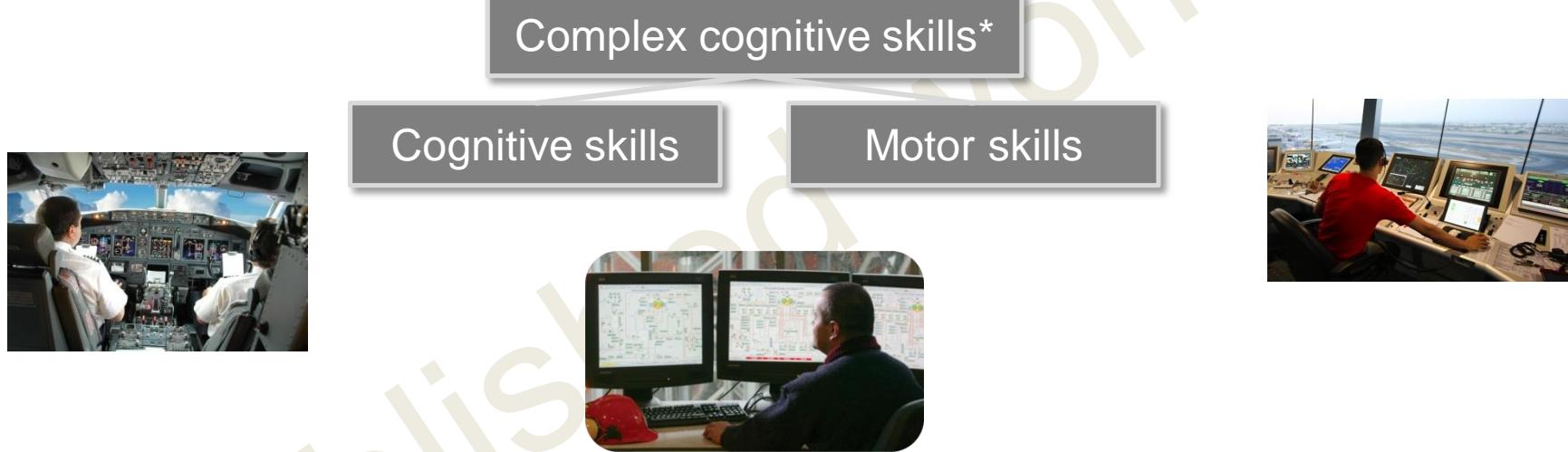


Is Test-Enhanced Learning Able to Support Complex Cognitive Skill Retention in Fixed Tasks, Dual Tasks and Decision-Making Tasks?

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Complex cognitive skills (Van Merriënboer, 1997)



- Complex cognitive skills can be learned based on standard operating procedures (SOP) (Wickens & Hollands, 2000)
- Such complex tasks in non-routine situations can consist of e.g. fixed, sequential tasks or parallel tasks:
 - In fixed, sequential tasks the operators need to figure out first what kind of task has to be executed (e.g. start-up of a plant or error management) and then execute the initial learned standard operating procedures sequentially (Kluge, 2014)

* synonyms: High performance skills, complex technical skills, industrial skills

Testing-effect and complex cognitive skills

Testing effect is explained by (Bjork & Bjork, 1992; Roediger & Karpicke, 2006)

- 1) the *intense retrieval* effort that learners have to invest in the testing situation to retrieve information from long-term memory
- 2) a *transfer enhancing processing* of information which is identical in the refresher situation and the later retention assessment (RA) situation



- Testing effect has been shown for simple task (e.g. word lists) (e.g., Carpenter et al., 2006; Carpenter et al., 2008; Karpicke & Roediger 2007, 2008)
- Little research for testing effect and complex tasks (Rawson, 2015; Kluge & Frank, 2014)
- Existing research is **inconsistent**



Testing is effective for complex material (e.g. Karpicke & Aue, 2015)



Testing is *not* effective for complex material (e.g. Leahy, Hanham & Sweller, 2015; van Gog & Sweller, 2015; van Gog, Kester, Dirks, Hoogerheide, Boerboom, & Verkoeijen, 2015)

Complex tasks

Complex tasks in non-routine situations can consist of e.g. fixed, sequential tasks or parallel tasks:

Fixed sequence task	<ul style="list-style-type: none"> – Operators first need to be familiarised with the set-up of a plant or error handling procedures (standard operating procedures). 	$S_1 \rightarrow A \rightarrow B$	<ul style="list-style-type: none"> to be executed (e.g. start-up, emergency shutdown) to execute the initially learned task (Schumacher et al., 2014)
Parallel sequence task	<ul style="list-style-type: none"> – Parallel-sequence tasks basically consist of two sequences which have to be synchronised in time (Proctor & Dutta, 1995; Wickens, & McCarley, 2008; Wickens, 2008). In these tasks e.g. the operator has to perform two tasks simultaneously, and both tasks are executed sequentially. This requires attention allocation and time-slicing. 	$S_1 \rightarrow A_1 \text{ AND } A_2 \rightarrow B$	<ul style="list-style-type: none"> executing a first task, and then executing a second task. This requires directed attention allocation and time-slicing.
Contingent sequence task	<ul style="list-style-type: none"> – Dynamic decision making can be defined by multiple, interdependent and real-time decisions, occurring as a function of a sequence of events under certainty take place. The operator has to consider consequences and the next steps of the task under certainty or uncertainty. 	$S_1 = X \rightarrow A_x \rightarrow B$ OR $S_1 = Y \rightarrow A_y \rightarrow B$	<ul style="list-style-type: none"> is independently and as a function of the environment, decisions between different possible alternatives, and the operator has to choose the best alternative.

