## Assessment and feedback table

## Assessment methods

Annotated bibliographies	Objective Structured Clinical Exams (OSCEs)
Artefacts	Open book exams
Assessed seminars	Portfolios
Case studies	Posters
Computer-aided assessment	Practical work
Critical incident accounts	Presentations
Dissertations/theses	Projects
Essays	Reflective journals
Exams	Reports
In-class MCQ - clickers and confidence ratings	Short answer question exams
Individual oral tests or interviews	Simulations
In-tray exercises	Take-away papers
MCQ with feedback responses	Work-based learning

Assessment method	Advantages	Disadvantages	Feedback
Annotated bibliographies	<ul> <li>Useful way to have students engage with the literature</li> <li>Candidates can show their depth of study</li> <li>Plagiarism is limited</li> </ul>	<ul> <li>The extent of the literature may mask the depth of thinking about the sources</li> <li>Give criteria re number of sources; plus, some elements to prioritise</li> </ul>	<ul> <li>Face to face discussion of existing annotated bibliographies helps students to create their own</li> </ul>
Artefacts	<ul> <li>High on validity and authenticity</li> <li>Useful evidence of achievement to show employers</li> <li>Recorded artefacts can make excellent exemplars for future students</li> </ul>	<ul> <li>Different judges may have their own idea of what constitutes excellence</li> </ul>	<ul> <li>Feedback dialogues can be used as part of the assessment of artefacts</li> </ul>
Assessed seminars	<ul> <li>Seminars can be prepared and led by students</li> <li>A series of seminars gives each student the chance to present</li> <li>Assessment can relate to depth of knowledge, communication skills and the ability to answer questions</li> </ul>	<ul> <li>A range of topics with equal difficulty is hard to produce</li> <li>Over a series, later presenters can be disadvantaged</li> <li>Difficult to assess audience participation</li> <li>Early presenters may switch off, or cease attending</li> </ul>	<ul> <li>Tutor dialogue possible, along with peer feedback as peers act as audience members</li> </ul>



Case studies	<ul> <li>Authentic, real-world scenarios</li> <li>Candidates can show creativity and originality in constructing case studies</li> <li>Candidates can show creative problem- solving</li> </ul>	<ul> <li>Written communication can dominate the assessment</li> <li>A range of case studies with equal difficulty is hard to produce</li> </ul>	•	Feedback dialogue possible with individuals or groups, from tutors and peers
Computer-aided assessment	<ul> <li>Very efficient for large cohorts and multiply presented courses</li> </ul>	<ul> <li>Hard to design good computer- aided assessment</li> <li>Needs networked machines if data is to be collected for assessment purposes</li> <li>Needs expertise in question design, subject content and technology</li> </ul>	•	Feedback dialogue possible in class or group contexts, otherwise any feedback can't be considered dialogic.
Critical incident accounts	<ul> <li>Students can choose particular incidents, analyse them in depth, show creativity and problem-solving</li> <li>Can be word- constrained</li> <li>Authentic</li> </ul>	<ul> <li>A range of incidents with equal difficulty is hard to produce</li> <li>Writing skills may overshadow interpretation and imagination skills</li> <li>Some students may already be familiar with particular types of incident</li> </ul>	•	Possibility of dialogue if feedback can be face to face
Dissertations/ theses	<ul> <li>Constitute a defining measure of the level and scope of an individual's achievements</li> <li>Include a critical review of the state of the field: allows students to see the "big picture"</li> </ul>	<ul> <li>Focus needed to assess on the level of in-depth thinking, creativity and originality, rather than the look of the presentation</li> <li>Can be very isolating for the student</li> </ul>	•	Feedback dialogues (especially with supervisors) a huge part of the guidance and learning involved in the presentation of a thesis



