

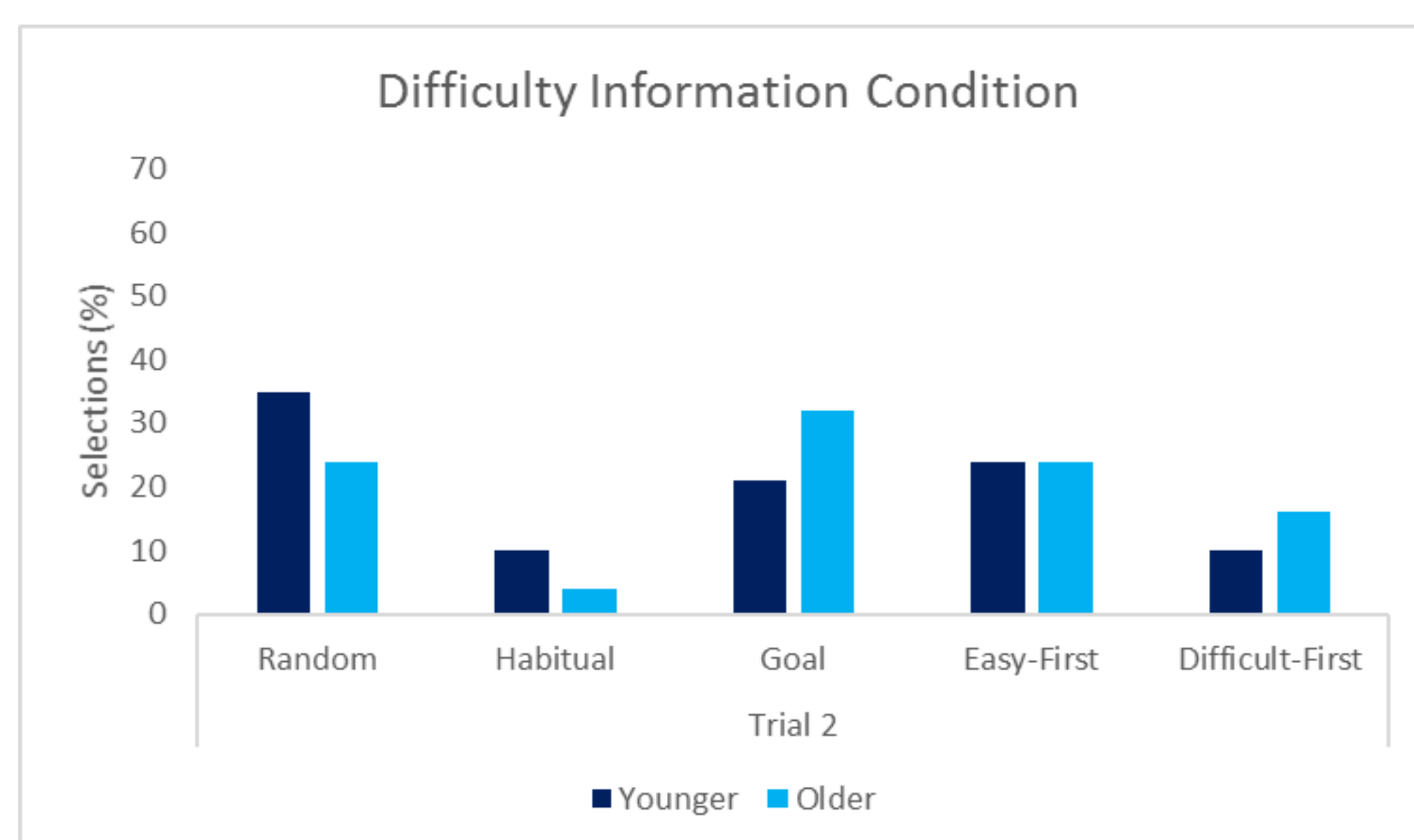
