

Measuring the Video-driven Discussion Engagement Using IRT model

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Abstract

In this study, we introduced a general methodology, three parameter Poisson (3PP) model, for online video-driven discussion (VDD) engagement measurement. To make the model more robust and apply the model in small sample size case, we improved Duplicate, Erase and Replace (DupER) Augmentation in 3PP model. Finally, we conducted behavioral analyses to gain insights into patterns of students comment interaction on a video-driven discussion platform, Vialogues, in a real class environment.

Keywords: three parameter Poisson model, DupER Augmentation, video-driven dicussion, engagement measurement

1. Introduction

Video-driven discussion (VDD) has been widely used for decades in education to promote reflection, critical thinking, and constructive learning (Copeland & Decker, 1996; Koc, Peker, & Osmanoglu, 2009; Close, Scherr, Close, & McKagan, 2012). While traditional video learning materials alone support learning passively, video-driven discussion platforms provide an active learning environment through asynchronous discussion and content sharing (Sherin, 2003b).

With the development of innovative technologies, a growing number of online video-discussion learning tools have been created and widely applied in education (Giannakos, Chorianopoulos, & Chrisochoides, 2015). Examples including YouTube (<http://youtube.com>), Vimeo (<http://vimeo.com>), TED-Ed (<http://ed.ted.com>), and Vialogues (<https://vialogues.com>). However, the majority of these online resources have not been consistently applied in a real class environment. Furthermore, the increasing volume of user data has not been explored fully to understand the students' learning behavior.

Item response theory (IRT) offers flexible and useful models for assessment data. Using a similar idea, people could apply IRT models in measuring participants' engagement level and item popularity in a VDD environment. However, their use is limited due to the need for a large sample size. This, to some extent, explain why IRT models have not been widely used in a real class environment where enrollment is typically less than 100.

In this study, we introduce a general approach, 3 parameter Poisson (3PP) model, for measuring the online discussion behavior. This model combines the idea of IRT models and the framework of the zero-inflated Poisson (ZIP) model. In addition, we improve and apply Duplicate, Erase and Replace (DupER) Augmentation to overcome the large sample size requirement of the IRT model. Finally, we use our model to analyze real data as an empirical example.

2. Literature Review

Video-driven discussion in Education. Using Video-driven discussion technique in education has been widely studied by researchers (de la Torre & Hong, 2010; Poquet, Lim, & Dawson, 2018; Schwan & Riempp, 2004; Vieira, Lopes, & Soares, 2014; Lee & Sharma, 2008; Traphagan, Kucsera, & Kishi, 2010; Ljubojevic, Vaskovic, Stankovic, & Vaskovic, 2014). According to this research, the benefits of VDD in education can be summarized into four categories. Firstly, VDD provides a new opportunity to manipulate and interpret the principles and processes situated in the video. Secondly, VDD links to content and concepts to everyday experience. Thirdly, VDD provides a tool for self-evaluation, modifying, testing and revising one's knowledge. Fourth, VDD could inspire and engage students.

An increasing number of the educational researchers and practitioners have considered the application of video-discussion in both traditional teaching environments and in distance education system (Haga, 2002; Teng & Taveras, 2004; Ljubojevic et al., 2014; Lord, 1983; Sherin, 2003a). With the development of VDD techniques and their application in digital platforms, many researchers have begun to study student behavioral patterns in various e-learning environments. For example, (Brooks, Epp, Logan, & Greer, 2011) explored students' engagement patterns with video lectures. Mirriahi, Liaqat, Dawson, and Gašević (2016) analyzed user profiles for video annotation tools. Our current work seeks to build upon this evolving body of research.

Small Sample Size IRT models. The item response theory (IRT) model is a well-known and widely accepted model that is used across a variety of assessment programs. The primary benefit of IRT is that estimates of item parameters are sample independent, and ability estimates are independent of items (Stenbeck, Hambleton, Swaminathan, & Rogers, 1992). However, IRT also requires a relatively large sample size to obtain accurate parameter estimations. For example, three parameters logistic model (3PL) empirically requires about 60 items and 1000 examinees to obtain adequate estimates (Swaminathan & Gifford, 1986). This limits the application limitations of IRT model in the real class environments where class size are relatively small.