Essays	•	Measures ability to construct argument and to write fluently, coherently and at length Examiners very familiar with marking exams	•	Not authentic in workplace context Easy to plagiarise Marking time consuming	•	Tutor feedback in writing, and face-to-face feedback dialogue with students Peer feedback possible
Exams	•	Fair Familiar to students	•	Not best way to assess Speed can hinder learners Marking time consuming Learners can't edit/correct Possible to cheat	•	No dialogue possible Time lag for learners to find out results
In-class MCQ with clickers and confidence ratings	•	Good for large groups Students can see answers display on screen and thus how they fit into the whole class results Tests can be repeated after some teaching, and students can see how their learning and confidence have improved	•	Needs laptop/computer fitted with specific software Students without phones require clickers Technology can fail Question setting needs practice to come up with questions with credible distractors	•	Provides rapid feedback Confidence rating helps to increase students' perceptions of how confidently or not they know the best choice for each question
Individual oral tests or interviews	•	Allows probing questions to check for understanding Authentic: many careers and professions depend on face-to-face skills at answering questions and giving persuasive explanations Students must answer in "real-time"	•	Some candidates can be let down by nerves Students with speaking problems (e.g. stammering) may be misinterpreted as lacking knowledge Hard to analyse retrospectively unless recorded Difficult to guarantee fairness between candidates, especially when	•	Feedback dialogue is possible, but in the context of assessment, care is needed regarding 'leading' feedback steering candidates towards better answers or explanations The immediacy of feedback can be useful, for example facial



		<ul> <li>variations in levels of probing occur</li> <li>Difficult to timetable with large cohorts</li> <li>May require two assessors to guard against appeals</li> </ul>	<ul> <li>expression and body language of assessors, as well as their comments</li> <li>When group contexts are used, students can learn from dialogues arising from answers from fellow students</li> </ul>
In-tray exercises	<ul> <li>Strong on authenticity</li> <li>Reliability of assessment is high as there will be best practice to follow</li> <li>Focus on thinking not just writing</li> <li>Fair as all students have same exercises</li> <li>A bank of previous exercises makes a great resource and students can become familiar with the format</li> </ul>	<ul> <li>Gets away from measuring speed of writing but speed of reading could be a difficulty</li> </ul>	<ul> <li>Used with class groups, feedback dialogues can concern the most effective ways to deal with the situations in the exercises</li> </ul>
MCQ with feedback responses	• Excellent for quick testing of factual material	<ul> <li>Hard to design high quality MCQs for summative assessment</li> <li>Questions require piloting to check for facility values and discrimination indices</li> </ul>	<ul> <li>Feedback on correct/incorrect choices can be instant. Allows rapid formative feedback</li> <li>Dialogue possible in class with peer discussion</li> </ul>
<i>Objective Structured Clinical Exams (OSCEs)</i>	<ul> <li>Authentic, good for testing high-level skills</li> <li>Assessment can be quick, especially with rubrics</li> </ul>	<ul> <li>Design time- consuming</li> <li>Nerves can affect candidates</li> </ul>	<ul> <li>Formative OSCEs very good for feedback from tutors and peers</li> </ul>
Open book exams	<ul> <li>Not as reliant on memorising</li> <li>Shows how learners can use supplied information</li> </ul>	<ul> <li>Difficult to design good open book questions</li> <li>Students can buy/bring in prepared answers</li> </ul>	<ul> <li>Usually no dialogue possible, just marks</li> </ul>



Portfolios	<ul> <li>Allows learners to present wide-ranging evidence of achievement, and to show originality and creativity alongside mastery of subject knowledge.</li> <li>Portfolios can be maintained over a considerable time scale, and show development, and can be useful evidence of achievement to show to prospective employers.</li> </ul>	• Takes time to mark, and assessment reliability can be quite low as different assessors tend to look for different things when assessing wide- ranging evidence of achievement	<ul> <li>Feedback dialogue not really possible unless face-to- face discussion is available with assessors, or when students compare each other's portfolios</li> </ul>
Posters	<ul> <li>Posters can be authentic in workplace context</li> <li>Allows for a range of achievement in a visual format</li> <li>Posters can be compared with each other</li> <li>Peers/professionals/ employers can assess</li> <li>Assessment can include probing questions on the material in the poster</li> </ul>	<ul> <li>Time-consuming to assess</li> <li>Visuals can distract when assessing</li> <li>Set limits on size/colours/fonts etc</li> <li>Oral component could challenge some students</li> </ul>	<ul> <li>Feedback dialogues are possible, and students can also learn from feedback discussions arising from other students' presentations</li> </ul>
Practical work	<ul> <li>Direct evidence of students' practical abilities</li> <li>Employers value these skills</li> </ul>	<ul> <li>Observation can be time consuming</li> <li>Different observers may measure student capability differently</li> </ul>	<ul> <li>Feedback dialogue possible, especially with observers who hold the specific practical skills</li> </ul>
Presentations	<ul> <li>Assess oral communication skills alongside subject mastery</li> <li>Oral skills often important in employment</li> <li>Peer-assessment can be utilised</li> </ul>	<ul> <li>Time-consuming</li> <li>Lack of oral communication skills could take away from subject knowledge</li> <li>Expected standards could become higher</li> </ul>	<ul> <li>Opportunities for feedback, but can be difficult to manage so as not to interrupt presentations</li> <li>Students in groups can learn</li> </ul>



