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Designing Score Reports to Maximize Validity and Instructional Utility

Karen Barton & Audra Kosh

Validity is about trust and utility.

It is a balance between purpose, defensibility, and the decisions to be made.

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Validity in the Balance

Why measure anything?

"We assess for two reasons:

- (1) to gather evidence to inform instructional decisions and
- (2) to encourage students to try to learn" (Stiggins, 2008, p.3)

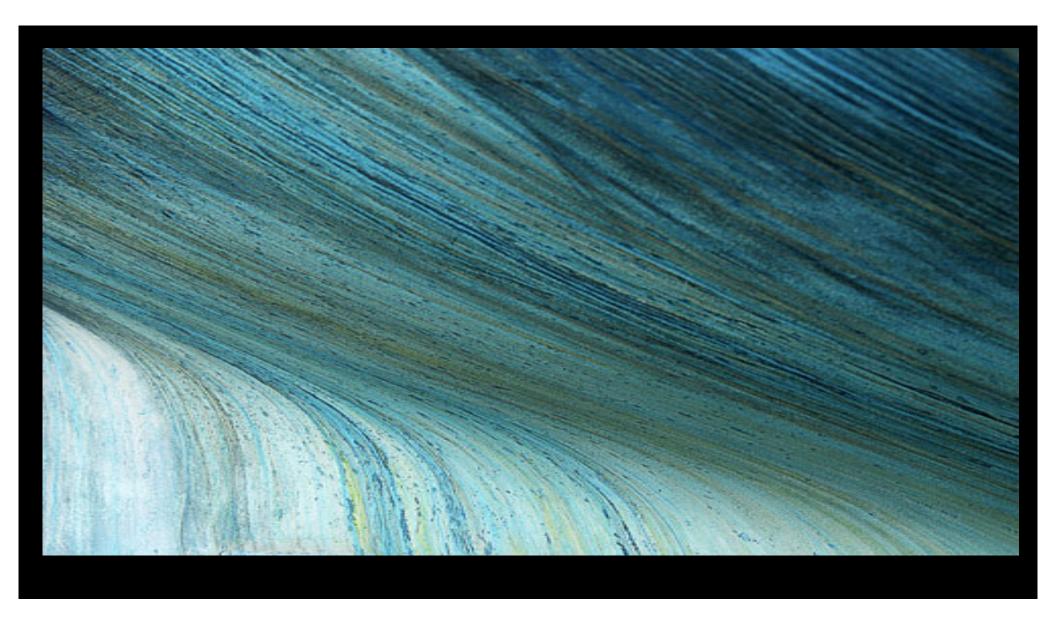
From "purpose" and intention to decisions and consequences:

- What are the instructional decisions to be made?
- Who will be making those decisions?
- What information will help them make good decisions?
- What are the consequences?



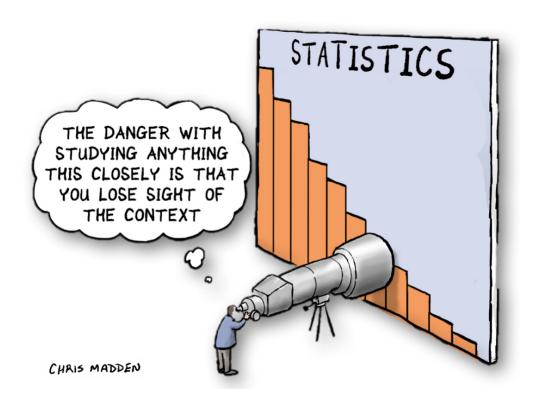
Thomas Kuhn's Theory Laden Perspective And the Impact on 2-Way Communications