Generally speaking, there are four approaches to obtain accurate parameter estimates with small sample size IRT models (Hula, Fergadiotis, & Martin, 2012). The first approach is to use modified IRT models. Typically, investigator place restrictions on one or more parameters. An example of this is fixing lower asymptotes in 4 parameter model (4PL) to a common non-zero value for all items (Wise, 1991). Harwell and Janosky (1991) and Roberts (2008) also proposed modified IRT models under small sample size.

The second approach is optimal sampling or estimation techniques. For example, McNeish (2016) used a Bayesian estimator was used to account for the small sample size, providing a more trustworthy result than a traditional maximum likelihood estimator.

The third approach is adding more auxiliary data information in parameter estimation. An example might be incorporating examinees and items' background information. This data is assumed to provide extra information and consequently lead to more accurate estimation (Forero & Maydeu-Olivares, 2009).

The last approach is to use a resampling technique. The two most common technique is jackknifing and bootstrapping (He, 2017). DupER Augmentation is another approach in the family of nonparametric statistical techniques. Different from jackknifing and bootstrapping which are aimed at deriving a robust estimation of standard errors and confidence intervals of population parameters, DupER is used for creating a pseudo data set and parameter estimates.

3. Methodology

Three Parameter Poisson Model. In this study, we introduced a three parameter Poisson (3PP) model for the real class online discussion environment, Vialogues. 3PP is a combination of zero-inflated Poisson (ZIP) model and a 3PL model. We define y_{ij} as the comment word count for the i -th student on the j th vialogue (i.e., video discussion). Here we define the three parameters in 3PP and explain their real meanings.

Table 1
Model Specification

Parameter	Symbol	number	real meaning
participant parameter	θ_i	I	engagement level for i -th participant
item parameter	β_j	J	popularity level for j -th item
course parameter	ϕ	1	active level for the course

The basic assumptions are: 1) The bigger value of a θ leads to the more expected word count ($E(y_{ij})$) and represents a higher engagement level of the participant; 2) The bigger value of a β leads to the more expected word count ($E(y_{ij})$) and represents a higher popularity level of the item; 3) The bigger value of a ϕ leads to an expected word count y_{ij} bigger than zero (participant posts at least a one-word comment) and represents the higher activity level of the whole course.

The combination of $\theta_i + \beta_j$ is the rate parameter in the Poisson distribution. In general, the baseline model can be expressed as follows:

$$P(y_{ij}|\theta_i, \beta_j) = \frac{(\theta_i + \beta_j)^{y_{ij}} e^{-(\theta_i + \beta_j)}}{y_{ij}!} \quad (1)$$

Overdispersion is a common phenomenon in the analysis of discrete data. In particular, we do not expect that a participant would post commons on all items. In other words, a certain number of item response y_{ij} would be 0. A common solution to this problem is using a zero-inflated model. Course parameter ϕ , in the following function, actually represents the probability of item response expected to be bigger than zero.

$$P(y_{ij}|\phi, \theta, \beta) = \begin{cases} (1 - \phi) + \phi \times Poisson(y_{ij}|\theta_i + \beta_j) & y_{ij} = 0 \\ \phi \times Poisson(y_{ij}|\theta_i + \beta_j) & y_{ij} > 0 \end{cases} \quad (2)$$

In the 3PP model the mean and variance for every observation are: $\mu = E(y_{ij}) = (\theta_i + \beta_j)(1 - \phi)$ and $Var(y_{ij}) = \mu + (\frac{\phi}{1-\phi})\mu^2$

DupER Augmentation. Duplicated, Erase and Replace (DupER) Augmentation is a new sample size augmentation technique. DupER serves as a means to generate additional plausible observation to augment the raw data set. This method works as follows:

1. **Duplicate:** Given a data set of the participant, their response vector is duplicated several times. For example, for a 30 student class with 10 items, we can duplicate their response vector 10 times. Now, we have a new dataset with 30 raw data and 300 duplicated response vectors;

2. **Delete:** For the observation in the new data set, sample randomly sampling a certain proportion of observation from the duplicated data with replacement. Then, delete these observations. In this way, we can make the new data set missing at random (MAR). For example, for the 300 duplicated response vector, we have $300 \times 10 = 3000$ observations. We randomly sample 40% observations with replacement and set them as missing data.

