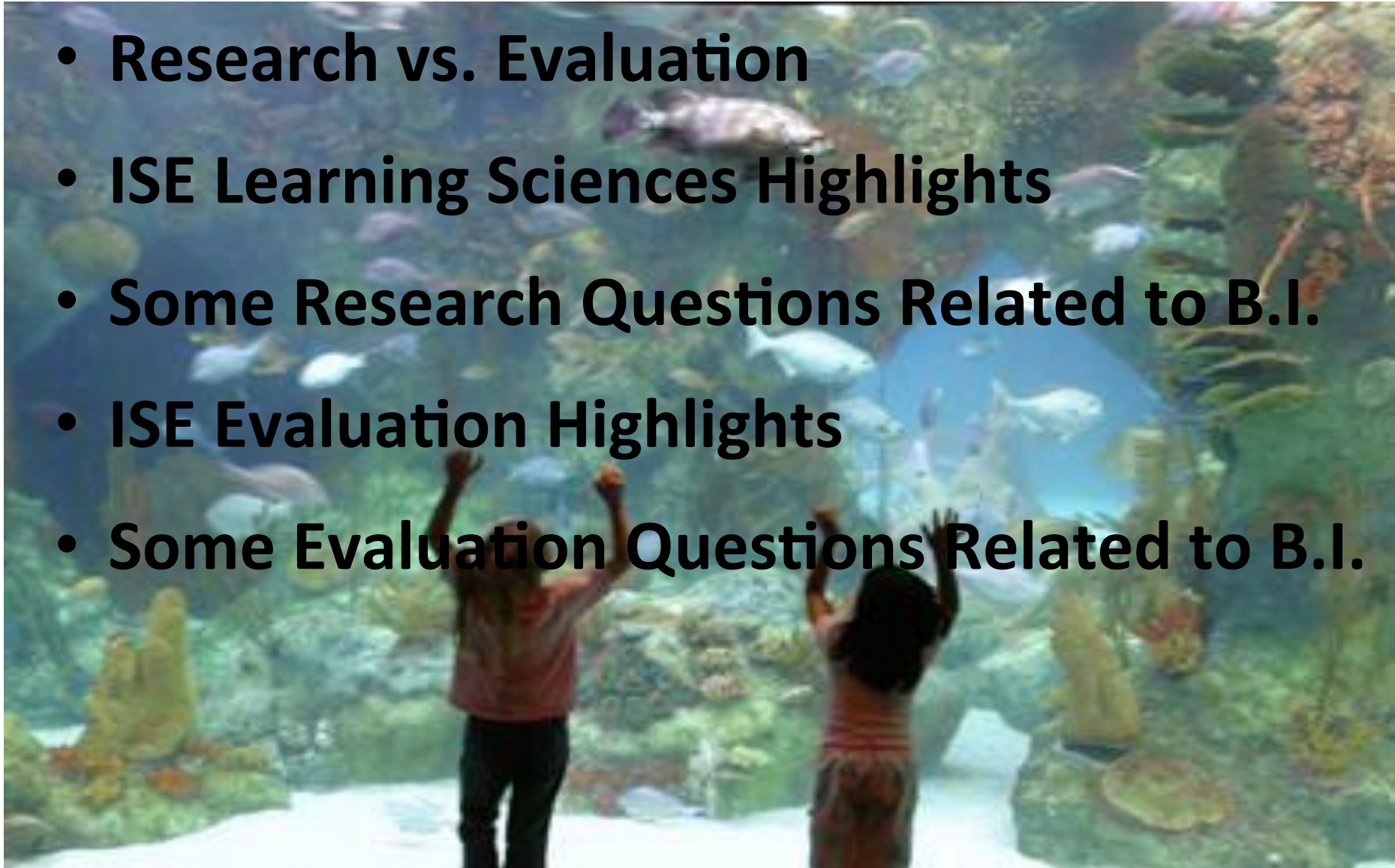


# Overview

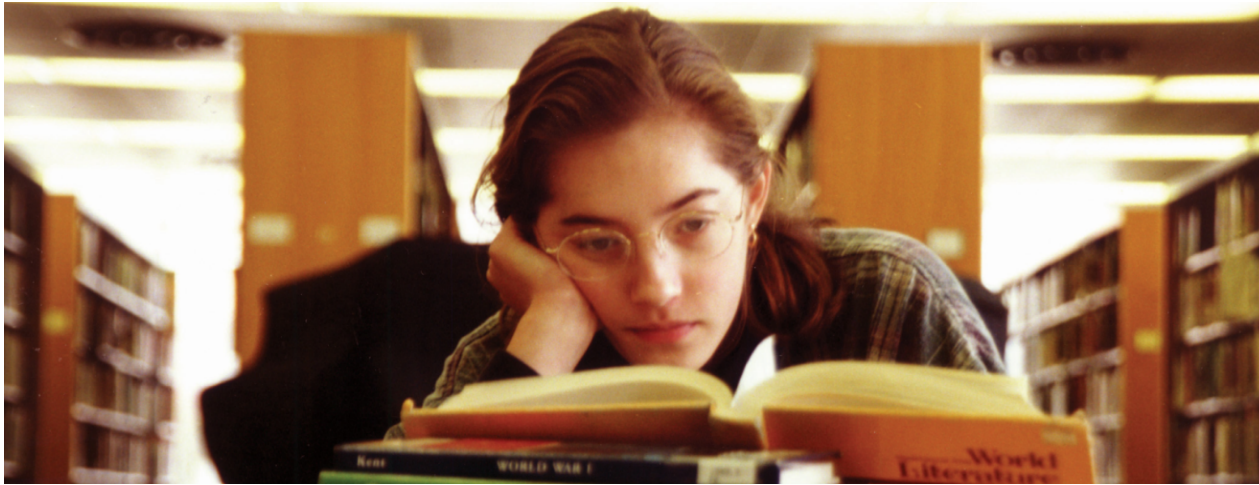
- **Research vs. Evaluation**
- **ISE Learning Sciences Highlights**
- **Some Research Questions Related to B.I.**
- **ISE Evaluation Highlights**
- **Some Evaluation Questions Related to B.I.**



| <b>Research</b>                                    | <b>Evaluation</b>   |
|--|---|
| Produces generalizable Knowledge                   | Judges merit or worth   |
| Scientific inquiry based on intellectual curiosity | Policy & program interests of stakeholders paramount                            |
| Advances broad knowledge and theory                | Advances broad knowledge and theory   |
| Controlled setting                                 | Conducted within setting of changing actors, priorities, resources, & timelines |

Blome, J.M. (2009). Office of Program Analysis and Evaluation, National Institute of General Medical Sciences.

# Research in the Learning Sciences



- Learning Across Time and Space - Learning Ecologies
- Social Facilitation & Apprenticeships - Communities of Practice
- Interest & Motivation as Drivers of Learning
- Science Identity Formation
- Use of Designed Spaces & Problem Based Learning
- Digital Media & Gaming

**Science learning is cumulative, public uses a diversity of science learning resources to build understanding.**

**Most people learn most of the science they know outside of school.**

|   | <b>R<sup>2</sup></b> | <b>X<sup>2</sup>-value</b> | <b>p-value</b>   |
|---|----------------------|----------------------------|------------------|
| <b>Formal Education Model</b>             | <b>0.17</b>          | <b>133.08</b>              | <b>&lt; .001</b> |
| <b>Childhood Free-Choice Learn. Model</b> | <b>0.17</b>          | <b>122.61</b>              | <b>&lt; .001</b> |