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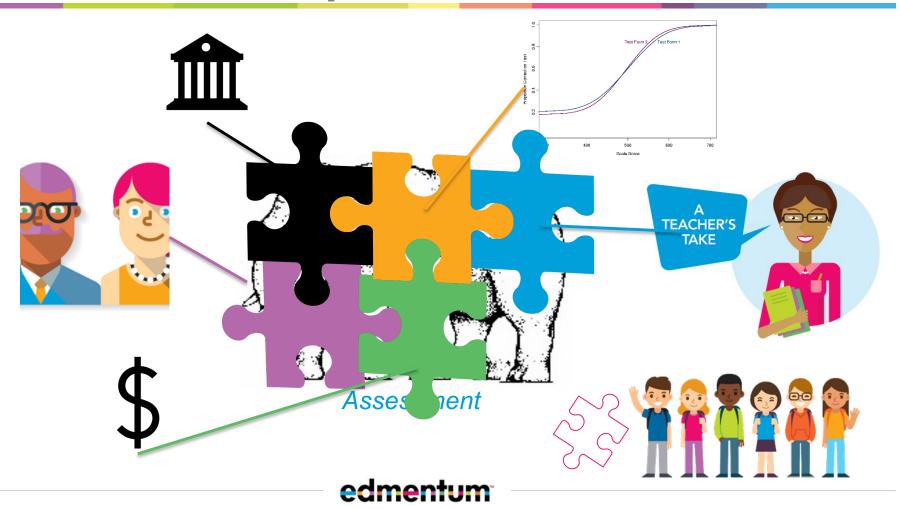


How close are we?



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Paradoxical Perspectives



Validity in the Balance

According to the Standards (2014):

Test score reporting is a developer responsibility.

providing the information



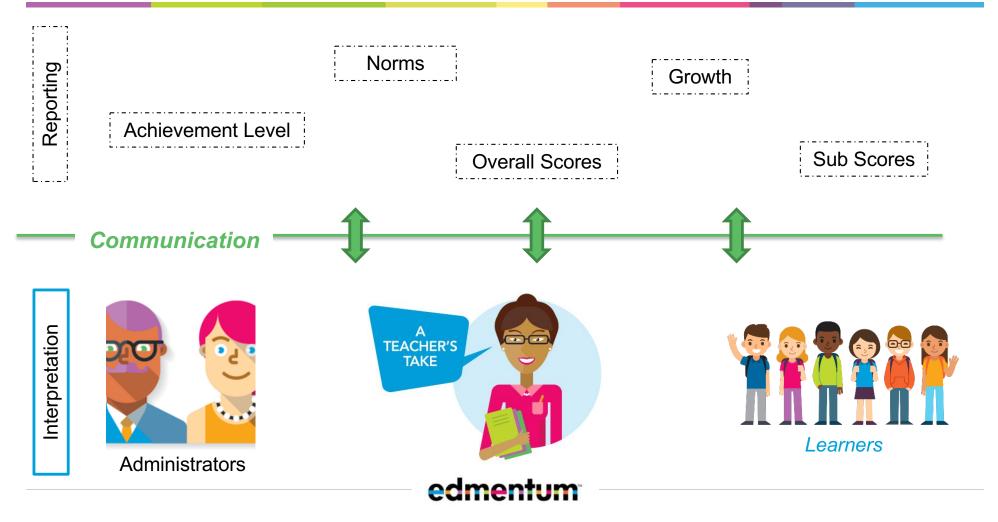
Interpretation is the test user responsibility.

understanding, communicating and making decisions

To increase validity of reporting requires attending to information and how it is communicated, as well as greater awareness of context, decisions, and consequences.