3. **Replace** The missing observations are replaced using imputation with the whole data set. For example, after deleting random observations, we combine the raw data set with the duplicated data set which is a 330×10 matrix. Then we could use imputation techniques to generate plausible values.

A simple illustration of DupER Augmentation is shown in Figure 1. DupER assumes the raw data set is representative of the population and variation of the population can be realized by deleting observations at random and imputation. Since all the direct information is coming from the raw data, this method has the risk of overfitting.

Imputation involves using the available data to determine plausible values for missing data. In general, there are two types of imputation, single imputation, and multiple imputations. Predictive mean matching, linear regression imputation, stochastic regression imputation, and EM imputation are the most widely used single imputations. Multiple imputations expand single imputation by creating multiple imputed data sets. The typical one is the Markov chain Monte Carlo (MCMC) imputation. The choice of the imputation method could influence the performance of DupER, however, there is no agreement as to which method is the best under the different study condition. In our study, we use MCMC imputation. The reason for using MCMC imputation lies in its stochastic properties (Schunk, 2008). In other words, imputed values are selected randomly from a distribution: two response vectors with the same missing data pattern may result in different response patterns after imputation.

When this technique first was introduced by Brette Patrick Foley, he permitted deletion and replacement of the observations in the original data set in the second and third steps. We avoid this approach since we want to keep the original item response pattern and consequently improve the measurements of participant engagement for the original data set. Moreover, we only care about the participant parameters for the raw data set.

Bayesian Approach for Parameter Estimation. In this study, we took a Bayesian approach to model estimation. Generally, Bayesian statistics use the MCMC algorithm for estimating the posterior distribution. Investigators typically transform parameter space through exponentiation since this would speed up the estimation.

One of the most important steps in Bayesian statistics is to choose the prior distributions. When the prior is set for matching an expert's belief about the parameters,

Raw Response Patterns

	1	2	3	4	5
A	24	13	11	31	0
B	0	8	10	0	3

Raw Response Patterns & Duplicated Response Patterns

	1	2	3	4	5
A1	24	13	11	31	0
B1	0	8	10	0	3
A2	24	13	11	31	0
B2	0	8	10	0	3
A3	24	13	11	31	0
B3	0	8	10	0	3

Randomly Delete Observation in Duplicated Response Patterns (40%)

	1	2	3	4	5
A1	24	13	11	31	0
B1	0	8	10	0	3
A2	NA	13	11	NA	NA
B2	0	8	NA	0	3
A3	24	13	11	31	0
B3	NA	NA	10	NA	NA

Impute Missing Values

	1	2	3	4	5
A1	24	13	11	31	0
B1	0	8	10	0	3
A2	<u>17</u>	13	11	<u>27</u>	<u>8</u>
B2	0	8	<u>2</u>	0	3
A3	24	13	11	31	0
B3	<u>3</u>	<u>5</u>	10	<u>0</u>	<u>12</u>

Figure 1. Illustration of DupER for 10 items and 2 participants

it's called the subjective prior. Otherwise, investigators use objective prior. Examples are the default, non-informative and low-informative prior that essentially reflects a lack of strong and precisely quantified prior information. For θ , we set low-informative priors: $\log(\theta) \sim \text{Cauchy}(0, 1)$. In this way, we fix the scale of participant parameters and ensure the identification of the model. For item parameters, we set $\log(\beta)$ an improper prior as a uniform distribution. Since the parameter ϕ has the range from 0 to 1, the most common noninformative prior is to use the uniform distribution. $\phi \sim \text{Uniform}(0, 1)$

4. Empirical Example

The present study's primary data is collected from the real class environment at a Graduate School of Education. In this class, a variety of online learning platforms are encouraged to be used for course discussions and team projects. One of the web application is called Vialogues (Agarwala, Hsiao, Chae, & Natriello, 2012), which is a video-driven discussion tool developed by EdLab at Teachers College. A vialogue consists of a video and all the discussions associated with the video.

