# Strategic Playbook: Innovative Assessments that Drive Engagement



#### Introductions



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# **Objectives**





1. Discuss innovative assessment strategies for increasing student engagement.



2. Design a modified version of an experiential learning assignment that can be adapted for their own online courses.



3. Identify at least one specific change they plan to make to their course.

# Case Based Learning (CBL)

- What is it?
  - Students apply knowledge in realistic scenarios
  - Active, student-centered decision-making
  - Connects theory to practice
- What does CBL do?
  - Builds critical thinking & problem-solving
  - Supports knowledge transfer to real contexts
- Key to success
  - Well-designed cases: relevant, engaging, challenging, purposeful

# Our Playbook

#### Student Feedback

 Completed an anonymous survey via Qualtrics.

Offered extra credit to complete the survey.

• 55 out of 65 students completed the survey, though question response rates vary.

# SmartBook Assignments

Read. Practice. Check understanding



Practice learning activity



Help students engage with and comprehend key text content



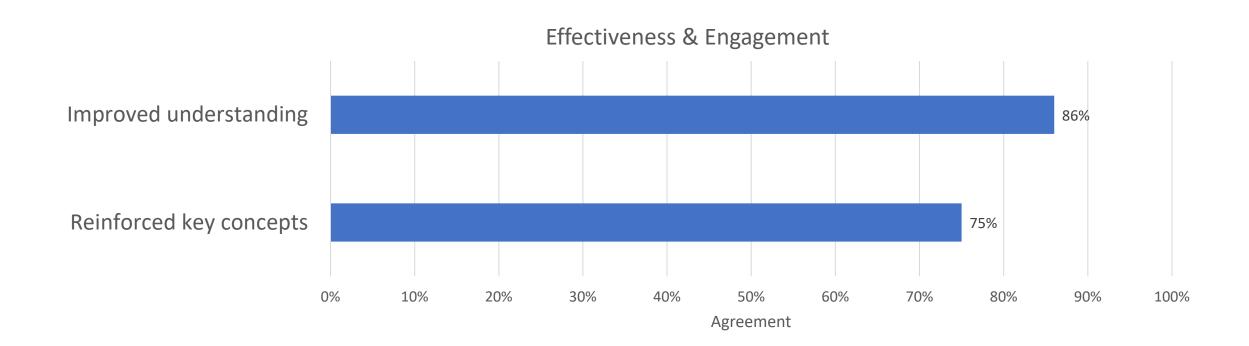
Graded to support accountability and consistent preparation

#### SmartBook Feedback

"Gave me the fundamentals for each chapter."

"Made learning easy and effective."

"Helped me apply concepts in role plays and discussions."



# Mini Case Analysis

Analyze real companies. Apply strategy.



One case per chapter, based on original research



Students apply key strategy concepts to real business situations

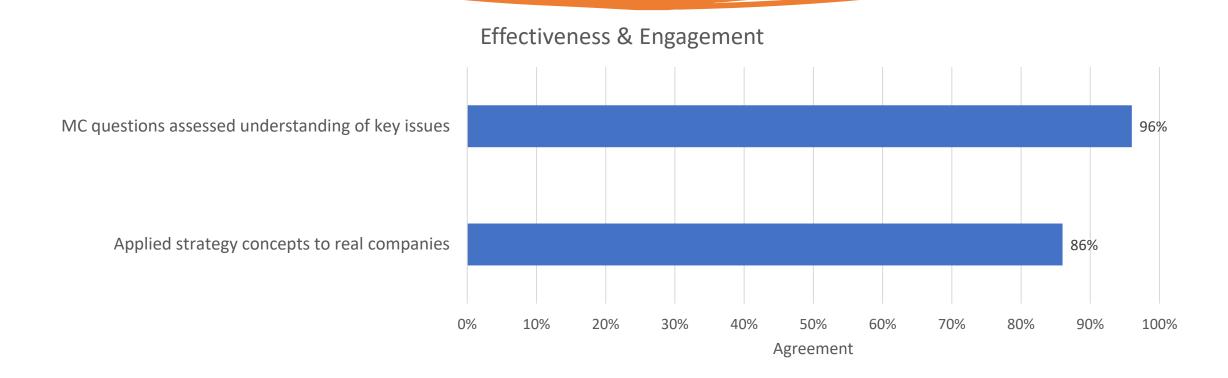


Follow-up multiple-choice questions check understanding of core issues

#### Mini Case Analysis Feedback

"Case Studies helped me apply strategic frameworks to real companies."

"They improved my ability to make data-driven decisions."