Question

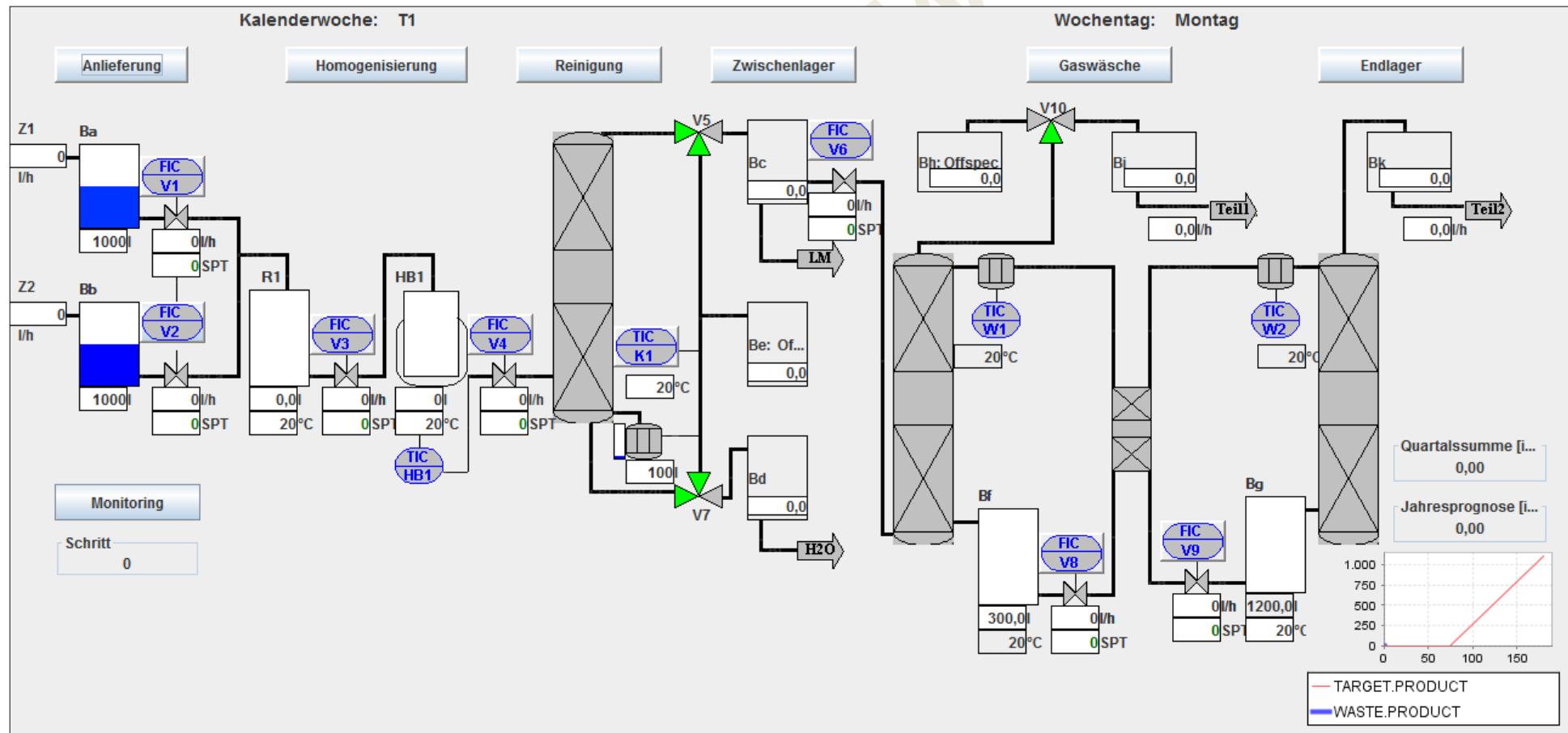
- ▶ Testing as a refresher intervention supports skill retention better than practice or no intervention for all three task-types

Hypothesis for Experiment 1, 2 & 3

- H1** Testing supports performance better than no intervention
- H2** Testing supports performance better than a practice (relearning) refresher intervention