The screenshot displays the Vialogues User Interface. At the top, there is a header for a vialogue titled "Discussion of Innovation through Design Thinking by Jason Brown" with a question: "What are the implications of design thinking for how we might approach the course projects?". Below the header is a video player showing a man speaking at a podium. To the right of the video player is a list of comments with timestamps and text. Below the video player is a "NEW COMMENT" section with a text input field and a "POST" button. At the bottom, there are "Recommended Vialogues" with thumbnails and titles.

Comments:

- 00:00** I am very impressed that design thinking is not a methodology but a culture. People with a design-thinking mindset actively engage in the projects to obtain an individual experience for them, which is a great way to cultivate and practice empathy. It is a virtuous ... [Read More](#)
- 12:06** Mr. Brown said, design is not "the" but "one" approach to innovation. I really wonder what the other approaches are. Design here refers to a "human-centered" process. Therefore, other approaches, in this sense, may be "object-centered", "decentralized" or etc.. It ... [Read More](#)
- 14:31** Does "Human-centered" means the interactive process that provides the nice experience for people participated in? Especially for the client or both side of the project, the designer and the client at the same time?
- 14:51** There is a very surprising point about the relationship between innovation and design thinking: what does design do for innovation? When we see so many new technologies, strategies, and markets etc., how did they get created? If we say, design thinking is supported by ... [Read More](#)
- 16:05** I like the idea of incorporating several components of "thinking" which excites new insights as a source of inspiration. Also the idea of validation is very interesting to me because it was not necessarily something that I thought of when thinking of design - I was ... [Read More](#)

Figure 2. Vialogues User Interface

Data. Throughout the semester, 28 vialogues have been actively discussed by the students. Among these vialogues, 14 videos were uploaded by instructors as course resources and 14 videos were uploaded by students for team project presentations. All 28 students involved in this class were encouraged to post new comments or make replies freely. The length of each post is not limited. In addition, a reply to a comment is viewed as a comment as well. Instead of focusing on the number of comments, we use the real word count of student posts for each vialogue. Here is an example of a conversation between two students: **Student 1:** *I think a lot after watching this video. As Jason says, "if algorithms are going to curate the world for us, we need to make sure that they are not just keyed to relevance..." Because the internet helps us, the people from all over the world, to connect and to know the world, software engineers should decide what searchers get to see more carefully. Relevance is important for websites like shopping websites, however, it might not be extremely important for other kinds of websites. When it comes to learning, my high school teacher told me that we should read as many books as we can, which are not restricted to the academic perspective (i.e., relevant). If we get enough "input", we can "output" unconsciously.* **Student 2 (reply):** *Interesting, I agree.* In this example, both students post a single comment, while the information they provide can be different. Treating every

