is any change done in the mind map, the teacher has to press the "Save" button **[F2.3]** in order to save the changes**.**

After selecting any group and any mind maps **[F2.1]** that the teacher owns by select boxes (see Figure3)

Figure 3:

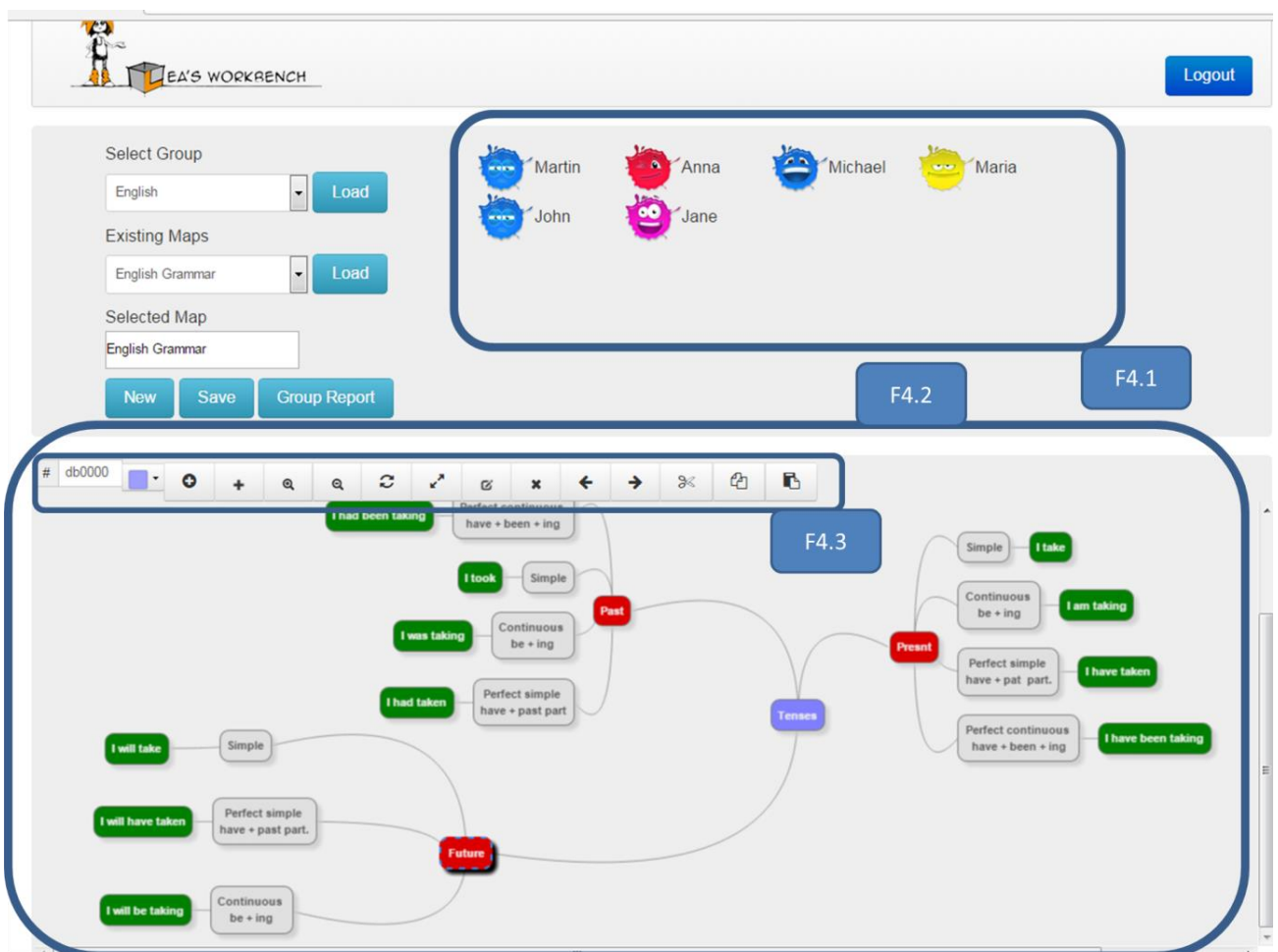and after loading them, additional features become available (see Figure 4).

Figure 4: Workspace of the Mind Map Tool

In the area **[4.1]** all students are listed that are attending this class and each student is given an avatar.

In the area **[4.2]** the teacher sees and works with the mind map that he/ she already selected (which is in this case English grammar). In this map the teacher has the possibility to set the relations between the competencies and the evidences, where the very first node of every derivation in the map is called competence and the deepest level (node) is called the evidence.

