Remote or close control of students’ knowledge in ARCADE

Adelina Aleksieva, Milen Petrov, Alexander Mintchev
Assist. Prof. Adelina Aleksieva, Department of Computer System, Technical University-Sofia, e-mail: adelina@fmi.uni-sofia.bg
Eng. Milen Petrov, PhD Student, Department of Information Technologies, Sofia University “St. Kl. Ohridski”, e-mail: milenp@fmi.uni-sofia.bg
Alexander Mintchev, PhD Student, Sofia University “Kliment Ohridski”, e-mail: alexander_minchev@yahoo.de

Abstract: Assessment of students’ knowledge and instructors’ feedback are among the most important elements of education. This paper describes the Arcade Test System that is used to check and assess students’ knowledge. The Arcade Test System is a dual-purpose online testing environment that gives the instructor an opportunity to control the level of knowledge the students have acquired during taking a particular course delivered by the system. On the one hand, it gives students a way to check their knowledge. On the other hand, it gives the instructor a feedback on how well he/she has managed to teach the learning material. The second purpose of the Arcade Test System is to enable instructors to prepare the final grades on the basis of evaluating students’ knowledge. The paper considers two aspects of students’ knowledge control: remote and close.

Keywords: E-learning, assessment, remote control, close control, LMS, tests, evaluation, IMS