Tutored academic writing as motivation and a formative assessment for learning

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Master theses (supervisor) challenges

Student motivation
Supervision time
Research time
Academic merit

...how can we meet these challenges?

Through *tutored academic writing*
What is tutored academic writing?

For the student
Participation in projects
Publish(able) papers
Work experience

For the supervisor
Standard review processes
Measurable outcome
The Soundpark

*Using leisure gaming activities to train hearing*

- 5 researchers
- 6 master students
- 5 bachelor students

The Wheelie Tower

*Capturing expert wheelchair motion*

- 3 researchers...
- 1 master student...
- 2 bachelor students...


Bodin, E., & Hagerman, V. (2012). Notifikation genom ljudförändring (Notification using sound alteration), KTH CSC.


### Presentations (the Soundpark)

<table>
<thead>
<tr>
<th>Date</th>
<th>Venue/Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>2011-12-13</td>
<td>TEDxKTH, Hansen. <em>Simple Control of Complex Sounds Makes for Expressive Communication</em></td>
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<tr>
<td>2012-04-03</td>
<td>SMC Sweden, Hansen, Dubus &amp; Bresin. <em>Using modern smartphones to create interactive listening experiences for hearing impaired</em></td>
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<td>2012-04-03</td>
<td>SMC Sweden, Andersson &amp; Gribbe. <em>Enhanced music perception among hearing impaired using multiband compression</em></td>
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<td>2012-04-03</td>
<td>SMC Sweden, Zea. <em>A framework for spatial rendering of amplified musical instruments</em></td>
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<tr>
<td>2012-05-10</td>
<td>IUAV University of Venice, Bresin. <em>Workshop i interaktionsdesign och musikprogrammering för Android vid Interaction Design programme for Design Graduate Degree</em></td>
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<tr>
<td>2012-07-12</td>
<td>SMC, Dubus, Hansen &amp; Bresin. <em>An overview of sound and music applications for Android available on the market</em></td>
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<tr>
<td>2012-09-26</td>
<td>DAFx, Zea. <em>Binaural in-ear monitoring of acoustic instruments in live music performance</em></td>
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<tr>
<td>2012-12-22</td>
<td>SIGMUS Tokyo, Hansen. <em>A music puzzle game application for engaging in active listening</em></td>
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<tr>
<td>2013-07-31</td>
<td>SMAC/SMC, Brieger. <em>Developing a Navigational HRTF-Based Audio Game for People with Visual Impairments</em></td>
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<tr>
<td>2013-09-26</td>
<td>Sound Is Information symposium, KTH, Hansen. <em>Using leisure gaming activities to train hearing</em></td>
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<tr>
<td>2013-11-14</td>
<td>International Conference in Computer Entertainment Technology, Enschede, Hansen. <em>Music Puzzle: an Audio-Based Computer Game That Inspires to Train Listening Abilities</em></td>
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What happens next?

At KTH (CSC)
Group supervision
Less focus on the report
Produce 10 page ACM paper

At Södertörn University (Media technology)
Allow focus on the practical work
Reduce thesis work complexity