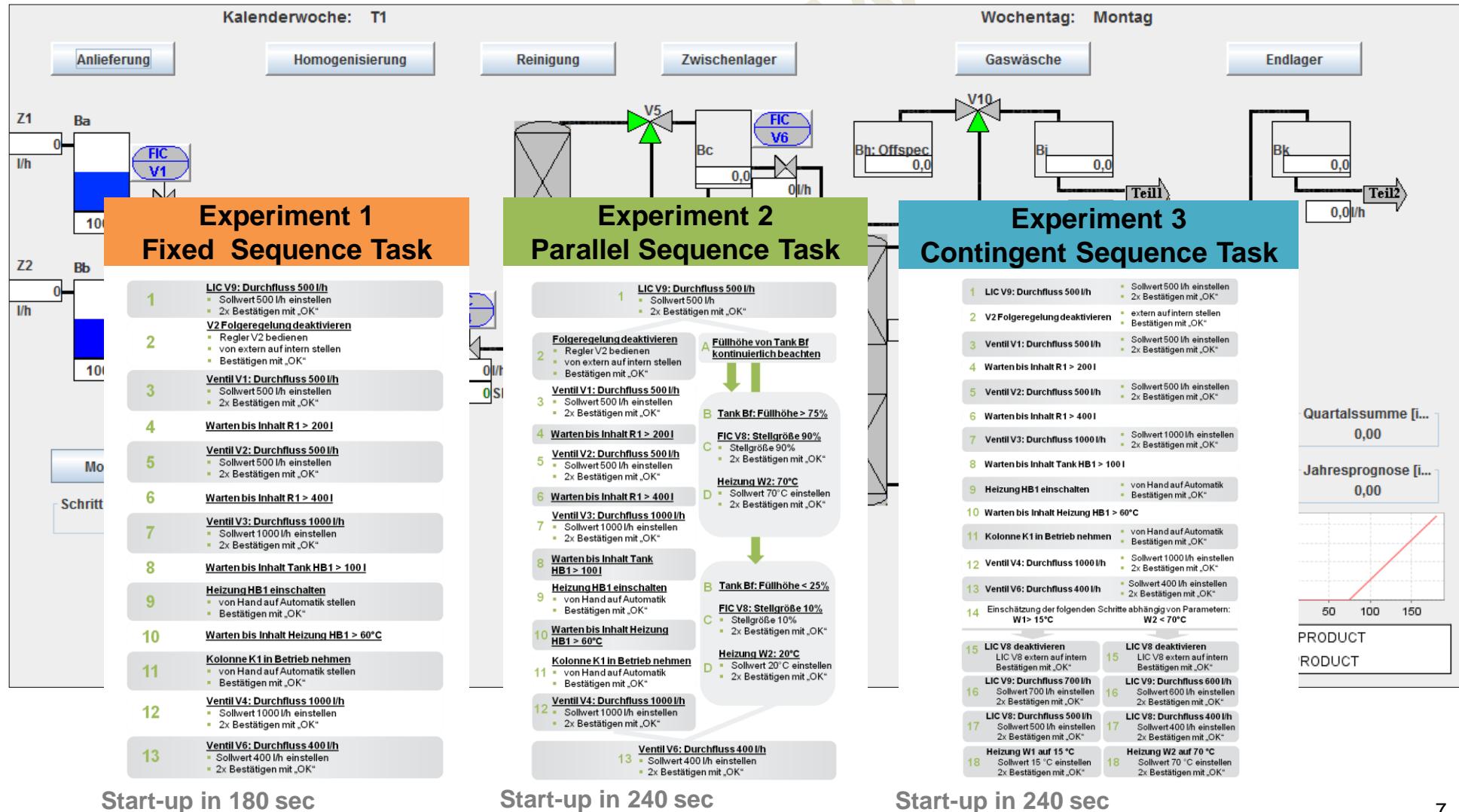
Method: Waste Water Treatment Simulation

Process control task: Separate waste water into water and gas



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Method Exp. 1-3: Participants & Procedure

Participants

Experiment 1: Fix

N=57 (18 female)

Age: 21.88 (3.14, 18-31)

Experiment 2: Parallel

N=60 (16 female)

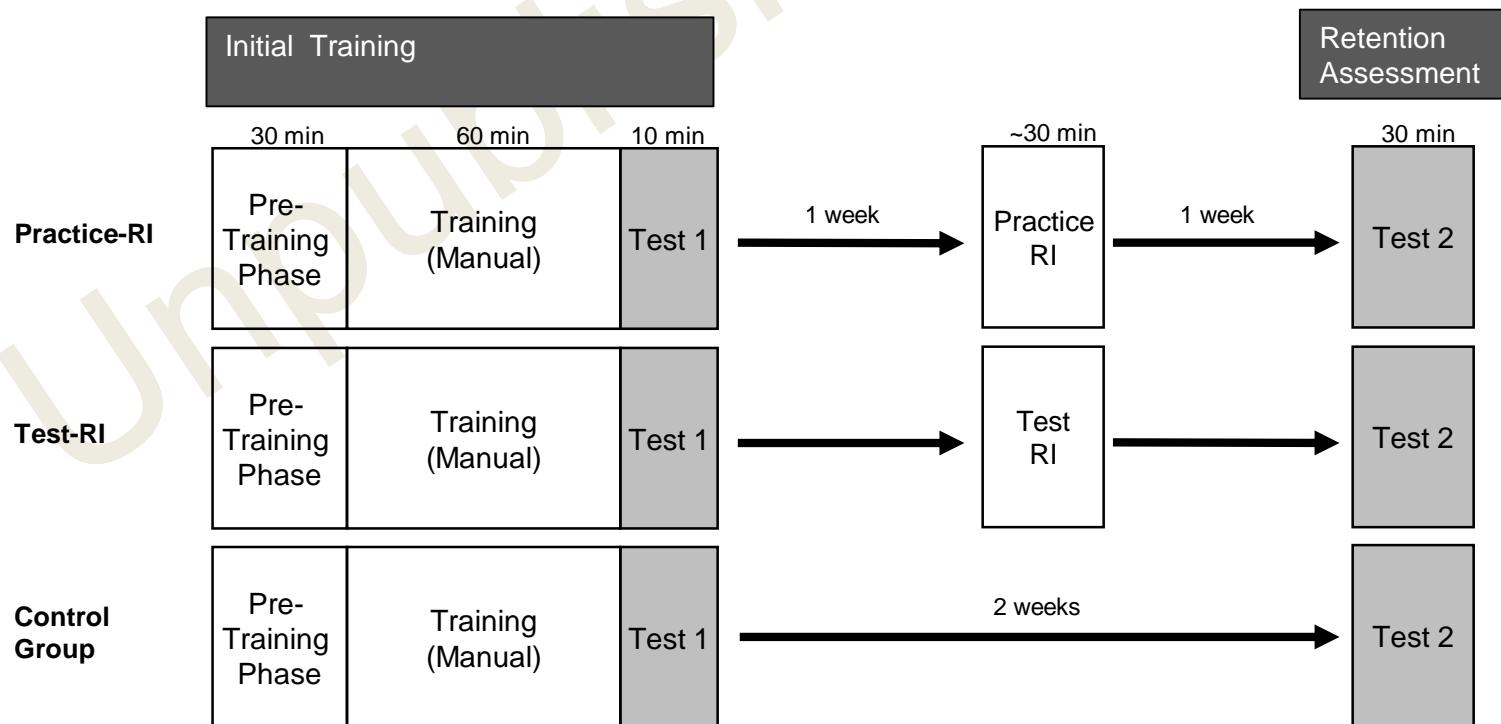
Age: 23.45 (3.57, 19-36)

