

1-19-2017

First Year Experience – Software Support Tools

Guymon Hall

University of Nevada, Las Vegas, guymon.hall@unlv.edu

Ed Jorgensen

University of Nevada, Las Vegas, jorgense@unlv.nevada.edu

Follow this and additional works at: https://digitalscholarship.unlv.edu/btp_expo



Part of the [Higher Education Commons](#)

Recommended Citation

Hall, Guymon and Jorgensen, Ed, "First Year Experience – Software Support Tools" (2017). *UNLV Best Teaching Practices Expo*. 34.

https://digitalscholarship.unlv.edu/btp_expo/34

This Poster is protected by copyright and/or related rights. It has been brought to you by Digital Scholarship@UNLV with permission from the rights-holder(s). You are free to use this Poster in any way that is permitted by the copyright and related rights legislation that applies to your use. For other uses you need to obtain permission from the rights-holder(s) directly, unless additional rights are indicated by a Creative Commons license in the record and/or on the work itself.

This Poster has been accepted for inclusion in UNLV Best Teaching Practices Expo by an authorized administrator of Digital Scholarship@UNLV. For more information, please contact digitalscholarship@unlv.edu.

First Year Experience – Software Support Tools

UNLV Best Teaching Practices Expo, 2017

Guymon Hall and Ed Jorgensen
Department of Computer Science

The practice and the need it addresses

Software Support Tools

Campus Location Familiarization

A **QR Code Scavenger Hunt System** was developed for first year students to help with campus familiarization. While most will be able to find major campus buildings, many specific locations and offices can be more difficult to find. This difficulty can lead to not effectively utilizing important resources such as free tutoring, writing center, library services, OIT help desk, and/or discipline specific locations/laboratories.

QR Codes, generated by the system, are posted at key locations. Students login to the system and go to the listed locations to scan a posted QR Code. The scan is recorded by the system. Students can verify the scan and review on-going progress.

The QR Code can be posted or available upon request, allowing an explanation of services (if desired).

Lab Score Recording

A **Lab Grader System** was developed to help record scores in a laboratory setting. With multiple lab sessions and multiple Teaching Assistants, effectively recording the completion and score is a challenge. Performing this function with hard-copy lists was often confusing and ineffective. Completing data entry was time-consuming and error prone.

Evidence this practice benefits UNLV Students

Results & Benefits

QR Code Scavenger Hunt System

While we gathered no objective evidence regarding student campus familiarization, subjective reports of increased use of resources by EGG 101 students.

The Lab Grader system allows an authorized TA to scan a preassigned student QR code, confirm the name/score, and enter (taking less than a ½ minute). An e-mail confirmation is immediately sent to the student and the score is recorded in the system. Scores can be downloaded in Excel or CVS format.

The main benefit is the reduced time/effort regarding lab score data entry.

Resources and where to find them

Points of Contact

QR Code Scavenger Hunt System

Guymon Hall
guymon.hall@unlv.edu
702-895-4852
URL:
<https://egg101labserver.cs.unlv.edu/scavenger-hunt/>

Lab Grader System

Ed Jorgensen
jorgense@unlv.nevada.edu
702-895-5409
URL:
<https://egg101labserver.cs.unlv.edu/cs/>

Lied Library



UNLV Lied Library, Main Desk 1st Floor

Example QR Code (automatically generated). Can be e-mailed.

How other UNLV teachers might adopt this practice

Availability

Both systems are **open source** and were developed by UNLV Computer Science undergraduate students with guidance from UNLV faculty.

Applicability

QR Code Scavenger Hunt System

The QR Code Scavenger Hunt could be used for any first year course for students in any discipline.

Lab Grader System

The Lab Grader System could be used for any course that requires Instructor/TA verified, exercise-based laboratory work.