	Can include	over successive	from feedback
	spontaneous QA from assessor • Can include spontaneous QA from audience	<ul> <li>presentations</li> <li>Marks can be associated with quality of slides, rather than content.</li> <li>Hard to analyse retrospectively unless recorded</li> </ul>	given to others
Projects	<ul> <li>Good for in-depth investigations/research skills</li> <li>Can showcase originality and creativity</li> <li>Students can develop use of literature</li> </ul>	<ul> <li>Time-consuming to assess</li> <li>Assessment reliability hard to maintain</li> <li>When combined with presentation, communication skills can influence assessment</li> <li>Hard to ensure student effort is evenly distributed</li> <li>Tight deadlines necessary</li> </ul>	<ul> <li>Feedback dialogues throughout project work, allowing specific formative feedback discussions with individual or groups</li> </ul>
Reflective journals	<ul> <li>Deepens learning by reflection, can demonstrate analysis, creativity and originality</li> <li>Can help students develop reflective approaches to learning</li> </ul>	<ul> <li>Assessment may be based too much on writing skills rather than reflection</li> </ul>	<ul> <li>Assessors can talk to students about their view of the reflections</li> </ul>
Reports	<ul> <li>Authentic in workplace context</li> <li>Can measure practical and field work</li> </ul>	<ul> <li>Practical/field work often done collaboratively, but reports often individual write- ups, so assessment may be of a different skill</li> </ul>	<ul> <li>Feedback monologues fairly easy</li> <li>Dialogue possible in face- to-face discussions with individuals or groups</li> </ul>
Short answer question exams	<ul> <li>Wide range of subject material can be tested</li> <li>Decision-making focused, not just information</li> </ul>	<ul> <li>No opportunity to tie things together</li> <li>"Easy" questions must not</li> </ul>	<ul> <li>Feedback only possible if papers are used as class exercises</li> </ul>



		overbalance overall marking	
Simulations	<ul> <li>Good for a range of practical skills and competences</li> <li>Highly authentic in certain professions and contexts</li> </ul>	<ul> <li>Take time to design but good for high numbers of candidates</li> <li>A range of simulations with equal difficulty is hard to produce</li> </ul>	<ul> <li>Face to face dialogues very good for giving feedback on simulations</li> </ul>
Take-away papers	<ul> <li>More like a short-term assignment</li> <li>Can allow time for drafting</li> </ul>	<ul> <li>Students may find it difficult to stop drafting and submit</li> <li>May be difficult for students with many time commitments</li> </ul>	<ul> <li>Usually no dialogue possible, just marks</li> </ul>
Work-based learning	<ul> <li>Can showcase students' work readiness skills</li> <li>Can be an important bridge between academic studies and the workplace, developing the skills they need in the work environment</li> </ul>	<ul> <li>Can be hard to make it realistic and authentic</li> </ul>	<ul> <li>Great amount of feedback possible: students learn from feedback from supervisors, work colleagues, and their peers</li> </ul>

Adapted for the <u>REAP</u> Project by Sinead Spain and Geraldine Exton, from Race, P (2020) "A draft table: assessment, feedback and contract cheating in perspective" online, available: <u>https://phil-race.co.uk/2020/02/a-draft-table-assessment-feedback-and-contract-cheating-in-perspective/</u> [accessed November 4, 2020]