## Role Play Assignments

Practice. Decide. See impact.



Learners engage in realistic, decision-based scenarios



Learners take roles to complete strategy-focused tasks



Multiple paths show immediate consequence & feedback



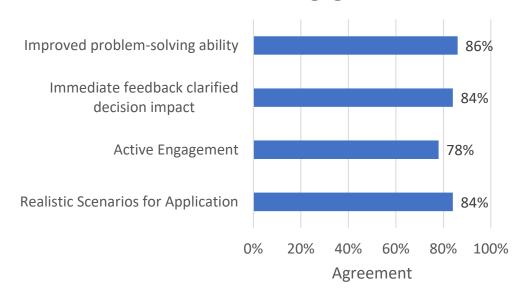
After – post a reflection to the discussion board

#### Role Play Feedback

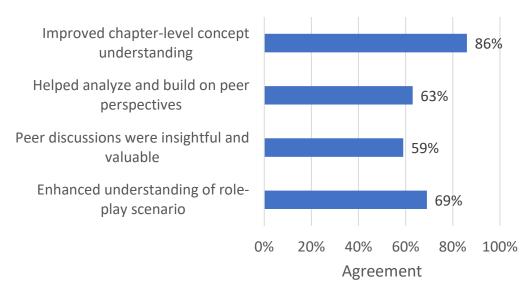
"Role plays put me in real business situations where I had to think critically under pressure."

"Reflection helped me refine my decisions and learn from different perspectives."

#### Effectiveness & Engagement



#### Follow-Up Discussions



# Experiential Simulation

Decide under pressure. Learn by doing.







Immerses students in realistic business strategy scenarios

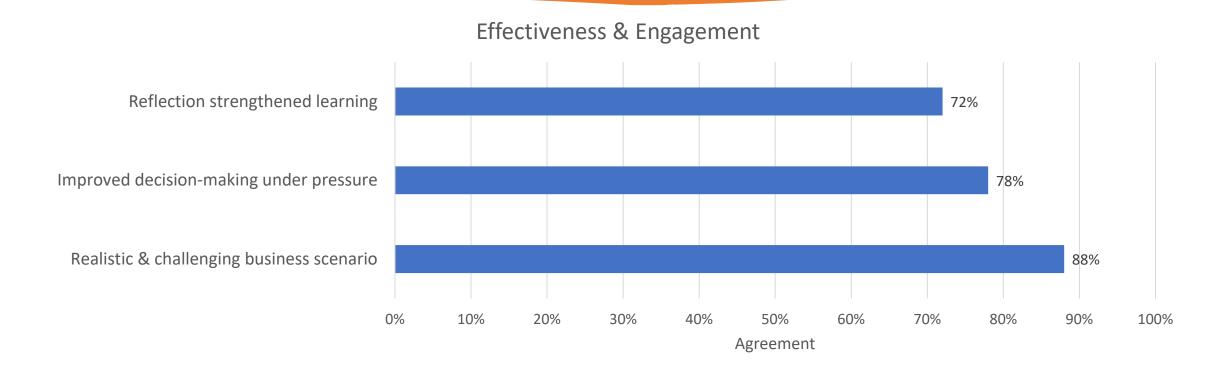
Requires applying course concepts to make informed decisions

Post-simulation reflection deepens learning and strategic insight

# Experiential Simulation Feedback

"Helped me analyze real business situations and justify decisions using data."

"Pressure make me think strategically about what was best for the firm."



### Collaborative Capstone

Analyze, recommend, defend



Two consulting teams propose different strategic recommendations



**Part I:** Written report demonstrating strategy analysis & formulation



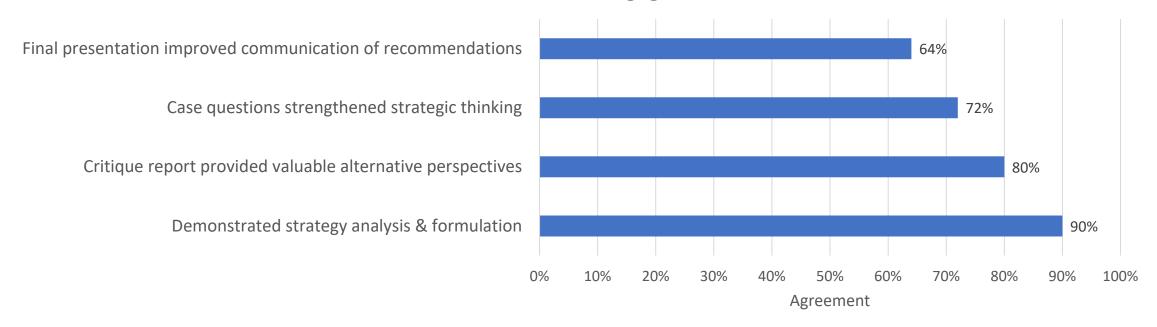
Part II: Class acts as executives, questioning teams on implementation

