Goal: To use sentiment analysis to visualize feedback pedagogy from courses in the gamified LMS, Gradecraft.

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This text analysis method uses a predefined or learned dictionary of positive and negative words/strings.

Positive Word Examples: Accomplish, adore, consistent, enjoy, evenly, liked, supported, and win.

Negative Word Examples: Dislike, agonizing, buggy, excessive, illogical, nasty, oversimplify, and yawn.

Lecture Score: \(-28 - 8 - 7 = -43\)

Exam Score: \(-18 + 12 = -6\)
The Future

Analyzing student end of the year surveys 2008-2014.

Building an analytics tool for instructors.

See you at SLAM in the Fall!