



**e-Assessment
Awards 2021**

Introducing the Finalists and Winners

for the Best Formative Assessment Project and Best
Summative Assessment Project categories.

www.eassessmentawards.com

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eAA
the e-Assessment
Association



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A message from our headline sponsor

“The last 12 months have undoubtedly been challenging, yet at the same time it has been a seminal period for the eAssessment industry as a whole. The lockdown and social distancing measures that were implemented as a result of COVID-19 have driven major change in the industry, as organisations sought ways to continue to assess their test takers securely, safely and accurately.

Although computer-based testing and remote invigilation in its various forms were well established in the market, uptake over the last twelve months has grown exponentially, with online proctoring emerging as the solution of choice for companies with secure delivery needs.

The industry has had to advance in terms of technology and delivery methodology far quicker than would otherwise have been the case, and although this has created challenges, we should all celebrate the ability of our industry to adapt so well to these wholly unforeseen circumstances.

So that is why, for 2021, PSI is immensely proud, once again, to be sponsoring the eAssessment Awards and recognising all those that have worked tirelessly over the last year to make sure the eAssessment industry not only survives, but thrives.”

Janet Garcia, President at PSI.



Best Use of Formative Assessment

WINNER

Prodigy Learning



Game-Based Formative Assessment for Young Learners in Computer Science

Prodigy has developed the world's first assessments delivered through Minecraft. "Coding in Minecraft" is a new computer science curriculum, formative skills assessment and credential program delivered through Minecraft with formative evidence-based assessments hosted on Prodigy's skillify platform.

The program engages young and diverse learners (from middle grades US / Key Stage 2-4 UK) through game-based learning in an immersive computer science and coding curriculum and formative assessments, rewarding their learning with credentials.

The Coding in Minecraft pathway comprises of four courses with teacher-graded (formatively assessed) micro-credentials which immerse students in a Minecraft world to develop and prove their coding skills. Minecraft is a game which promotes creativity, collaboration and problem-solving in an immersive environment. It is one of the most popular video games in history that transcends all platforms and appeals to all players regardless of age, demographics, or geography.

Coding in Minecraft is an easy to teach solution enabling teachers with little or no computer science or coding experience to deliver a standards aligned computer science curriculum and assessments.

During COVID-19, it is worth noting that Coding in Minecraft is remote ready. Students can complete the learning and assessments from home with remote teacher formative feedback and grading.

FINALIST

Xamplay Edutech Private Limited

What if a teacher knew the exact stage of learning that a student was finding it difficult to master a topic (Knowledge, Comprehension, Application, Analysis, Synthesis, Creation and Evaluation). With this intelligence, the teacher can immediately help the student with correct intervention and the student can master the subject matter faster and easier. It takes great effort, time, and patience to gain this intelligence manually one-to-one, which many learners find to be intrusive and exhaustive. Gaining this intelligence at a cohort level is even more challenging. We, a lean team of educators and technocrats, have built a tech platform that gives this precise intelligence to all the stakeholders with least effort and intrusion. Xamplay technology has been awarded the prestigious NASSCOM Design4India award

in 2019. Over the last 2 years we have run successful pilots with 5 organizations and measured the outcomes. Witnessing great encouraging results we are now making the platform commercially available for universities, schools, and coaching centers worldwide. The technology would cost less than 1 USD per account per month. We strongly believe XAMPLAY is the game-changing tech that would redefine education worldwide in the near future, accelerating the learning of 3 billion users.

FINALIST

Measurement Incorporated

MI Write

MI Write promotes writing improvement while engaging students' interest. It enables students to:

- Submit responses to stimulating grade-appropriate prompts at school or at home, 24/7.
- Receive scores aligned to six traits of effective writing—instantly.
- Receive immediate, meaningful diagnostic feedback, linked with activities designed to help students improve their writing.
- Explore instructional tools such as graphic organizers and engaging, interactive tutorials.
- Chart their own progress toward grade-level proficiency through student portfolios.
- Utilize peer review to exchange feedback with classmates.
- Customize their usage experience with accessibility options, including adaptable font size, background color, and highlighting.

MI Write is a web-based automated writing evaluation system that facilitates the teaching and learning of writing by providing students with automated scores and feedback on six traits of writing (development of ideas, organization, style, word choice, sentence fluency, and conventions) across multiple writing genres.