Experiment 3: Contingent

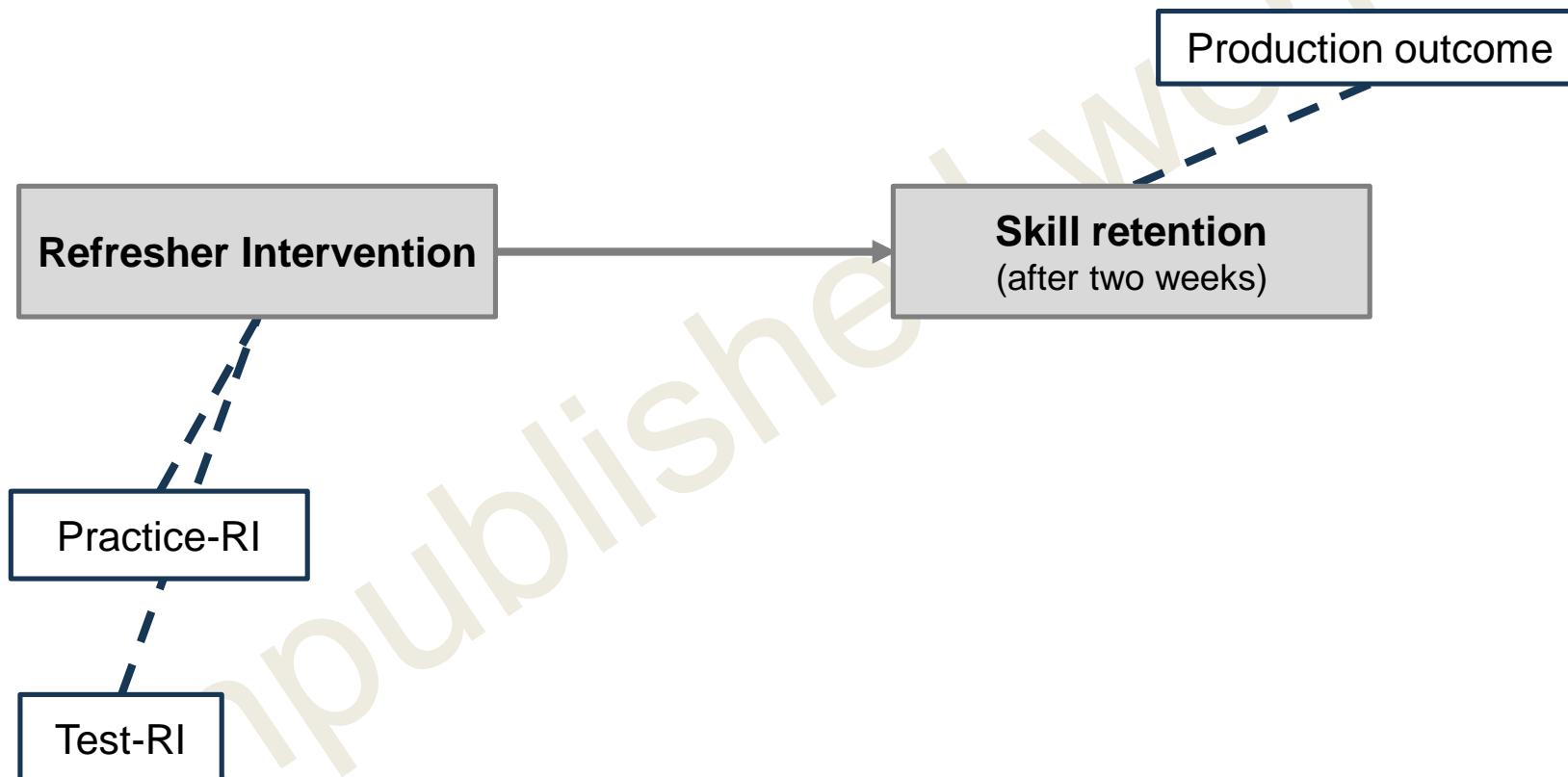
N=58 (22 female)

Age: 22.76 (3.11, 17-32)