#### Capstone Feedback

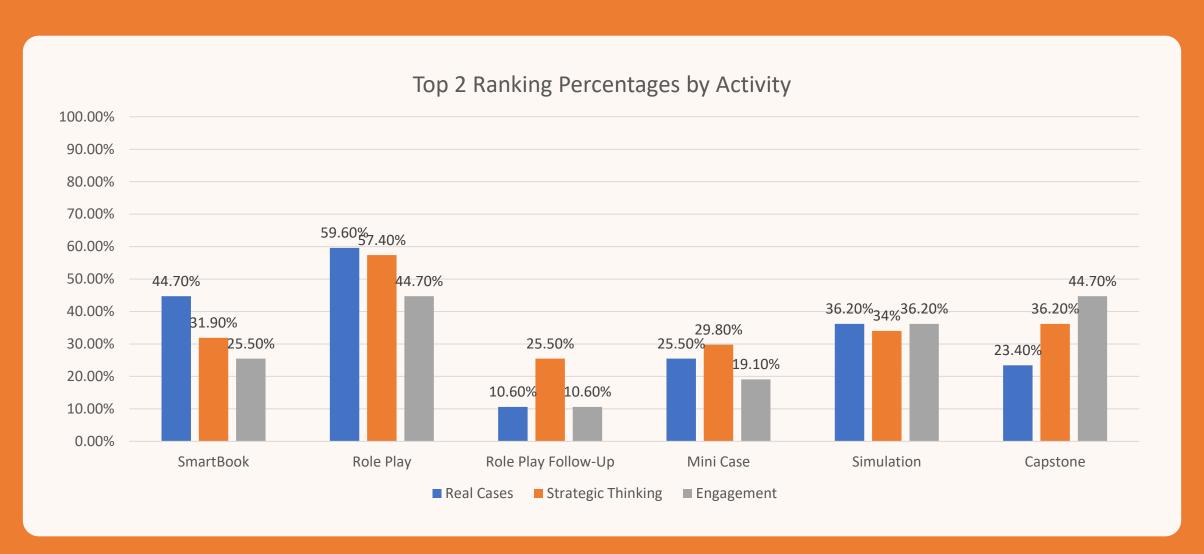
"We had to weigh-term impacts, competitive position, and resources — like real managers."

"Teamwork and peer reviews helped us benchmark and take new strategic perspectives."

#### Effectiveness & Engagement



#### Student Feedback Insights



# Active Learning



# Collaborative Activity: Case Writing

- "Rules" for Case Writing (adapted from Herried 2007 & Lane 2007)
  - Identify the instructional role of the case
    - What objectives can be met through this assignment?
    - Where in the instructional sequence should the case be?
  - Identify your learners
    - How much do they know about the subject?
    - What do you want students to accomplish/achieve through the case?
    - Is this something that would benefit from group or individual work?
      - If groups, consider the following:
        - How many learners should be in each group?
        - Do you want them to set up group norms?
        - Group evaluations?
  - Focus on an issue and tailor to the learners
    - Make it relevant to the learner
    - Decide what information is necessary for the case
  - Case should be conflict provoking and/or decision forcing
    - Remember the case should justify the intention/purpose for the assignment but require students to think critically

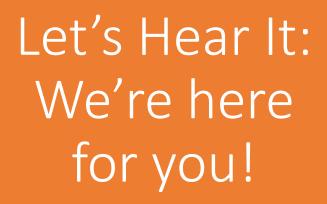
# Collaborative Activity: Template

 Scan this QR Code to access the template!

• You'll have 15 minutes to really think through your case.

• Try to be creative!





What did you come up with?

Where did you struggle?

 What questions do you have about your case?



- Ways to incorporate case-based assessments in your course:
  - Identify which concepts in a course could benefit from case-based activities
  - Start small! Try mini-cases
  - Use existing OER repositories or modify real world events for your needs
  - Foster collaboration with discussions and/or group work
  - Ask students to reflect

#### Conclusion

Efficacy of case-based learning

Engagement building

 Utilizing multiple types of case-based assignments has proven beneficial from student perspectives

# Questions Thank you!