

FULLERTON SCHOOL DISTRICT

FULLERTON, CA / K-8

Measuring Student Engagement Through Student Surveys, Game Data, and a Controlled Experiment



At-a-Glance /

Number of Students:

Over 6000 students from 17 different elementary and district schools have participated or will participate next year in iPersonalize.

Number of Years Implementing Next Generation Learning:

3 years of Personalized Learning through iPersonalize gamified learning platform.

Success Definitions:

The school is focused on increasing student engagement and motivation in learning.

Major Content Providers:

Fullerton School District has developed the iPersonalize Gamified Learning System called Epic Learning.

Approach to Measurement:

The district takes a mixed approach to measurement. Educators use standardized benchmarks and assessments to determine if students are prepared to advance through their quest; the program provides a badging system for students, and the district administers surveys to students, parents, and teachers.

Call a Colleague /

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Measurement Resources to Share /

The iPersonalize platform allows students to advance at their own rate through quests that are tied to standards. Quests all contain a final community-based project as a culminating event. The district is engaged in multiple efforts to measure success:

California State Fullerton Study

Researchers are conducting a controlled study on iPersonalize to measure student engagement.

Student Engagement Surveys

The district's internally-developed student, teacher, and parent surveys of student engagement. Content collected from the surveys and the focus groups are used to improve each new generation of iPersonalize. See student responses [one](#), [two](#), [three](#), and [respawn](#).

Complete Instructional Design Sequence

The rubrics and content for iPersonalize have been validated by Marzano Labs for quality, rigor, and alignment to standards. See Marzano's [Complete Instructional Design Sequence](#).

Rezzly Heroic Learning

FSD's Gamified iPersonalize platform epiclearning.us collects feedback from students completing quests where they identify how long the quest took to complete, how engaging the quest was using a 1-5 rubric and also measures standards based competency progress on student's player cards.

Badging

Badging is based on whether students pass common formative assessments. Students can receive "Not Yet Met," "Met," or "Mastery." After receiving a "Met" badge, which signals that students have achieved proficiency, they are able to choose whether to go deeper on the particular standard through "Mastery" or move on to the next standard. This system allows for student ownership of their own learning pathway.

