Coming up with ideas for educational research

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## Sources of educational research ideas

## Teaching perspective

## Instructional activity

Instructional media

- Pedagogical approaches
- Measurement and evaluation
- Classroom management
- Professional development

Curriculum

## Learning perspective

- Learning problems
- Misconceptions
- Cognitive skills
- Psychomotor skills
- Learning styles
- Attitude
- Awareness


## Examples of learning problems

| Topic | Description | Problems | Examples | Causes |
| :--- | :--- | :--- | :--- | :--- |
| Molecular symmetry | How to identify <br> symmetry elements <br> and operations | Cannot visualize <br> operations on <br> molecules | Real-world <br> combinatorial <br> problems | Nonsystematic and <br> insufficient mental <br> practice |
| Exoplanet detection | How to detect <br> exoplanets | How a detection <br> method works | How a factor affects <br> transit method | Never see a real <br> detection at work |
| Algorithmic thinking | How to sequence <br> commands together | Cannot solve even <br> simple problems | Write a program to <br> calculate factorial | Cognitive overload <br> from syntax |
| Titration dynamics | How species change <br> during titration | Cannot tell from a <br> titration experiment | What interacts with | added hydroxide ions | | Falculation only on |
| :--- |

## Activity 1: Learning problems

- Create a table of topics that involve conceptual understanding (not mere memorizing) with which your students (or you) have trouble understanding


## Generating educational research ideas from learning problems

- Which question would you ask?

What can be done about it?

- Your thought are free
- Solution is based on your way of understanding
- May not be innovative

What has been done about it?

- Influenced by what you read
- Gaps may be hard to spot
- Solution is based on the gap
- May not suit your style/preference


## Finding research idea by yourself

- How well do you understand the topic?
- Find a way to enhance your understanding
- What steps lead you to understand the topic? Or
- What steps can lead students to understand the topic?
- Can they be implemented in class and how?
- How does it help students construct concept(s)?
- How complicate is the construction of concept(s)?
- Brainstorm (maybe with a generative AI)


## Research idea example

- Topic: Supply chain
- Problems: Relations among modules in a supply chain
- Cause: Never make decision in a supply chain
- Innovation: Simulated game that
- Encompass whole supply-chain activities
- Provide opportunities to make strategic business decision
- Simple, transparent, and yet realistic
- Modifiable to suit other objectives


## Research idea example (cont.)

- Simplistic, transparent, and modifiable
- Spreadsheets, one for instructor (raw material and retail markets), supplier (raw material provider), manufacturer, and wholesaler
- Realistic: Incorporate demand and cost functions
- Gameplay
-6 groups (on-going companies) divided into 2 supply chains
- Switch roles after each game (2 or 3 roles)
- Slight advantage to do transactions within a chain


## Activity 2: Your research idea

- Select a topic from Activity 1
- Reflect on your aha moment (maybe with AI)
- Is the aha moment possible for your students?
- How do you teach? Does or can it lead to that moment?
- How can you help students have similar experiences?
- Can you simplify?
- Has it been done?


## Finding gap in the literature

- What is the topic?
- What can be the learning problems?
- What are potential ways to solve the problems?
- What keywords should be used in searching the literature?
- Once an article is found, does it cite others that solved the same or related problems?
- Are there other articles that cite this one?
- Are there still gaps?


## Activity 3: Gap in the literature

- Read the introduction part of Jittivadhana et al.'s (2009) article
- Answer the questions:

1. What were the topic and the learning problem?
2. What innovation was developed to solve the problem?

- Watch Muscle Contraction - Cross Bridge Cycle, Animation. (youtube.com)
- Is the problem present in the animation?
- Were there gaps in Jittivadhana et al.'s innovation?
- Find an article trying to close a gap


## Activity 4: Gap in the literature

- Select a topic from Activity 1 or 2
- What has been done in terms of teaching and learning?
- May need to be very specific (topic, learning problem)
- What innovation(s) came before/after?
- Are there still gaps?
- Can you close one of them and how?
- What are the trends?