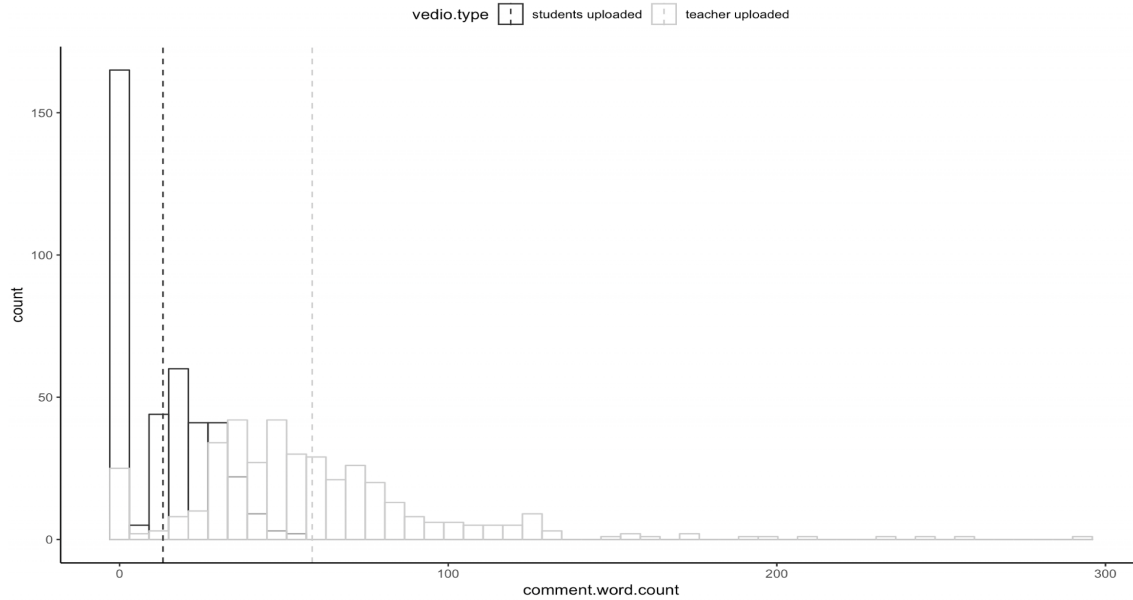


Figure 3. Comment Count Distribution

comment equally brings unignorable bias in engagement measurement. Through counting words, we give more weight to the long comments. In this way, we distinguish the deep and comprehensive interactions from the short and common ones.

To reduce the noise from original text content, we conducted the following text data processing operations: word segmentation, removing punctuation, deleting of numbers, updating the stopwords, removing stopwords, and deleting white space. As we can see from figure 3, the videos that are uploaded by the teacher a higher expected word count and bigger variance than those uploaded by students. On the other hand, there exists a clear mixture of distribution patterns. Overall, nearly one-fourth of the cases, the word counts are 0. In other words, in 24 of 100 times on average, the student would not make any real comments on the VDD platform. This value gives us a big picture of the activity level in this class.

Model Check with Parameter Recovery. In this section, we simulate the value of the parameter from the prior distribution. The, based on our model assumption, we generate fake data with the known parameter value. Using our model, we can get the estimates with the fake data. By comparing the known true parameter value with our estimates, we can a general sense of the usefulness of our model.

As we can see in Figure 4, the posterior predictive distribution for all parameters covers the true value of parameters with reasonable probability. This result, to some extent, proves our model is valid.

Posterior Prediction Check. In the words, the great statistician George Box mentioned: "models are an approximation." With these words in mind, posterior predictive check (PPC) is an important tool in Bayesian statistics to validate a model (Kruschke, 2013). Elaborating slightly, PPCs analyze the degree to which data generated from the model deviate from data generated from the true distribution.

According to Figure 5, we can say that the expected common word count match with

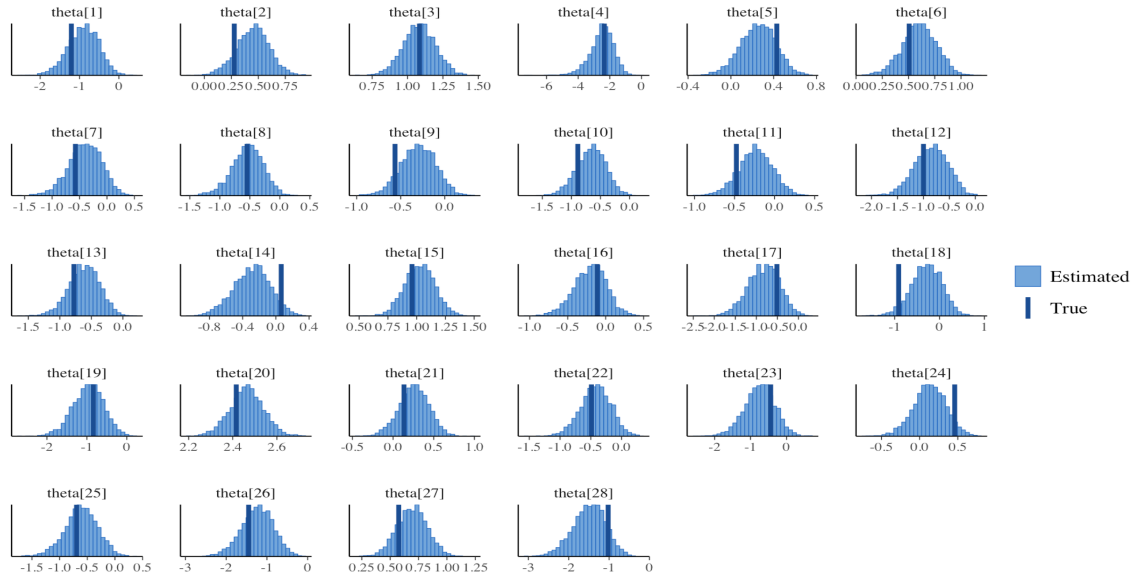


Figure 4. Parameter Recovery Check

the real data. Thus, our model result is reliable.