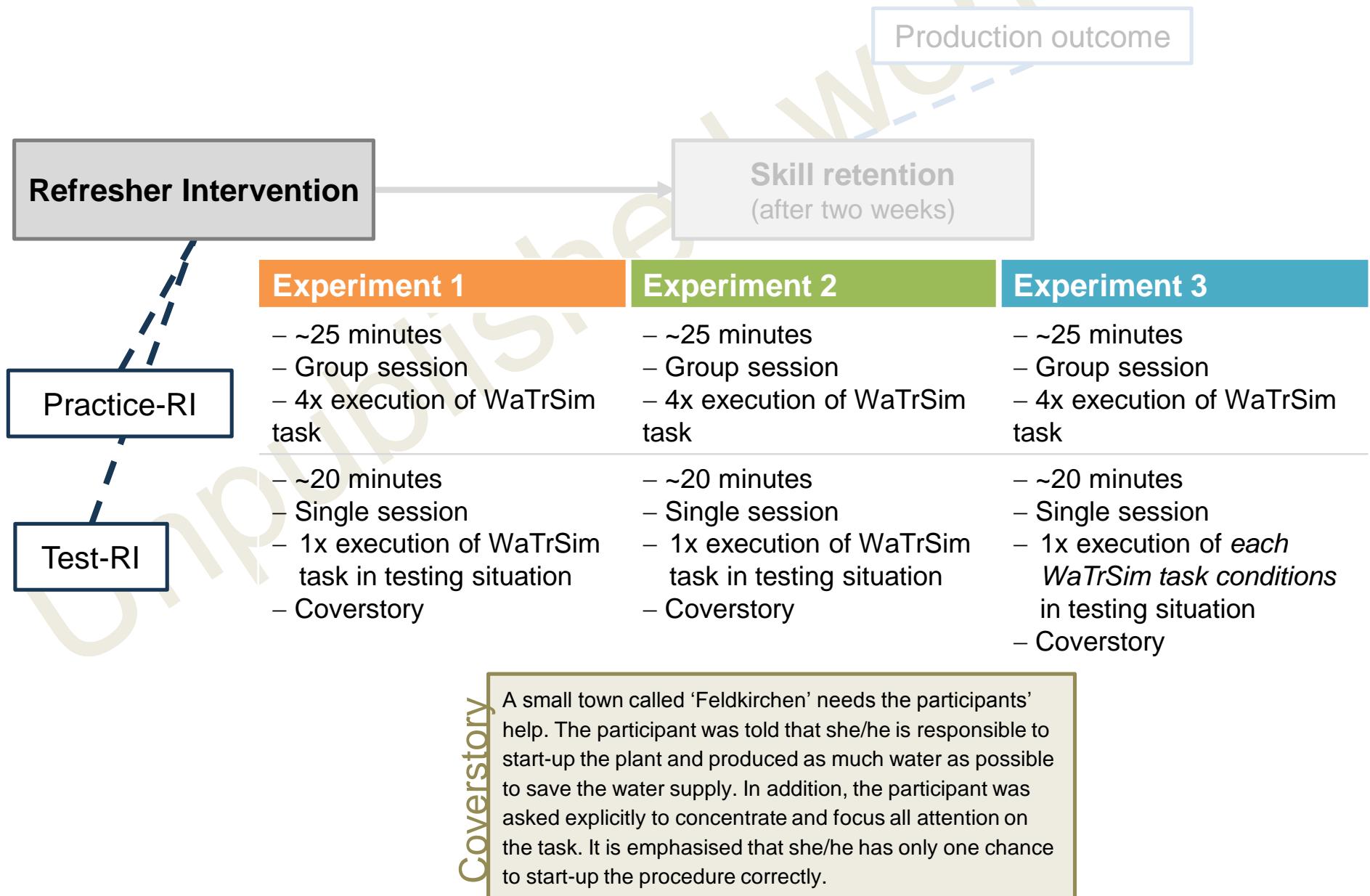
Procedure (Exp. 1-3)



