

Development of Interactive Virtual Laboratories to Help Students Learn Difficult Concepts in Thermodynamics

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June 17, 2014

Interactive Virtual Laboratories

Overview

Student Performance – Same Concept

From a previous study, students perform well on computational problems, but poorly on conceptual questions.

Computational Problem

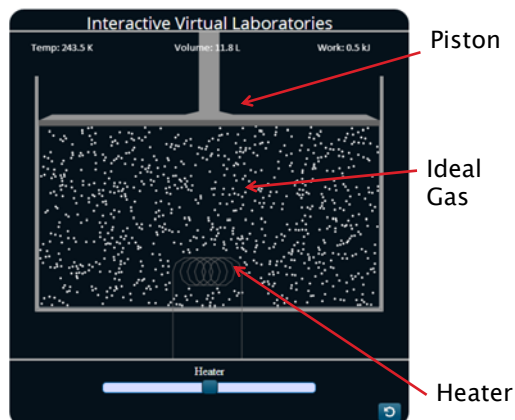


Conceptual Question



Interactive Virtual Laboratories

- ▶ Two-Dimensional Simulations
- ▶ Guided Questions
- ▶ Predict-Observe-Explain



Interactive Virtual Laboratories

- ▶ So far six IVLs have been built around important concepts:
 - Pv Work
 - Reversibility
 - c_v/c_p
 - Hypothetical Paths
 - Phase Equilibrium
 - Reaction Rate vs. Chemical Equilibrium



- ▶ **Molecular Simulation**
 - Interactive
 - Conceptual
- ▶ **Macroscopic Representation**
 - Graphs
 - Data
- ▶ **Question Prompt**
 - Guided Questions

The screenshot shows a software interface with three main panels. The top-left panel, titled 'Chemical Reaction Rate and Equilibrium', displays a molecular simulation of particles in a container at 300.0 K. The top-right panel shows a graph of 'Product Mole Fraction' versus 'Time (s)', with a curve rising from 0.0 to approximately 0.8. The bottom panel contains a text prompt: 'We will now perform an experiment to test your calculations. Click Enable to start the reaction. How long does it take for the system at 300 K to reach the equilibrium mole fraction of the product B?' followed by a text input field and 'Back' and 'Submit' buttons. Blue arrows point from the labels 'Molecular Simulation', 'Macroscopic Representation', and 'Question Prompt' to their respective components in the interface.



Guided Question Types

- ▶ 4 main question types
 - **Conceptual**
 - **Prediction** – Anticipation of effects of a system change
 - **Interpretation** of data to explain complex phenomena
 - **Procedural** – Mathematical computation or graphical interpretation; answers typically numerical
 - **Observation** – Observe experimental phenomena from IVL
 - **Reflection** – Comparison results of current problem to previous problems



Example – Pv Work

- ▶ Through what mechanism does doing work add energy to the ideal gas system?
- ▶ Molecules gain momentum (and kinetic energy) when colliding with a moving wall

Click and drag the block onto the piston. Where do molecules have the greatest speed when the piston first starts compressing? How does molecular speed change after the system reaches a new equilibrium?

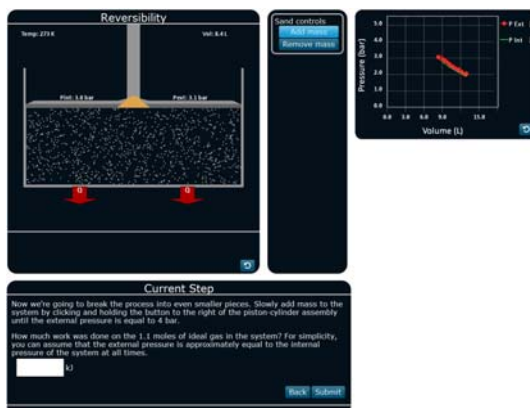
Type your answer here

Back Submit



Example – Reversibility

- ▶ What conditions are necessary for a process to be truly reversible?
- ▶ Infinitesimally small changes in input (pressure).