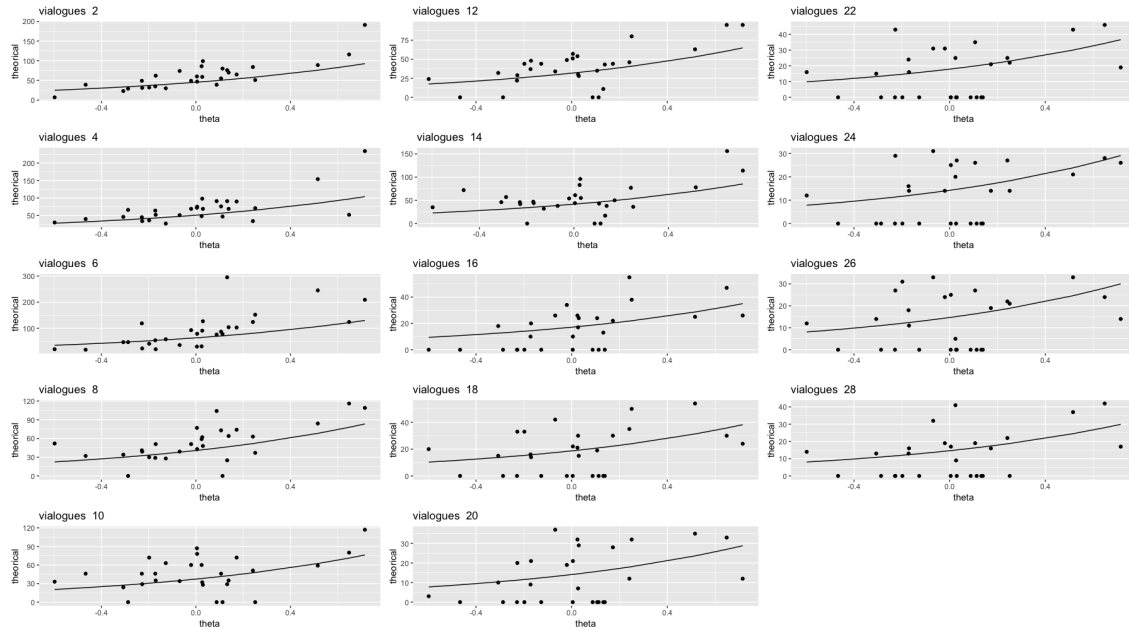


Figure 5. Posterior prediction check for real data

Results & Interpretation. In this study, we use the R (Team & R Development Core Team, 2016) and stan (Ben-Yehuda, 2013) for model estimation. As we can see from the model results in table 2, R-hat statistics for every parameter are 1. R-hat quantifies the consistency of an ensemble of Markov chains. In general, we require R-hat to be smaller than 1.1. At the same time, the standard deviation is small (all less than 0.1) which prove

that we get a more accurate estimation.

The estimated value of β . As we can see from the item parameters, the first 14 parameters have higher values than the last 14 parameters. This indicates that the first 14 vialogues are more popular. This result is reasonable since the first 14 values are uploaded by instructors while the last 14 vialogues are uploaded by students themselves. We can expect that students would pay more attention to the items created by instructors and post more comments. At the same time, ϕ is estimated to be between 23% and 25%. This means 23 to 25 of 100 times, the students would not make any real comment when they're watching the video on the vialogue. As we can see from figure 6, the scale of the participant parameters is fixed to 1. Student 2, 15 and 25 are the three most active students. The posterior median of their latent parameter θ is 2.03, 1.91 and 1.67. Similarly, student 1 and 12 are the least active students. But we cannot tell whether student 12 is indeed more active than student 1 since the 95% confidence intervals overlap.