The Role of Communication in Validity



Perspectives and Communication



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Educator First Approach

Prior research and guidance

- Principled approach (Lewis, 2019)
- Design recommendations (Zenisky & Hambleton, 2012)

Key elements

- Validity of the design, not just the information
- Reliability or consistency of the interpretations
- Literacy of the information conveyed
- Transparency
- Ease of use
- Actionable



Educator First Workflow Example

Educator interviews to determine key decisions to be made

Launch design and development with multiple perspectives

Develop multi-modal literacy campaign

Capture clickstream and usage data





















Develop Research Based Theory of Action relative to key decisions

Conduct UX and Validity testing with **Educators**

Track feedback in ongoing surveys and interviews

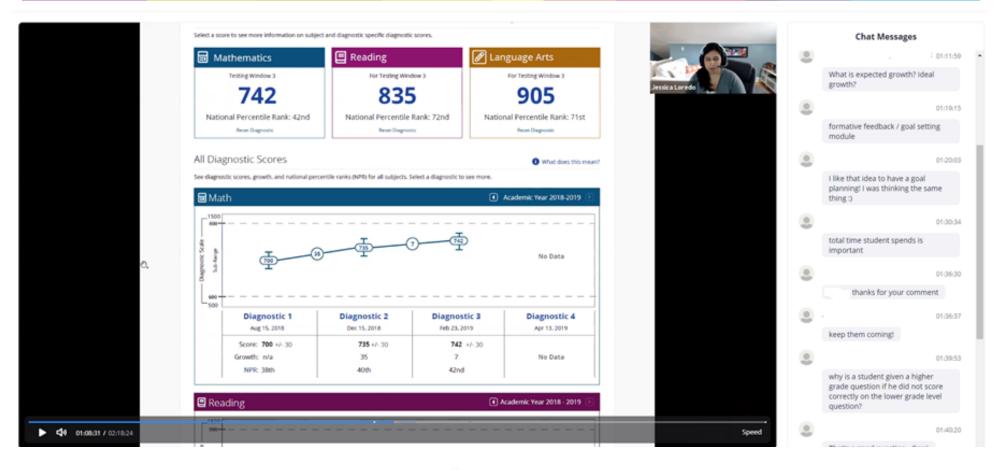


Usability vs Validity Testing

	Usability	Validity	
Driver	UI/UX	Research	
Format	Focus Group	Individual Educators	
Tasks	Open feedback, prompting questions	Locate information, true/false questions	
Interaction	Highly conversational	Mostly listening	