OSU

Interactive Virtual Laboratories

- ▶ Embedded within AIChE Concept Warehouse
- ▶ Can be accessed on laptops using web browsers
- ▶ Student responses and answers collected in Concept Warehouse database



OSU

Methods

- ▶ Eight student participants
 - 4 completed the *Pv Work* IVL
 - 4 completed the Reversibility IVL
- ▶ Students observed using “think aloud” protocol – voice and screen capture video recorded
- ▶ Semi-structured interviews of students after completing IVL for perceptions and conceptual understanding



Methods

- ▶ Student approaches to completing IVLs examined
 - What approaches did students take?
 - Which approaches allowed students to be successful?
- ▶ Student feedback examined
 - What did students like about the IVLs?
 - What did students dislike?



Methods

- ▶ Approaches divided in two
 - Conceptual-based
 - Equation-based
- ▶ Conceptual-based
 - Focused on molecular phenomena represented in simulation to answer complex questions
- ▶ Equation-based
 - Focused exclusively on mathematical relationships between variables to answer questions



Conceptual-based

- ▶ “Oh, it’s when it hits the moving wall. That’s what will cause it to speed up because when the wall’s moving, it smacks into it...”
- ▶ “It causes a temperature change in many molecules because it increases the average speed of all the molecules distributed inside the container when they all hit the slowly approaching wall.”



Equation-based

- ▶ “Energy of the system is ΔU over dt plus Δ of kinetic energy over t plus Δ of potential energy over time, and that’s equal to heat plus work. And this is an adiabatic process, so heat is zero.”
- ▶ “Since n , C_v , and negative external pressure are constant, ΔT must be increasing as the closed system gets compressed more (ΔV increases).”



Results

- ▶ Students tended towards one of two approaches:

Conceptual-Based	Equation-Based
<ul style="list-style-type: none"> • Focused on physical phenomena modeled by simulation • Successful in understanding threshold concepts • Successful in answering numerical questions 	<ul style="list-style-type: none"> • Focused on mathematical equations relating important variables • Unsuccessful in understanding threshold concepts • Could only correctly answer some numerical questions



Results

- ▶ IVLs do not force students to approach problems conceptually
- ▶ Students who typically take an equation-based approach continue to do so when using the IVLs
- ▶ IVLs do not reward students who take an equation-based approach



Results - Feedback

- ▶ Feedback was very positive
- ▶ Students particularly enjoyed dynamic representation of molecules and concepts
- ▶ Students said the IVLs helped them understand the concepts behind frequently-encountered equations
- ▶ Suggested a possible hint feature



Classroom Implementation

- ▶ Reaction Rate vs Equilibrium IVL used in junior-level chemical engineering thermodynamics class
- ▶ After finishing, students were asked to assess the IVL on:
 - Engagement
 - Learning
 - Usability
 - Value



Classroom Implementation

Statement	Average	5	4	3	2	1	Construct
Time passed quickly during the Interactive Computer Simulation	3.69	17	37	25	8	1	engagement
The Interactive Computer Simulation was a fun activity	3.61	7	47	25	8	0	engagement
It was useful to discuss aspects of the Interactive Computer Simulation with students in my group	4.11	25	50	9	3	0	learning
The Interactive Computer Simulation helped me understand the principle(s) that the instructor wanted me to learn	3.91	9	63	15	1	0	learning
Observing the molecules' behavior helped me learn	3.69	9	53	13	10	1	learning
I could successfully complete the activity without really understanding the material (reverse)	3.57	2	7	27	40	10	learning
The Interactive Computer Simulation was easy to use	4.04	23	47	10	5	0	usability
I understood the questions that I was asked to answer during the activity	3.98	15	55	15	1	0	usability
I had technical difficulties with the Interactive Computer Simulation (reverse)	3.75	6	11	8	36	26	usability
The Interactive Computer Simulation was worth doing	3.84	10	58	14	5	0	value
I would like to see Interactive Computer Simulations for other topics in the curriculum	3.82	14	48	20	5	0	value
I would have preferred a regular studio activity instead of the Interactive Computer Simulation (reverse)	3.28	4	12	30	38	3	value



In Conclusion...

- ▶ IVLs reward students who approach them conceptually
- ▶ Positive student feedback to the IVLs
 - Powerful visual tool
- ▶ Some students approach IVLs using an equation-based method
 - Unable to fully answer conceptual questions



Acknowledgements

- ▶ The authors gratefully acknowledge support from the National Science Foundation under the grant TUES 1245482. Any opinions, findings, and conclusions or recommendations expressed in this material are those of the authors and do not necessarily reflect the views of the National Science Foundation.
- ▶ DeLoach Work Scholarship Program



Questions?