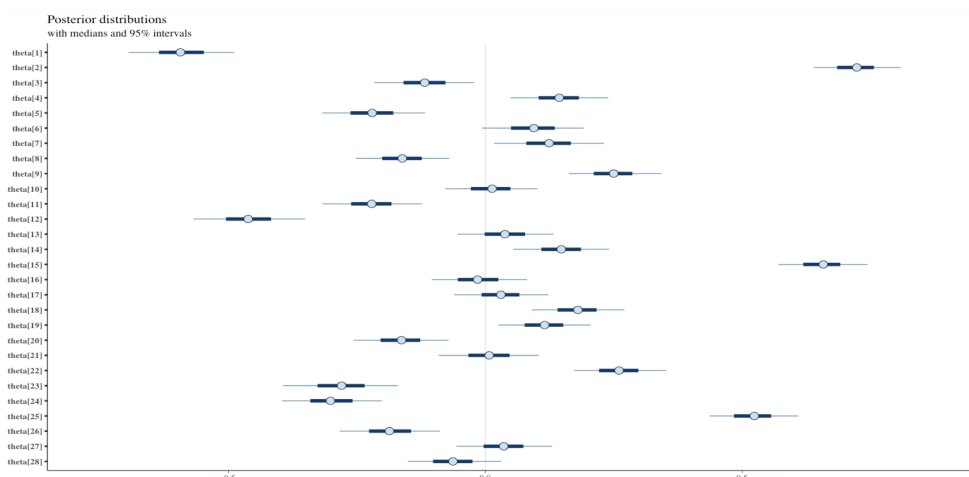


Figure 6. Comment Count Distribution

5. Discussion

Video-driven discussion plays an increasingly important role both for the distance education system and in traditional classroom environments today. Although, many researchers have discussed the benefits and limitations of using VDD in education, the growing volume of students' data in video discussion system has not been deeply explored, perhaps because we lack a quantitative methodology for measuring participants' behavior on video-driven discussion systems, particularly when they are used in typical classes. Our study provides a general solution to this problem. The 3PP model enables researchers to measure the participants' engagement levels and the popularity levels of the video material. At the same time, the estimation of parameters is sample independent. The third parameter ϕ , on the other hand, provides an overall measurement of activity level for the whole course. Moreover, DupER Augmentation makes the application of the 3PP model in a small size class environment possible.

However, there still have many challenges related to this topic. Firstly, comment word count as the unit of observation seems to be more reasonable than simple comment

count. But a longer comment does not necessarily represent more enthusiasm and deeper understanding. Second, our study does not pay enough attention to the long-term learning process. In other words, the engagement level and popularity level could change over time. Finally, 3PP provides a framework to analyze the hidden factor which may influence participants' discussion behavior. In particular, using a similar idea of Differential Item Functioning (DIF), we could identify the potential source of bias in person measurement in the future.

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Table 2
Empirical Study Model Result