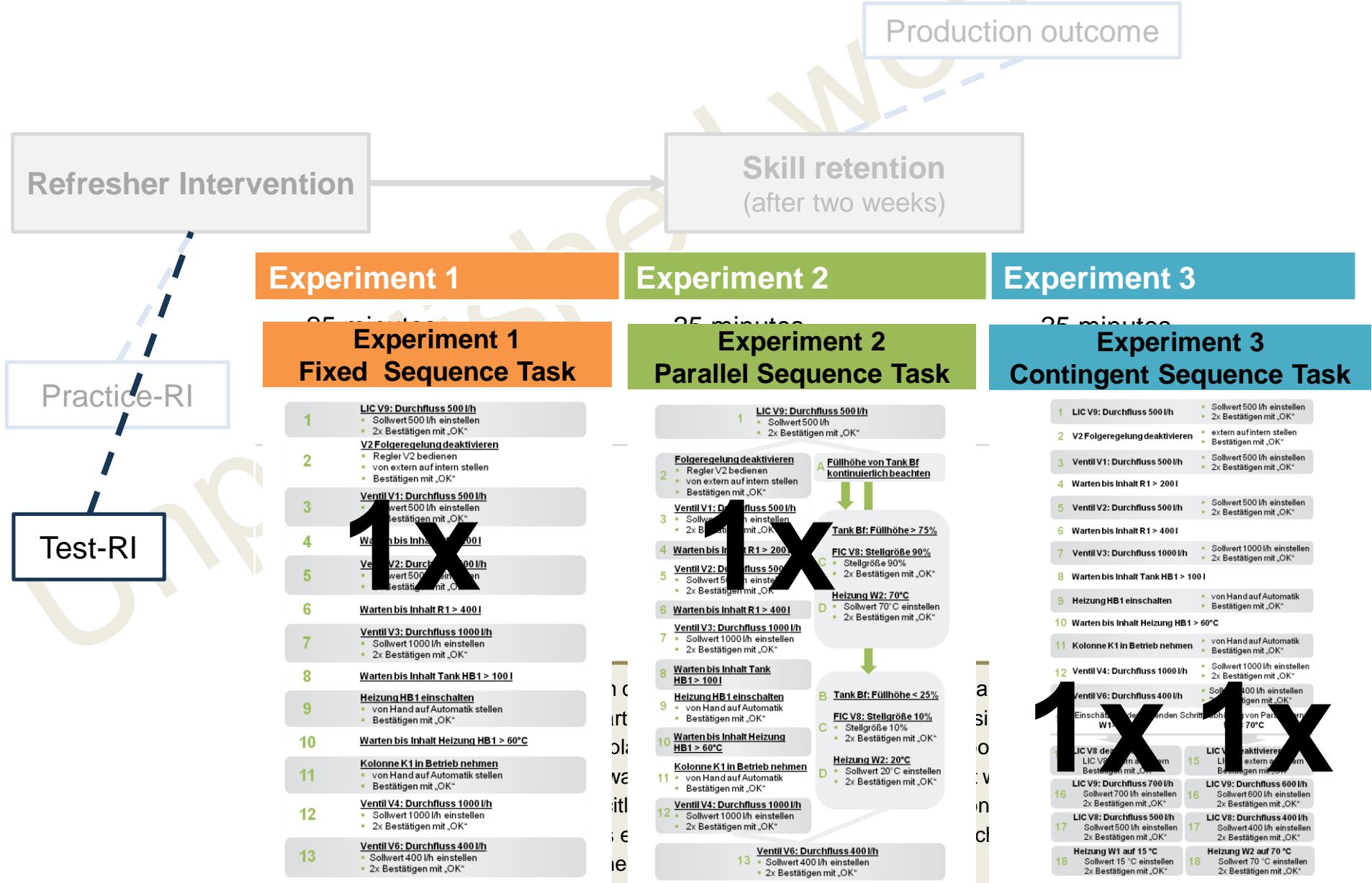
Method Exp. 1-3: Variables



Method Exp. 1-3: Variables



Method Exp. 1-3: Variables



Experiment 1: Fixed sequence task

Results

Hypothesis 1

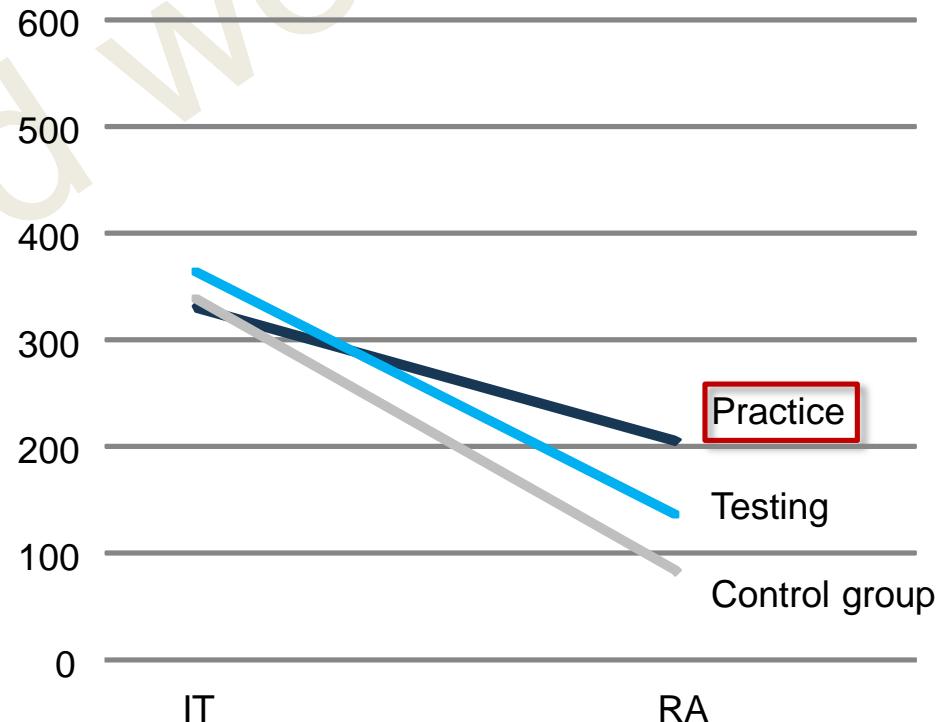
Testing > No intervention

- Effect of time
($F(1,36)=125.74; p<.001; n^2_p=.777$)
- Effect of group
($F(1,36)=2.98; p=.093; n^2_p=.076$)
- Interaction
($F(1,36)=0.38, p=.544; n^2_p=.010$)

Hypothesis 2

Testing > Practice Refresher Intervention

- Effect of time
($F(1,37)=57.83; p<.001; n^2_p=.610$)
- Effect of group
($F(1,37)=0.56; p=.458; n^2_p=.015$)
- Interaction
($F(1,37)=5.21; p=.028; n^2_p=.124$)