The editing of the mind map is enabled through the menu bar buttons **[F4.3]** where every function of those buttons is described as in the image below (see Figure 5).
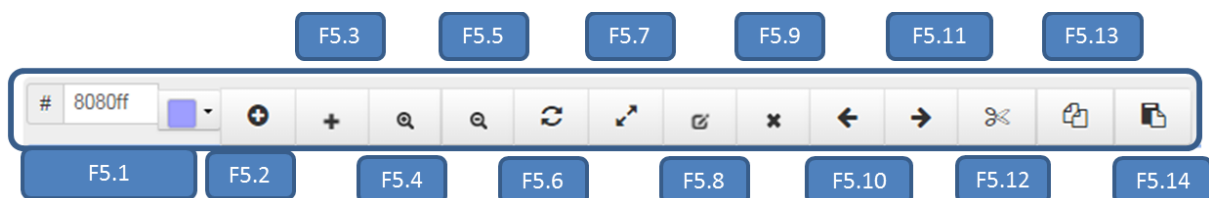

Figure 5: Menu bar buttons

[F5.1] – If the teacher wants to highlight any of the nodes from the mind map, he/she just needs to select first that and then click on this button where a dialogue as indicated in Figure 5.1 enabling to choose any of colors he wants to use.
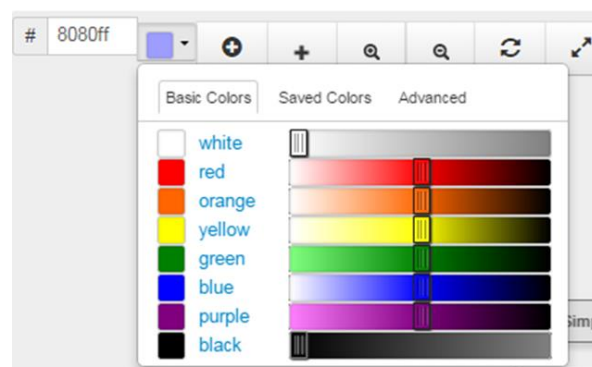

Figure 5.1: Set Color Dialogue

[F5.2] – enables to create a new parent (node)

[F5.3] – enables to create a new child to an existing parent (node)

[F5.4] – enables to zoom in the map content

[F5.5] – enables to zoom out the map

[F5.6] – reset the zoom

[F5.7] – enables to collapse and expand the whole map

[F5.8] – enables to edit the selected node

[F5.9] – deletes the selected node

[F5.10] – enables to undo the previous action

[F5.11] – enables to redo the previous action

[F5.12] – cuts the selected node

[F5.13] – enables to copy the selected node

[F5.14] – enables to paste either the copied or the cut node

2.3 Learning Objectives

Assigning the learning objectives to students is initiated by simply clicking any of the student's avatars. This opens another dialogue (see Figure 6).
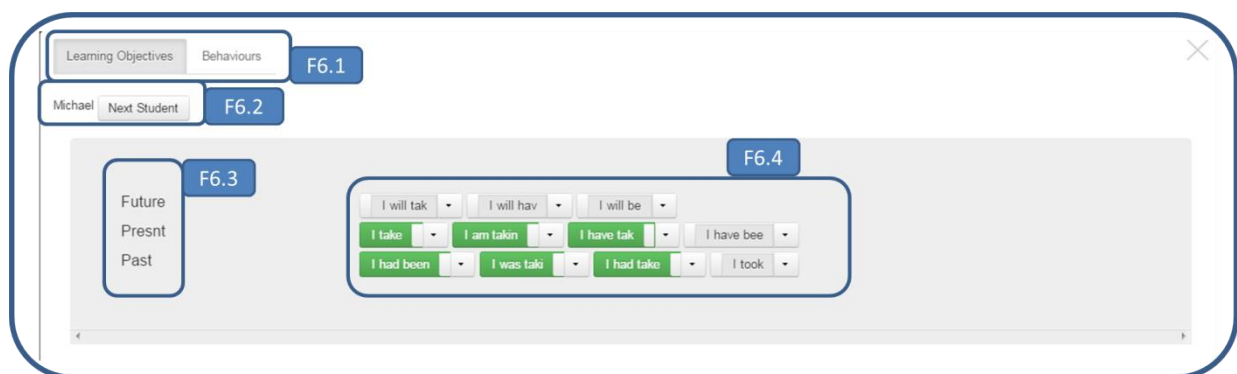

Figure 6: Learning Objectives

This dialogue shows the information about learning objectives of the selected student. **[F6.2]** displays the selected student name and also the possibility to go directly to the next student by clicking the button "Next Student" without having to close this dialogue and selecting the other student. On the tab menu **[F6.1]** the teacher can chose between this dialogue and the student's behaviors which is going to be explained after.

