

# A PICTURE IS WORTH 150 WORDS: USING WORDLE TO ASSESS LIBRARY INSTRUCTION

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At Indiana University - Purdue University Indianapolis (IUPUI), library instruction takes place in a variety of settings, including computer labs and classrooms in the library or across campus. The available instruction time may vary from a five or ten minute introduction squeezed into a class meeting to an in-depth session lasting more than two hours or over multiple classroom visits. Librarians are involved with face-to-face, online, and hybrid (online plus face-to-face) courses as part of instructional teams in the freshman learning communities (first-year seminars), and support campus programs such as University College--the first year student's "home base" for college orientation, the Honors College, Summer Bridge, as well as new endeavors, including the Research, International Study, Service and Experiential Learning (RISE) initiative. Librarians at IUPUI have a considerable history of contributing to campus planning by developing information literacy competencies and other documents to support the IUPUI Principles of Undergraduate Learning (PULs) as well as departmental curricula. With more than 30,000 diverse students from 112 countries and all 50 states, we face many of the same assessment challenges as faculty: how to be innovative and resourceful when devising appropriate assessment techniques to gather information about our impact on student learning (Angelo & Cross, 1993).

Making library instruction interactive and engaging can be challenging under any circumstances, and assessment of the standard one-shot visit is especially difficult. Choinski and Emanuel (2006) confirm "very little progress has been made in

developing tools for outcome assessment in the most common type of instruction sessions given in libraries—the one shot" (p. 148). Librarians need a quick and simple method to assess the impact of their instruction and to determine if students "get it," particularly in situation where library skills and information literacy may not be among the students' priorities. The one-minute paper has long been an effective way to generate immediate feedback from students, but student responses frequently consist of vague and indifferent comments, such as "Everything seemed clear," or "No, I'm good, thanks, dude." Librarians can use a variety of methods for assessment including self and peer evaluations, or class-specific evaluation forms (Choinsky & Emanuel, 2005), but utilizing these methods did not seem feasible in our situation. According to Angelo and Cross (1993), the one-minute paper is often modified to meet the needs of discipline-specific assessment, goals, or circumstances. We decided to try to repurpose this widely-used technique by incorporating a visual imagery tool that is freely available on the Internet and has seen some success in K-12 teaching. Wordle [<http://www.wordle.net>] seemed to offer a promising interactive and entertaining method of assessing what students learned during library instruction sessions by creating word clouds, either as a group or individually.

Wordle was created by former IBM programmer Jonathan Feinberg as an online game and, in fact, he still bills Wordle as a "toy" on the site's front page. This Java platform "toy" seems to have taken on a life of its own and has evolved exponentially since its launch in 2007. Users may create clouds in a variety of ways: typing in text manually, copying and pasting text, submitting the URL of any blog, blog feed, or any other website with an RSS feed, or by entering a del.icio.us user name to view the tags associated with it. When users enter the text or URL and click the Submit button, the Java program creates a random word cloud with the most frequent 150 words

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Hanna, on the other hand, specifically asked the students to create their own Wordles and send the URL for their individual word clouds to the entire class via the course management system so that they could view their classmates' Wordles, if desired. This process was also used as a means of taking attendance for the class session. Hanna did not give specific terms for the students to record, but rather left it up to the students to create their own image to aid in recognition and application of terminology. Both of us focused on having students become familiar with terminology commonly used in the library, and also encouraged participation and engagement during each instruction session. Often, these sessions generated additional questions, which was certainly better than the students simply sitting through the class, unfocused, or unclear about a particular technique or term.

By transforming the one-minute paper using Wordle, we found a simple way to accomplish both of our objectives: 1) the learning outcomes could still be measured through the common words present in the word cloud creations, which could then be compared with information literacy standards or concepts covered during the instruction session; and 2), students were staying on task during the instruction.

Student feedback has been extremely positive and we have been successful in implementing Wordle across disciplines, including, in our cases, Education, Exercise Science, and Tourism Management. While librarians may view assessment of one-shot, time-constrained instruction sessions with trepidation due to the students' varying skill levels, Wordle's user-friendly technology proved a quick and easy way to incorporate a visual measurement of the students' recall of content. We look forward to continued experimentation with Wordle in the classroom.

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## ADDITIONAL RESOURCES

- IUPUI Principles of Undergraduate Learning <http://www.iport.iupui.edu/selfstudy/tl/puls/>
- RISE Initiative: [http://www.iupui.edu/administration/acad\\_affairs/rise/](http://www.iupui.edu/administration/acad_affairs/rise/)
- University College <http://uc.iupui.edu/>
- Learning Communities <http://uc.iupui.edu/staff/assessment/lc.asp>
- IUPUI University Library <http://www.ulib.iupui.edu>