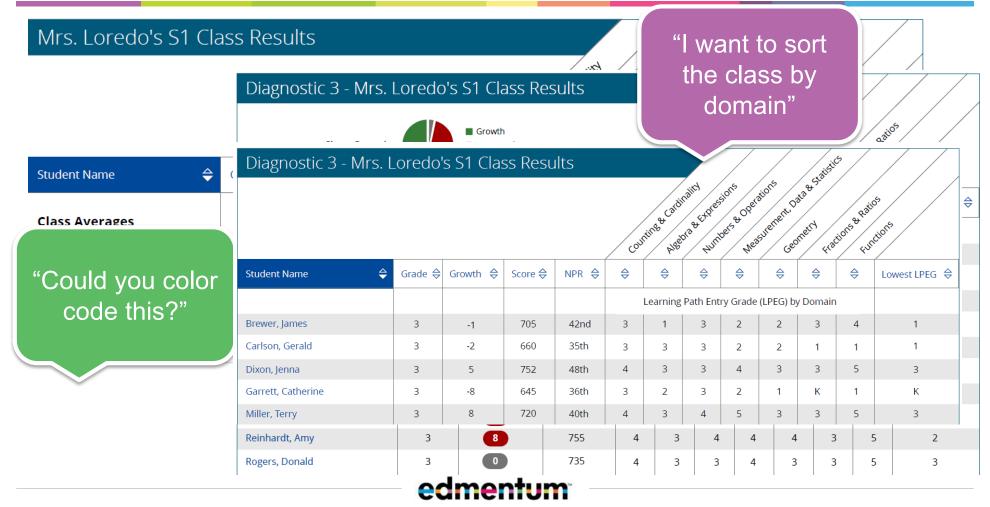


Usability Testing

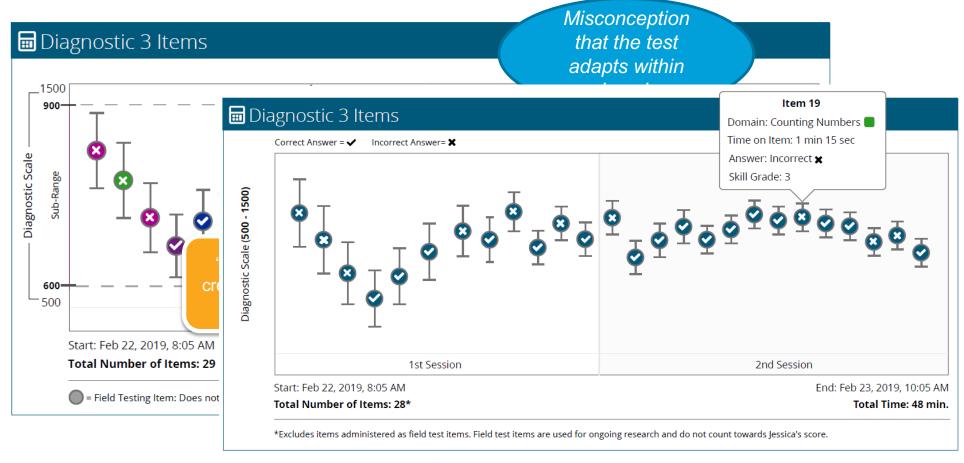




Applying Feedback



Applying Feedback



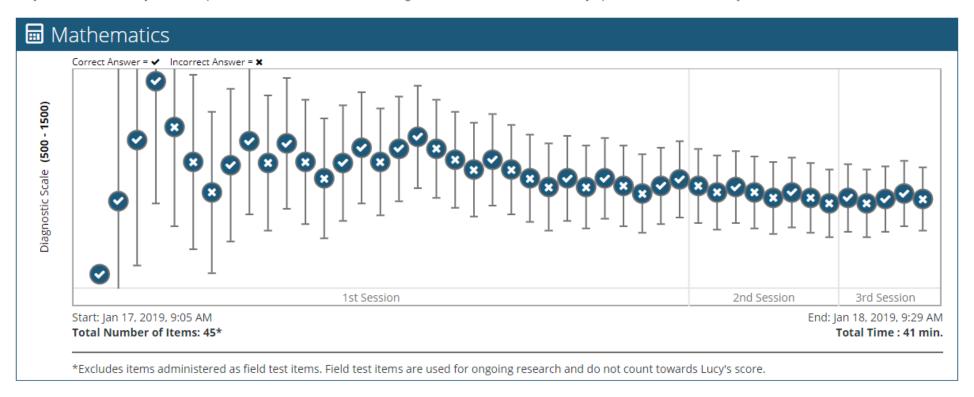


The Final Design

Mathematics Diagnostic 2 Experience

1 Learn More

Hover over each item from Lucy's diagnostic test to reveal information about the domain, time on item, correct/incorrect response, and skill grade level. Notice how the estimate of Lucy's mathematics ability bounces up and down and the confidence bars tighten as the test narrows in on Lucy's precise mathematics ability.



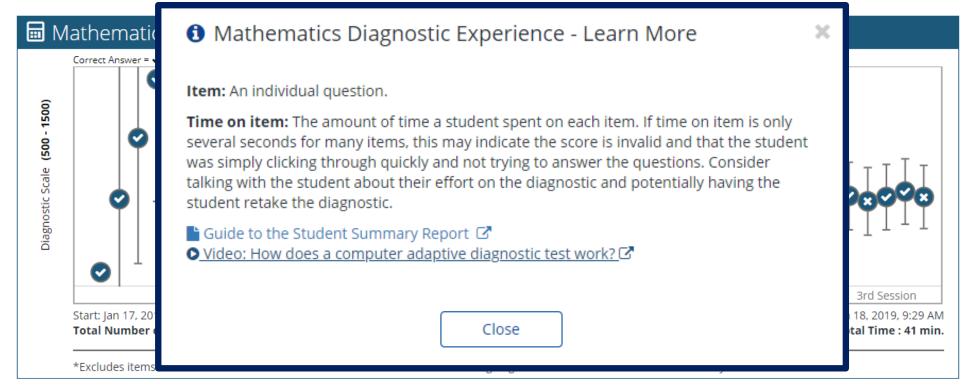
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In-Product Support