Prior to Fall 2019, MI Write was known as PEG Writing; the rebranding as MI Write reflects a decade not only of improvement in scoring accuracy and reliability but an amplified focus on student-teacher and peer interaction to improve writing performance and to engage and encourage a community of learners.

FINALIST

Riiid Labs

Santa TOIEC Formative Learning

Riiid's AI is able to predict with 98% accuracy, and within less than 10 questions delivered on an App, the score a learner would achieve in the 2½ hour TOEIC Listening & Reading summative test. Not only on the overall test, but by section. Based on this, and student selected study options, the App provides a formative learning plan for the student detailing their strengths and weaknesses. Each time a student interacts with the App the AI is updating the student progress and undertaking a knowledge tracing process enabling the student to see what they have completed and what they still need to study to reach their desired score. While the learner continues on their journey, the AI monitors their level of engagement and will predict any likelihood that the student will drop out. The AI adjusts the learning to meet the learner's engagement level and will analyse what type of content or questions increases their level of engagement. The AI is using techniques derived in game theory and dopamine incentivised challenges that will keep the learner on track to meet their learning goals. The outcome is learners study for longer within the App and can quickly and robustly improve.

Best Use of Summative Assessment

WINNER

Monash University



eAssessment: Delivering Authentic Assessment at Scale

Over three and a half years Monash University has led the global higher education sector in developing an innovative system for electronic-based summative assessments. Our online platform, eAssessment, has replaced all paper-based exams with an engaging online format enabling our whole-of-University authentic assessment strategy. The advent of COVID-19 saw Monash extend our capabilities, providing an environment and supporting business process for a wholly off-campus yet secure student examination experience.

To provide world-leading academic integrity, Monash integrated the eAssessment platform with its own online supervision solution – Monash eVigilation, developed wholly in-house.

eVigilation is an example of Monash University's education innovation; co-developed with students and academics across all disciplines. It is the backbone of our invigilation approach with the highest standards of academic integrity. Students sit exams remotely, on their own device, under the supervision of Monash-trained staff. AI tools directly support invigilators, ensuring exam conditions are maintained. Student experience is enhanced with the ability to interact with the supervisor, flag concerns, and request assistance. Hailed by students and academics for its functionality, it has proven scalable and adaptable.

Attracting attention from notable external bodies, we are leading the way in ensuring the global reach of quality remote assessment.

FINALIST

University of Pretoria

Instant Messaging Assessment Tool (IMAT)

The inclusion of online assessments as an alternative to the in person invigilated pen-and-paper forms of assessments, provides a workable solution to the forced move to online education as a result of COVID-19. The online nature and technological aspects of online assessments can significantly influence the authenticity of assessments, in comparison to other more traditional assessment forms given the effects of the 4th industrial revolution on the workplace. The integrity of online assessments has, however, presented a challenge for lecturers and universities. Online assessments are usually not invigilated, especially in larger classes, which offer abundant opportunities for collusion and unauthorised

communications amongst students, via MIM applications such as WhatsApp, Telegram and WeChat, during assessments. Ethical considerations aside, communications amongst students facilitate social constructivist learning. In addition, working cooperatively and being able to communicate effectively are important skills in the modern workplace. Therefore, encouraging students to communicate towards problem solving in an assessment setting may, therefore, encourage social constructivist learning, more closely simulating a real-world work environment. We therefore developed a dedicated instant messaging tool for use by students during their online high stakes summative assessments.

FINALIST

Lexplore Analytics Ltd

The Lexplore Assessment is unique in that it harnesses eye tracking combined with AI and Machine Learning techniques to deliver a rapid assessment in primary and secondary school settings to deliver objective and paperless results in our online portal. Lexplore is backed by 30 years of peer reviewed scientific research and 'Assured' by the British Dyslexia Association. Around 200 schools in the UK are now using the assessment to identify reading difficulties (often missed), optical challenges (often missed) and equally what makes a strong reader and the components required. Never before have school leaders and teachers had a view on the reading process in such a way, Lexplore is the only method used globally to get a complete view on the silent reading process. At a time when schools are desperate to shed light on the impact of subsequent lockdowns, lack of education and assessment, Lexplore can offer a rapid and objective baseline assessment to give a real view on where children are in their reading development.