Production outcome*

* Amount of produced production outcome depends on task

Experiment 2: Parallel sequence task

Results

Hypothesis 1

Testing > No intervention

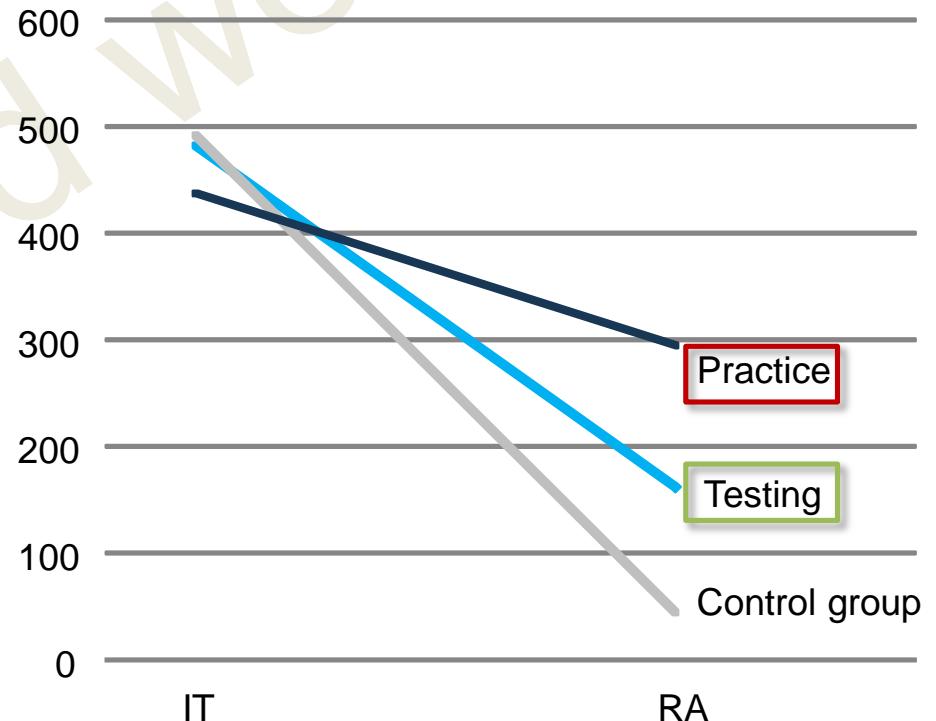
- Effect of time
($F(1,38)=400.67; p<.001; n^2_p=.913$)
- Effect of group
($F(1,38)=3.83; p=.058 n^2_p=.091$)
- **Interaction**
($F(1,38)=10.53, p=.002; n^2_p=.217$)

Hypothesis 2

Testing > Practice Refresher Intervention

- Effect of time
($F(1,38)=83.80; p<.001; n^2_p=.688$)
- Effect of group
($F(1,38)=1.32; p=.258; n^2_p=.034$)
- **Interaction**
($F(1,38)=12.68; p=.001; n^2_p=.250$)

Production outcome*



* Amount of produced production outcome depends on task

Experiment 3: Contingent sequence task

Results

Hypothesis 1

Testing > No intervention

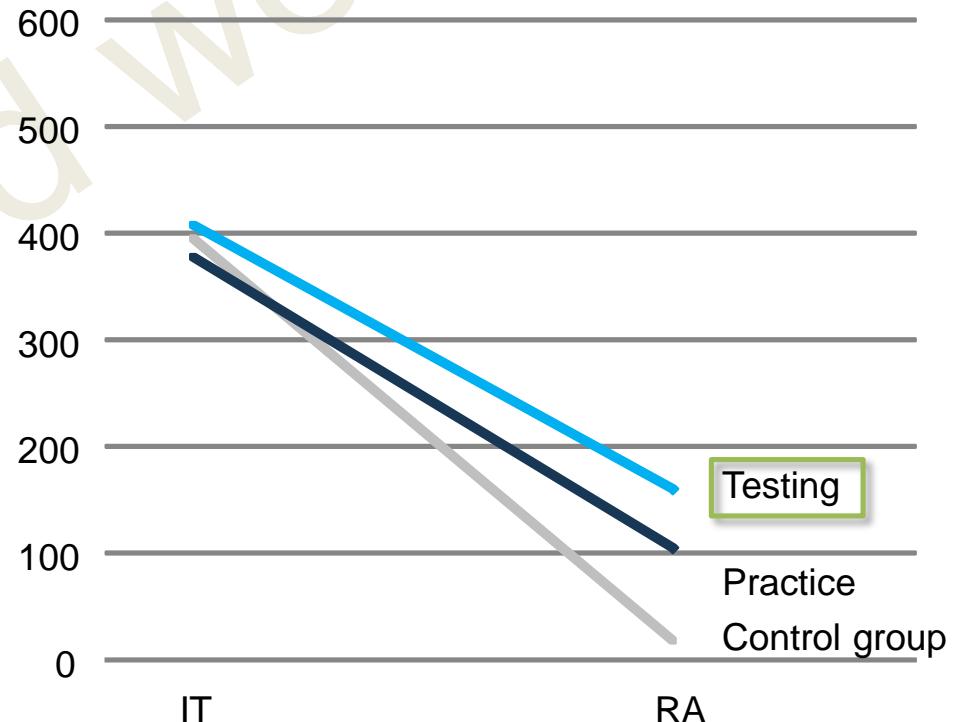
- Effect of time
($F(1,36)=100.80; p<.001; n^2_p=.737$)
- Effect of group
($F(1,36)=4.85; p=.034; n^2_p=.119$)
- Interaction
($F(1,36)=4.36; p=.044; n^2_p=.108$)

Hypothesis 2

Testing > Practice Refresher Intervention

- Effect of time
($F(1,37)=76.54; p<.001; n^2_p=.674$)
- Effect of group
($F(1,37)=1.19; p=.283; n^2_p=.031$)
- Interaction
($F(1,37)=0.18; p=.677; n^2_p=.005$)

