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EDLD 5315

Outline Assignment

I.   What is the topic of your action research?

According to Mertler (2019), there are a total of three areas that action research topics

come about. The two areas that my topic comes about are in the areas of problem identification

and studying a field of my personal interest (Mertler, 2019). Growing up having an autistic

spectrum disorder, I have found it really difficult and time consuming to complete writing tasks.

As a child that had a difficulty communicating her wants and needs verbally, it was even more

difficult for me to respond with paper and pencil. According to Mays and Calhouns (2008) study

on students with Autism Spectrum Disorder (ASD), 65% of these students show evidence of

having writing difficulty. There has been limited data on the impact that gamification can have on

these students' writing skills. My study will review how gamification can impact learning, and the

different techniques that are used to improve writing skills.

II.   What is the purpose of your study?

Technology has grown significantly over the past centuries (Mitchell, 2007). We can use

the positive change that technology has made to allow more peer-to-peer interactions and

hands-on activities through the use of gamification with all students (Thomas and Brown, 2011).

The purpose of my study is to see how the integration of a newer technological tool of

gamification can be combined with writing strategies to impact individuals with ASD writing skill.

III.   What is your research question? (Start with How does or In what ways…)

How does gamification impact writing skills among children with Autism Spectrum Disorder?

IV.   What is your research design (Qualitative, Quantitative, or Mixed Methods)

According to Mertler (2019), there are several types of research designs depending on what type of data you are going to take. For my action research project, I am leaning towards using the Triangulation Mixed- Method Designs Approach. This method focuses on the equal use of quantitative and qualitative data (Mertler, 2019).

a.   Why did you choose this design?

A mixed design allows you to use both types of data with a main focus on one or both in order to get the best out of your action research study (Mertler, 2019). When thinking about what research design I was going to use I thought about the frequency that the gamification technique impacts the students' writing. I would also like to use observations that I can get from the head teacher, and existing classroom artifacts showing that writing is a difficulty that the students have. Which led me to taking data on the frequency of how often the technique works and doesn't with the option to be able to take some qualitative data from other observations from others in the classroom and those who have worked with students with ASD in writing tasks. This type of research design is called the Triangulation Mixed-Methods Design approach (Mertler, 2019).

II.   **What data will you collect?**

- The data that I plan to collect that can adequately show how gamification impacts writing skills among children with ASD is the use of quantitative data collection techniques of formative assessments, checklists, and a questionnaire.
    - During the beginning of the action stage, I will send out a questionnaire to other educators who have worked with students with ASD with questions revolving the observations they have seen with writing tasks among these students.
    - I use the checklist to study the behavior that the student interacts or does not interact with the writing task when a type of gamification is used.
- I will also use qualitative data techniques such as existing documents and observations from the head teacher in the classroom.
    - I will use existing documents and records to show the need for difficulty among writing tasks with students with ASD.
    - I will then ask the head teacher of the classroom her observation of the student completing the task to take additional notes.

VI.   **What types of measurement will you use?**

- I will analyze my quantitative data by using descriptive statistics using the measure of central tendency.
    - I will take data using a checklist every day during writing tasks making note on if the writing task was completed using the gamification task or not.
    - I will analyze the data monthly, writing down how many times the tasks were completed using the technique each week of the month.
    - I will then be able to find the mean, median, mode of the monthly data.
    - I can repeat this analysis process every month during my action research study.

- I will analyze my qualitative data by using the constant comparative method.
    - I will collect my data using observations from the head teacher and the descriptive statistics using the measure of tendency in the classroom.
    - I will analyze these observations and checklist data to find common themes.
    - I would then continue to take data, and write a paragraph that contributes to condensing the most important ideas (Mertler, 2019).

VII.   What is the focus of your lit review?

- My literature review will be focused on incorporating gamification with students with ASD on tackling writing practices and tasks.
    - It will focus primarily on the impact of gamification on student academics.
    - It will also address written expression skills among students with ASD.

References

Mertler, C. A. (2020). *Action research: Improving schools and empowering educators* (6th ed.). Sage Publications, Inc.

Mitchell, D. (2007). "Progressive education in the 1940s." YouTube, https://youtu.be/opXKmwg8VQM. Accessed 7 June 2023.

Thomas, D., & Brown, J. S. (2011). A new culture of learning: Cultivating the imagination for a world of constant change. Lexington, Ky, USA: CreateSpace Independent Publishing Platform.