The future of assessment
The student of the future

- Digital native
- Remote self-directed learner
- Integrated with technology
  - Cybernetic enhancements
  - Biometrically monitored
- Gamified
- Uses augmented and virtual reality
The student of the future

Gamification


- Greater attentional capacity and can perform tasks when non players have run out of their visual attention resources, apprehension of objects within foveal cone and peripheral vision
- Speculate faster target selection, or stabilisation of information being processed
- Ten days of training was enough to demonstrate increased attentional capacity, spatial awareness and temporal processing of this type of information


- Tracking objects moving at greater speeds, increased accuracy in visual short term memory tests, switching between tasks more quickly, and making decisions in a task using rotated objects
Laparoscopy - Faster completion, fewer errors


6 studies that discuss commercially available games where clinical learning has been incidental. Games shown to improve psychomotor skills

Wide range of game formats, such as sport and shooting simulations, action games and adventure games.


Clearly not what these games were designed for – non-serious
The future of assessment

Gamification of assessment?

- The effect of “points” on mathematics test performance was examined.
- For adults, response accuracy was not affected, but speed of responses increased.
- For middle grade students, similar results were obtained for accuracy and speed.
- Middle grade students liked the test more with points, but only in the first session.

Private sector recruitment & HR psychometrics could be the start

“Gamification in companies is becoming so popular that, according Gartner research covered in a Harvard Business Review blog post, elements of gaming will be used in 25% of redesigned business processes by 2015, and 70% of Global 2000 businesses expected to manage at least one gamified application or system in 2014”

The student of the future

- Augmented Reality
The student of the future

- Virtual reality
The future of assessment

- Increased role of technology in all walks of life
- Incidental assessment
- Cybernetic and Biocomputing – Always linked
- Intelligent computing – auto assessment
- Simulation – serious and non-serious

How many drops is this for you, Lieutenant?
Thirty eight... simulated.
How many *combat* drops?
Uh, two. Including this one.
Conclusions

- How many years until we are viewed as relics?
- We are already limited by our technology
- ...and our capability to use it
- Advances often come unexpectedly
- Cost, expertise and time are critical
Thank you