

Remote Opportunities: A Rethinking and Retooling

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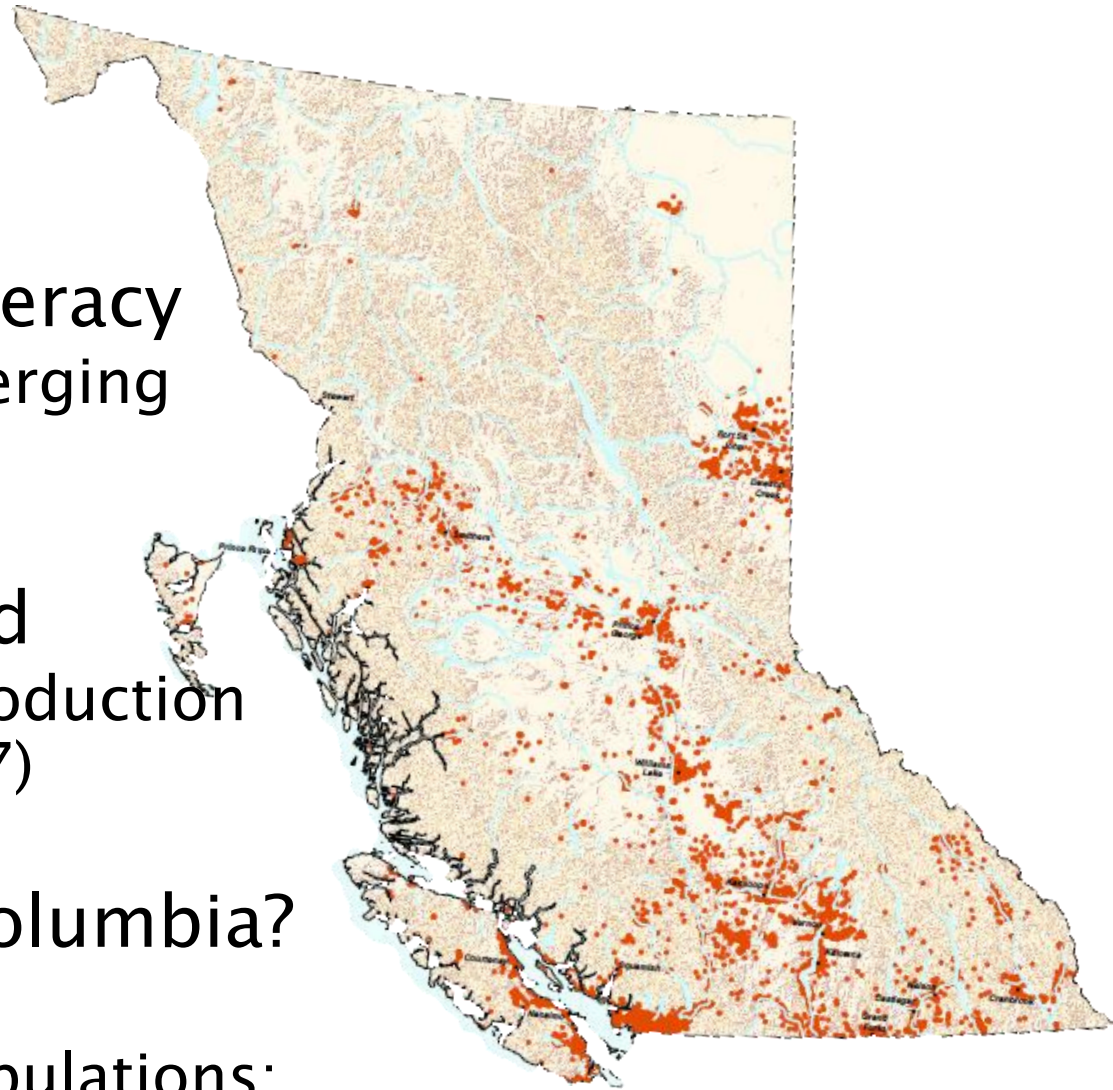
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Motivation

- ▶ **Global Digital Literacy**
 - Attention on emerging regions
- ▶ **Meeting the Need**
 - OLPC in mass production (November 2007)
- ▶ **Even in British Columbia?**
 - YES!
 - First Nations' Populations:
www.bced.gov.bc.ca/abed/map.htm