Mathematics Diagnostic 2 Experience

6 Learn More

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Validity Testing Results

Correct interpretation with ease	Correct interpretation with struggle	Incorrect interpretation		
✓	-	×		

Report	Concept Assessed	Educator A	Educator B	Educator C	Educator D	Educator E
Student Report	National Percentile Rank	√	X	X	✓	✓
	CAT Visual right/wrong indicators	√	✓	_	✓	✓
	Growth (to get to certain NPR)	_	X	_	✓	_
	Zoomed-in view of scale		×	✓	✓	✓
	SEM	X	×	×	×	✓
	Skill-level raw score information	✓		✓	×	✓
	Growth (gain score)	_	×	✓	×	X
	CAT Visual (domain color coding)	_	✓	✓	✓	
	CAT Visual (number of test sessions)	✓	✓	✓	✓	✓
	CAT Visual (adaptive nature)	_	×	✓	×	✓
	CAT Visual (SEM)	✓	×	_	×	X
Class Report	High/low overall students	✓	✓	×	✓	_
	Learning Path Entry Grade by domain	_	×	✓	✓	✓
	Growth	✓	✓	✓	_	√
	Learning Path Entry Grade Overall	✓	✓	_	_	_
	Scale Score Standard Deviation	_	X	X	_	√
	National percentile rank	X	×	×	×	✓

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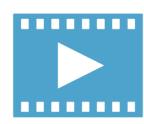
Educating and Strengthening Receivers



Technical Documents



Blogs, Marketing, Messaging



Videos



Training
Professional
Development

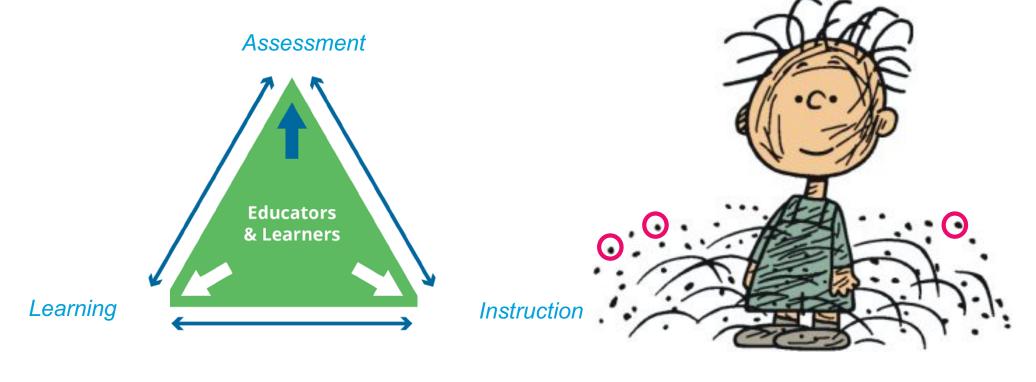


In Product Support

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Triangulation and Context in Reporting

Measures of Growth, beyond a single metric.



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Who is the ultimate stakeholder?

How might reports go even further by encouraging student agency and building communications between students and teachers?

Purpose to Impact

- Consider purpose in context
- Establish trust and transparency
- Increasing literacy and impact of actions during testing
- Don't overestimate utility ask
- Don't underestimate responsibility go beyond



"You can have brilliant ideas
(or psychometrics and assessment designs),
but if you can't get them across,
your ideas won't get you anywhere."
~Lee lacocca

Be Valid – Be Useful