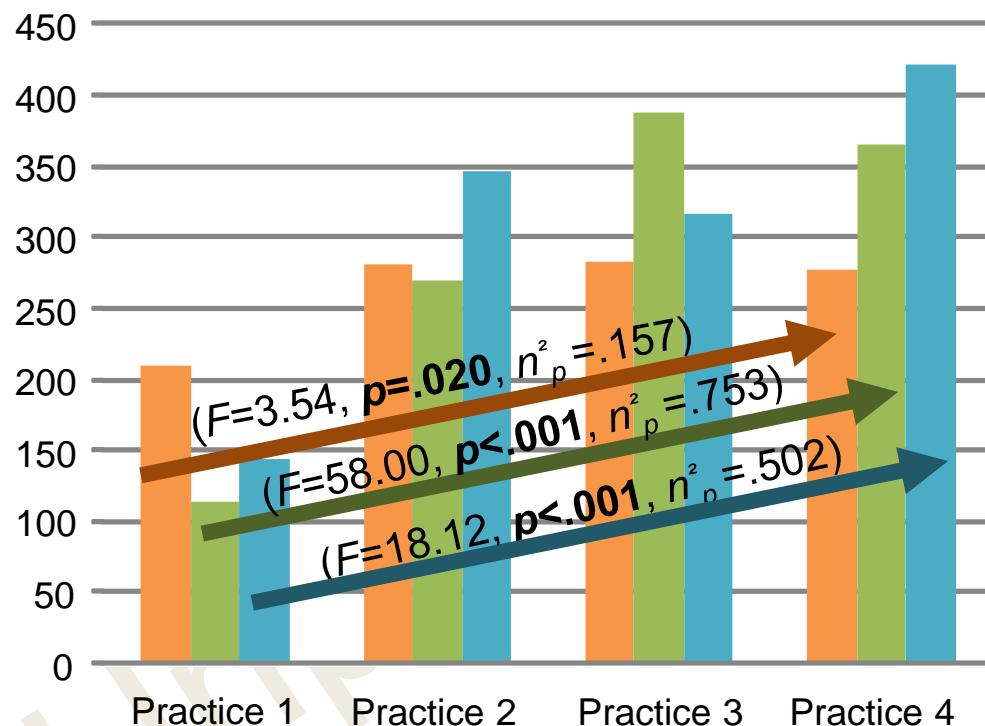
Production outcome*



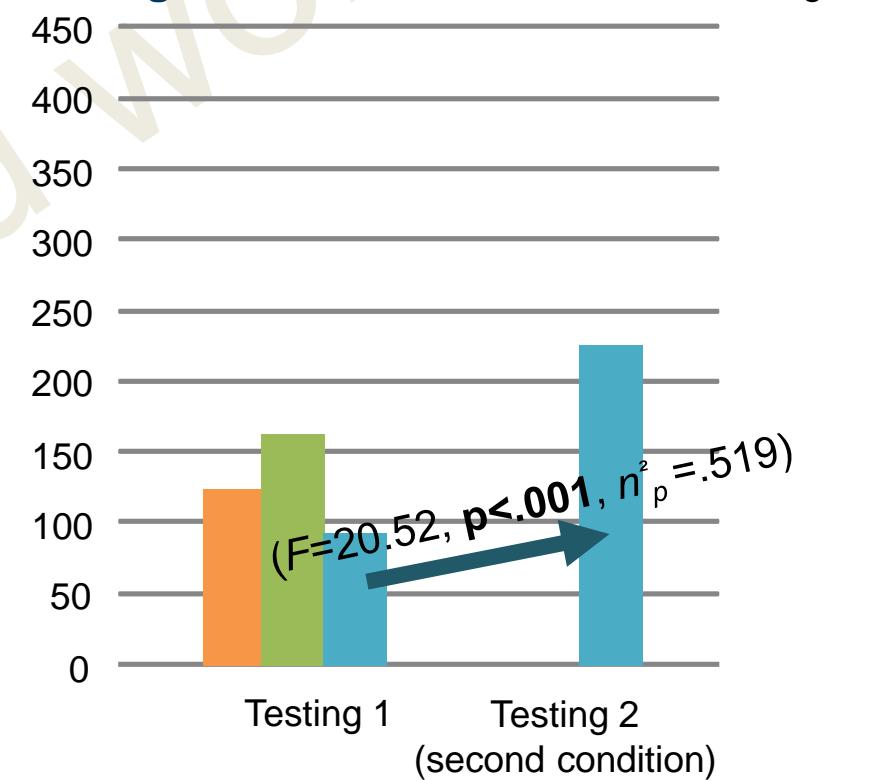
* Amount of produced production outcome depends on task

Post-hoc: What is the benefit of Practice?

Practice Trial 1 to Practice Trial 4



Testing



- Rehearsal Practice supports learning
- Testing of two different conditions supports also learning

Discussion

- Testing effect for complex cognitive skills was not shown
 - Fixed sequence task: Practice > Testing
 - Parallel sequence task: Practice > Testing
 - Contingent sequence task: Practice = Testing
- Testing was not able to support skill retention of the complex tasks
- Rehearsal practice supports learning and understanding of complex tasks that require a precise execution in a predefined time
- Two testings in a row support also learning
 - Testing trials that differ in difficulty might induce an added value (Brown, Roediger, & McDaniel, 2014)
- Two consecutive testings have a similar effect as Practice

Practice > Testing

Thank you for your attention ☺



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