Challenges

- ▶ Rethinking
 - In context of Computer Science
 - Support natural curiosity and constructivism

- ▶ Retooling
 - Tools for remote regions
 - Limited instructional resources
 - Increased interest in collaborative endeavours

Roadmap



- ▶ Topics of Focus
- ▶ Constructivism
 - Tool Requirements
 - Proposed Solution
- ▶ Cognition
 - Visual Representations
- ▶ Collaboration
 - Virtual Labs
- ▶ Future Work

Topics of Focus

- ▶ **Constructivism**
 - Curiosity drives the questions drives the inquiry
 - The students of today learn in a dynamic, abstracted environment
- ▶ **Cognition**
 - Visual representations are powerful
- ▶ **Connecting and Collaborating**
 - Knowledge is inherently constructed, not imparted
 - Success of Jazz and GoogleDocs

Visual Representations Are Powerful

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Tool Requirements

1. Strong collaboration support.
2. Explore the abstractions of high level languages.
3. Explore the hardware level.
4. Demonstrate the true complexity of topics such as concurrency.
5. Use the resolution of modern displays for awareness information.

A Proposed Solution

Class Onion

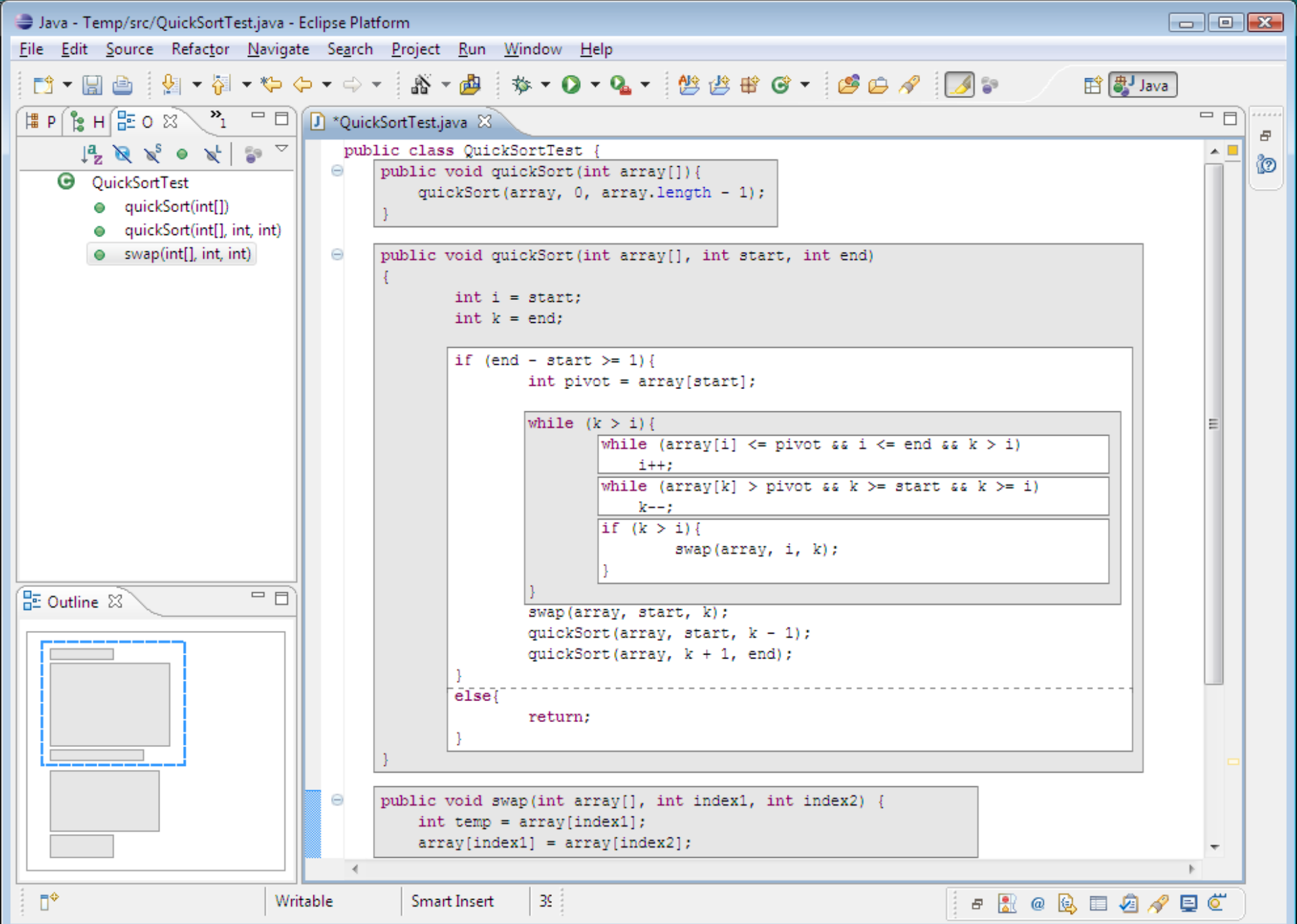
- Visually translates code between languages
- Visually simulates the actions of code at the hardware level
- A tool that connects remote students for joint experimentation and learning.