| <b>Workplace Model</b>                    | <b>0.20</b>          | <b>152.61</b>              | <b>&lt; .001</b> |
| <b>Privilege Model</b>                    | <b>0.23</b>          | <b>152.95</b>              | <b>&lt; .001</b> |
| <b>Adult Free-Choice Learning Model</b>   | <b>0.39</b>          | <b>323.95</b>              | <b>&lt; .001</b> |

Overall Model:  $R^2 = 0.51$ ,  $X^2 = 369.43$ ,  $p < .001$   
Falk & Needham (2013)

# Informal programs typically incorporate 6 learning strategies shown to support effective learning.



- Build on Learner Interests
- Hands-On
- Inquiry/Problem-Based
- Connect STEM to Everyday Life and Experiences
- Knowledgeable Mentors
- Collaborative, Encourage Peer-to-Peer Interactions

National Research Council (2009). *Learning Science in Informal Environments*  
Washington, DC: The National Academies Press.

# Some Possible Broader Impacts

## Learning Research Questions

- How do informal education experiences influence undergraduate and graduate students' career trajectories?
- How does participation in citizen science efforts influence the STEM research enterprise?
- What would make a broader public more attentive to STEM research messages in the media and why?



# From Impact Evaluation to Broader Impacts



Friedman, A. (Ed.). (March 12, 2008). Framework for Evaluating Impacts of Informal Science Education Projects [On-line]. (Available at: [http://inisci.org/resources/Eval\\_Framework.pdf](http://inisci.org/resources/Eval_Framework.pdf))





# Some Possible Broader Impacts Evaluation Questions

- What ISE impacts do Centers and large facilities have in common and what methods are being used to measure those impacts?
- Can common measures used within Centers and large facilities provide new learning about what works, for whom, and in what contexts?