[F6.3] shows the competencies that the selected map holds and **[F6.4]** it allows setting the evidences that the student has already reached or not, represented as an on -off buttons. If the button is green it means that the student has already reached this evidence and if the button is gray he hasn't reached it yet. In order to be able to see the full evidence name, you can simply do this by clicking the arrow button. (see Figure 6.1)
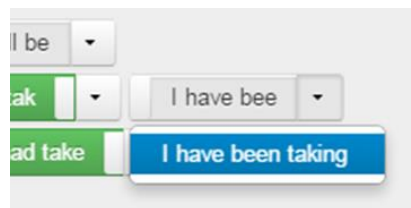

Figure 6.1: Evidence Name

2.4 Group Report

This tool offers to the teacher the possibility of having the student's group reports, based on which evidences they have reached. This report is printable by simple clicking on the print icon (see Figure 7).
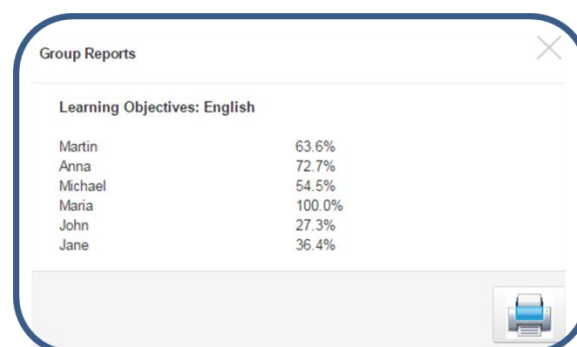

Figure 7: Group Report

2.5 Behaviors

The other purpose of this tool is to show the students behaviors during class for a particular group. This is enabled by clicking the behaviors tab **[F6.1]** which opens the dialogue as in figure below (see Figure 8).

Different behaviors can be recorded individually by a quick tap on the appropriate field **[F8.1]** on the screen for each student.

Each time the teacher tap on the activity icon, the number of the activities will be increased **[F 8.2]**, and decreased by simply clicking on the x **[F8.3]**.
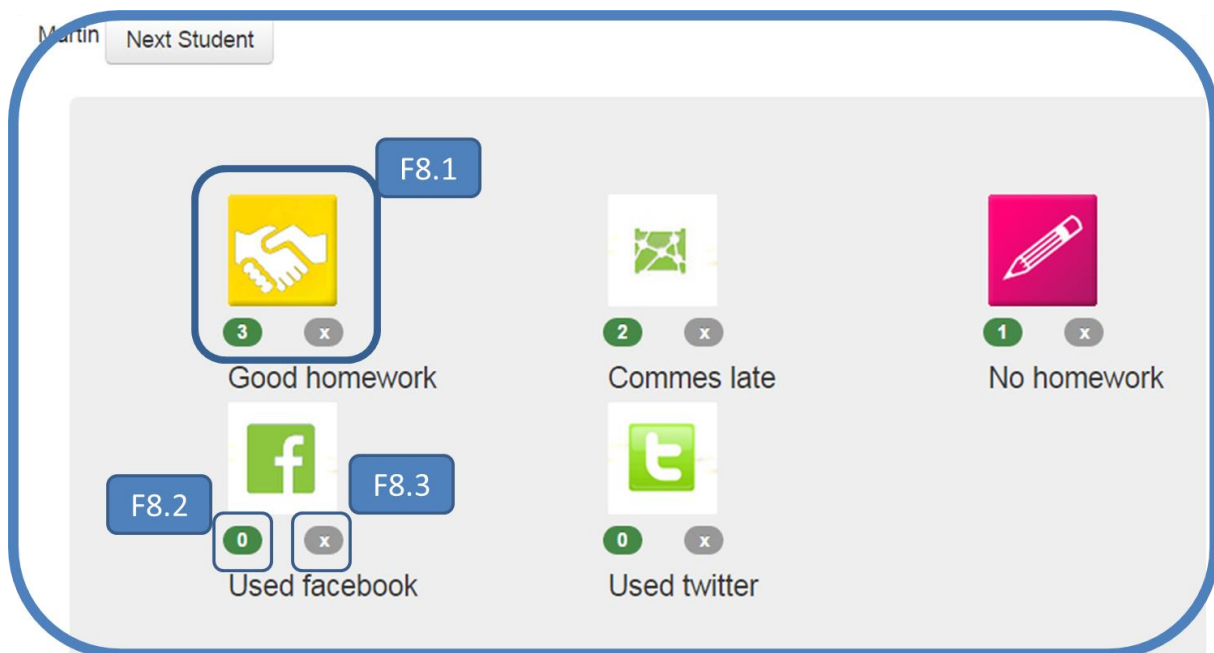

Figure 8: Behaviors

2.6 Exit

After the teacher is done working with Mind Mapping tool, he/she can exit the tool by clicking on the "Logout" button **[F2.5]** that can be found in the main page of the tool (see Figure 2).