Parameter	Rhat	n_eff	mean	sd	2.5%	50%	97.5%	Exp(median)
θ_1	1.01	201	-0.60	0.06	-0.72	-0.60	-0.48	0.55
θ_2	1.02	129	0.71	0.05	0.62	0.71	0.81	2.04
θ_3	1.01	182	-0.13	0.06	-0.24	-0.13	-0.01	0.88
θ_4	1.01	164	0.13	0.06	0.03	0.13	0.24	1.14
θ_5	1.01	194	-0.23	0.06	-0.35	-0.23	-0.11	0.80
θ_6	1.01	193	0.09	0.06	-0.03	0.09	0.21	1.09
θ_7	1.01	214	0.11	0.06	-0.01	0.11	0.23	1.12
θ_8	1.01	165	-0.17	0.06	-0.28	-0.17	-0.06	0.84
θ_9	1.01	147	0.24	0.05	0.14	0.24	0.34	1.27
θ_{10}	1.01	162	0.01	0.05	-0.10	0.00	0.11	1.00
θ_{11}	1.01	172	-0.23	0.06	-0.34	-0.23	-0.12	0.80
θ_{12}	1.01	238	-0.47	0.07	-0.59	-0.47	-0.34	0.63
θ_{13}	1.01	156	0.03	0.05	-0.07	0.03	0.14	1.03
θ_{14}	1.01	162	0.14	0.06	0.03	0.14	0.25	1.15
θ_{15}	1.02	135	0.65	0.05	0.55	0.65	0.75	1.91
θ_{16}	1.01	161	-0.02	0.05	-0.12	-0.02	0.09	0.98
θ_{17}	1.01	155	0.02	0.05	-0.08	0.02	0.13	1.02
θ_{18}	1.01	148	0.17	0.05	0.07	0.17	0.28	1.19
θ_{19}	1.01	149	0.11	0.05	0.00	0.11	0.21	1.11
θ_{20}	1.01	162	-0.17	0.06	-0.28	-0.17	-0.06	0.84
θ_{21}	1.01	176	0.00	0.06	-0.11	0.00	0.12	1.00
θ_{22}	1.01	149	0.25	0.05	0.15	0.25	0.36	1.28
θ_{23}	1.01	234	-0.29	0.07	-0.41	-0.29	-0.16	0.75
θ_{24}	1.01	173	-0.31	0.06	-0.42	-0.31	-0.20	0.74
θ_{25}	1.02	134	0.52	0.05	0.42	0.52	0.61	1.67
θ_{26}	1.01	187	-0.20	0.06	-0.31	-0.20	-0.08	0.82
θ_{27}	1.01	162	0.03	0.05	-0.08	0.03	0.13	1.03
θ_{28}	1.01	159	-0.07	0.05	-0.17	-0.07	0.04	0.93
β_1	1.02	109	4.21	0.04	4.12	4.21	4.29	67.35
β_2	1.02	110	4.09	0.05	4.00	4.09	4.17	59.58
β_3	1.02	110	4.01	0.05	3.93	4.01	4.10	55.36
β_4	1.02	109	4.20	0.04	4.11	4.20	4.29	66.81
β_5	1.02	109	4.20	0.04	4.11	4.20	4.28	66.62
β_6	1.02	108	4.42	0.04	4.34	4.43	4.51	83.59
β_7	1.02	108	4.24	0.04	4.15	4.24	4.33	69.56
β_8	1.02	110	3.98	0.05	3.89	3.98	4.06	53.56
β_9	1.02	110	3.93	0.05	3.85	3.93	4.02	51.15
β_{10}	1.02	111	3.89	0.05	3.80	3.89	3.98	48.96
β_{11}	1.02	112	3.85	0.05	3.76	3.85	3.94	47.11
β_{12}	1.02	110	3.73	0.05	3.64	3.73	3.82	41.72
β_{13}	1.02	110	4.00	0.05	3.91	4.00	4.08	54.47

Parameter	Rhat	n_eff	mean	sd	2.5%	50%	97.5%	Exp(median)
β_{14}	1.02	111	4.00	0.05	3.91	4.00	4.09	54.83
β_{15}	1.02	127	2.74	0.05	2.65	2.74	2.83	15.51
β_{16}	1.02	120	3.11	0.05	3.02	3.11	3.20	22.50
β_{17}	1.01	137	2.62	0.05	2.52	2.62	2.71	13.70
β_{18}	1.02	115	3.20	0.05	3.11	3.20	3.29	24.57
β_{19}	1.02	120	3.10	0.05	3.01	3.10	3.19	22.29
β_{20}	1.02	120	2.92	0.05	2.82	2.92	3.01	18.53
β_{21}	1.02	120	3.02	0.05	2.93	3.02	3.11	20.58
β_{22}	1.02	119	3.16	0.05	3.07	3.16	3.25	23.55
β_{23}	1.02	120	2.96	0.05	2.86	2.96	3.05	19.24
β_{24}	1.02	122	2.93	0.05	2.83	2.93	3.02	18.71
β_{25}	1.02	118	3.10	0.05	3.01	3.10	3.19	22.28
β_{26}	1.02	120	2.96	0.05	2.87	2.96	3.05	19.32
β_{27}	1.02	121	3.00	0.05	2.91	3.00	3.09	20.14
β_{28}	1.02	123	2.96	0.05	2.86	2.96	3.05	19.24
ϕ	1.00	21590	0.24	0.00	0.23	0.24	0.25	No need