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Cognition

- ▶ Understanding translations between languages
- ▶ The benefits of “view source”
- ▶ Understanding objects
- ▶ Understanding syntax structures



Cognition

- ▶ Correspondence of blocks of code must be clearly displayed.

```
void foo( )  
{  
    int counter;  
    int limit = 10;  
    int sum = 0;  
    for (counter = 0; counter < limit;  
        counter++)  
    {  
        sum += counter;  
    }  
}
```

```
foo:  
    pushl    %ebp  
    movl    %esp, %ebp  
    subl    $12, %esp  
    movl    $10, -8(%ebp)  
    movl    $0, -12(%ebp)  
    movl    $0, -4(%ebp)  
    .L2:  
    movl    -4(%ebp), %eax  
    cmpl    -8(%ebp), %eax  
    jge    .L1  
    movl    -4(%ebp), %eax  
    leal    -12(%ebp), %edx  
    addl    %eax, (%edx)  
    leal    -4(%ebp), %eax  
    incl    (%eax)  
    jmp    .L2  
    .L1:  
    leave  
    ret
```



Roadmap



- ▶ Topics of Focus

- ▶ Constructivism
 - Tool Requirements
 - Proposed Solution
- ▶ Cognition
 - In the small
 - In the large
- ▶ Collaboration
 - Virtual Labs

- ▶ Future Work

Collaboration

- ▶ Absolutely essential for constructivist learning.
- ▶ Build on ideas from projects such as Squeak's Nebraska.
- ▶ Increasing the number of participants
 - Include distant students.

Collaboration: Virtual Lab

- ▶ Simulate the collaborative learning of a computer lab setting.
 - VOIP discussions
 - Team awareness
 - Code highlighting and pointing.

Collaboration: Virtual Lab

The screenshot displays the Eclipse IDE interface for a Java project named "QuickSortTest.java". The main editor shows the following code:

```
public class QuickSortTest {  
    public void quickSort(int array[]) {  
        quickSort(array, 0, array.length - 1);  
    }  
  
    public void quickSort(int array[], int start, int end)  
    {  
        int i = start;  
        int k = end;  
  
        if (end - start >= 1) {  
            int pivot = array[start];  
  
            while (k > i) {  
                while (array[i] <= pivot && i <= end && k > i)  
                    i++;  
                while (array[k] > pivot && k >= start && k >= i)  
                    k--;  
                if (k > i) {  
                    swap(array, i, k);  
                }  
            }  
            swap(array, start, k);  
            quickSort(array, start, k - 1);  
            quickSort(array, k + 1, end);  
        }  
        else {  
            return;  
        }  
    }  
  
    public void swap(int array[], int index1, int index2) {  
        int temp = array[index1];  
        array[index1] = array[index2];  
    }  
}
```

The Outline view on the left shows the class structure with a red dashed box around the `quickSort` method and a blue dashed box around the `swap` method. The Class Diagram view on the right shows four classes: Class A, Class B, Class C, and Class D, with various components highlighted by colored dashed boxes (red, green, blue).

Future Work

- ▶ Development of Glass Onion
 - Initial prototype development is underway.
- ▶ Experiments with the foundation of BRICS
 - Mock-ups and eye tracking experiments to start.
 - Prototype development to follow.

Conclusion

- ▶ New software tools are needed to take advantage of the current available technology.
- ▶ Promoting rich visualization combined with deep knowledge is critical.
- ▶ A great deal of collaboration could happen within the C5 community.

- ▶ All constructive feedback is appreciated!

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