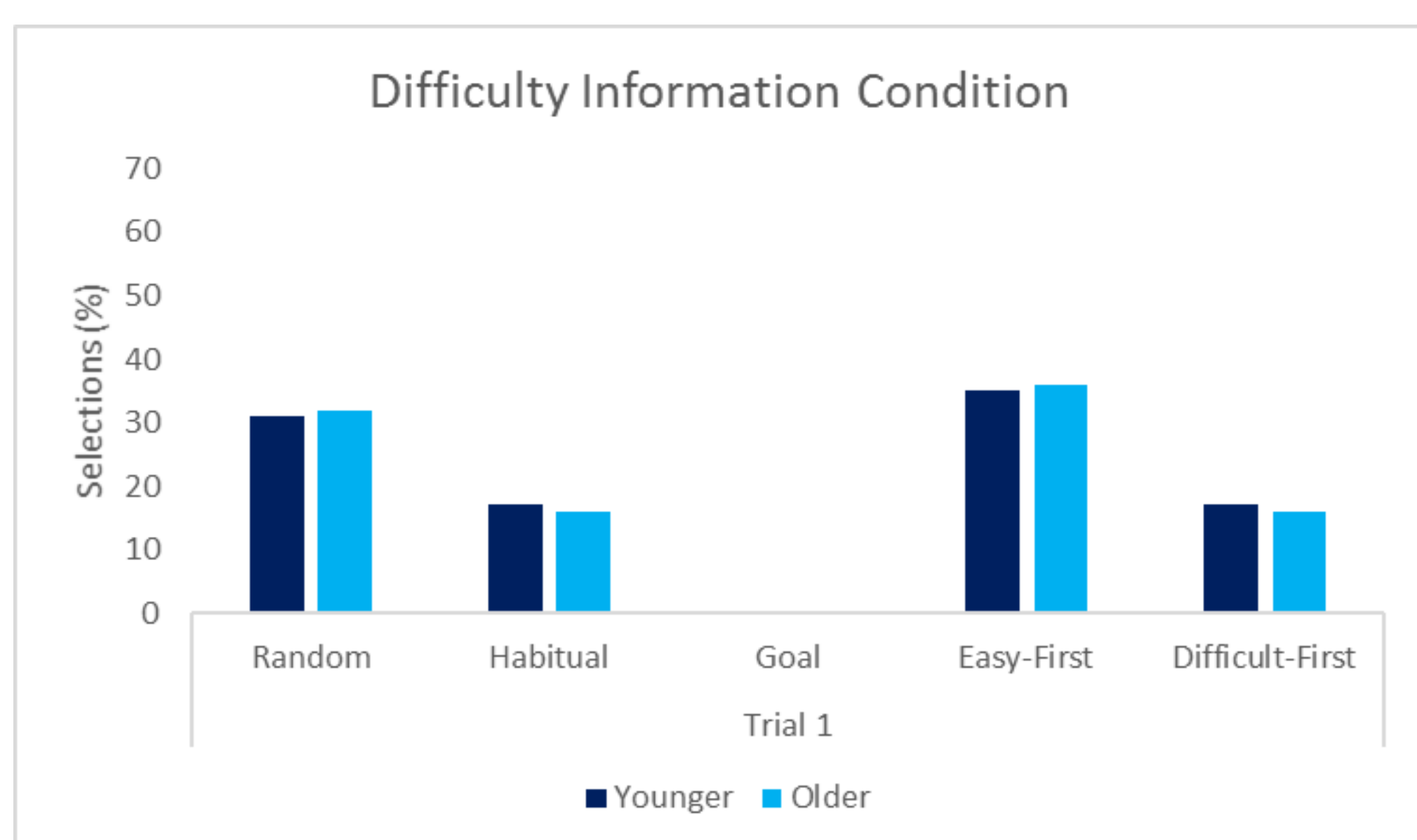
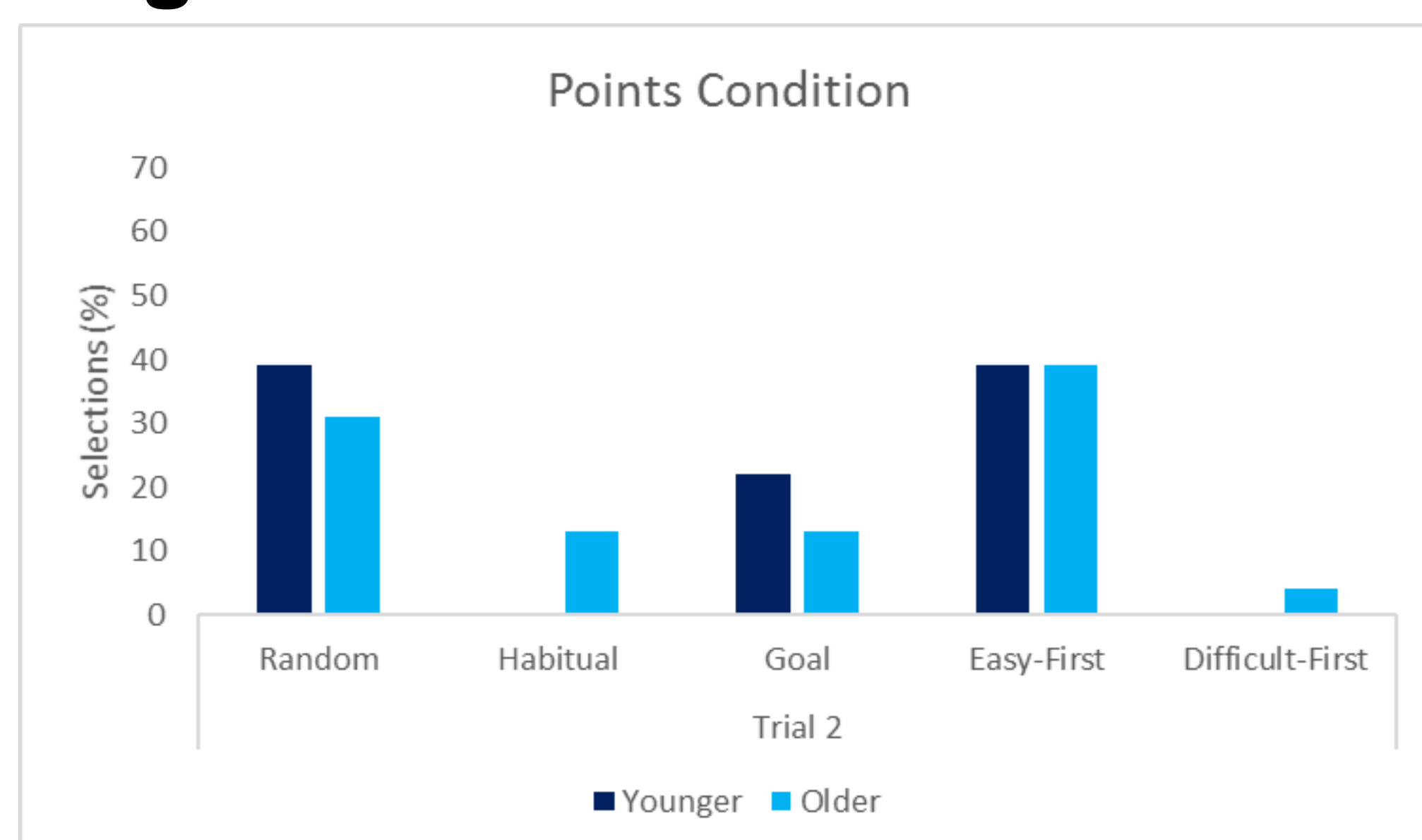
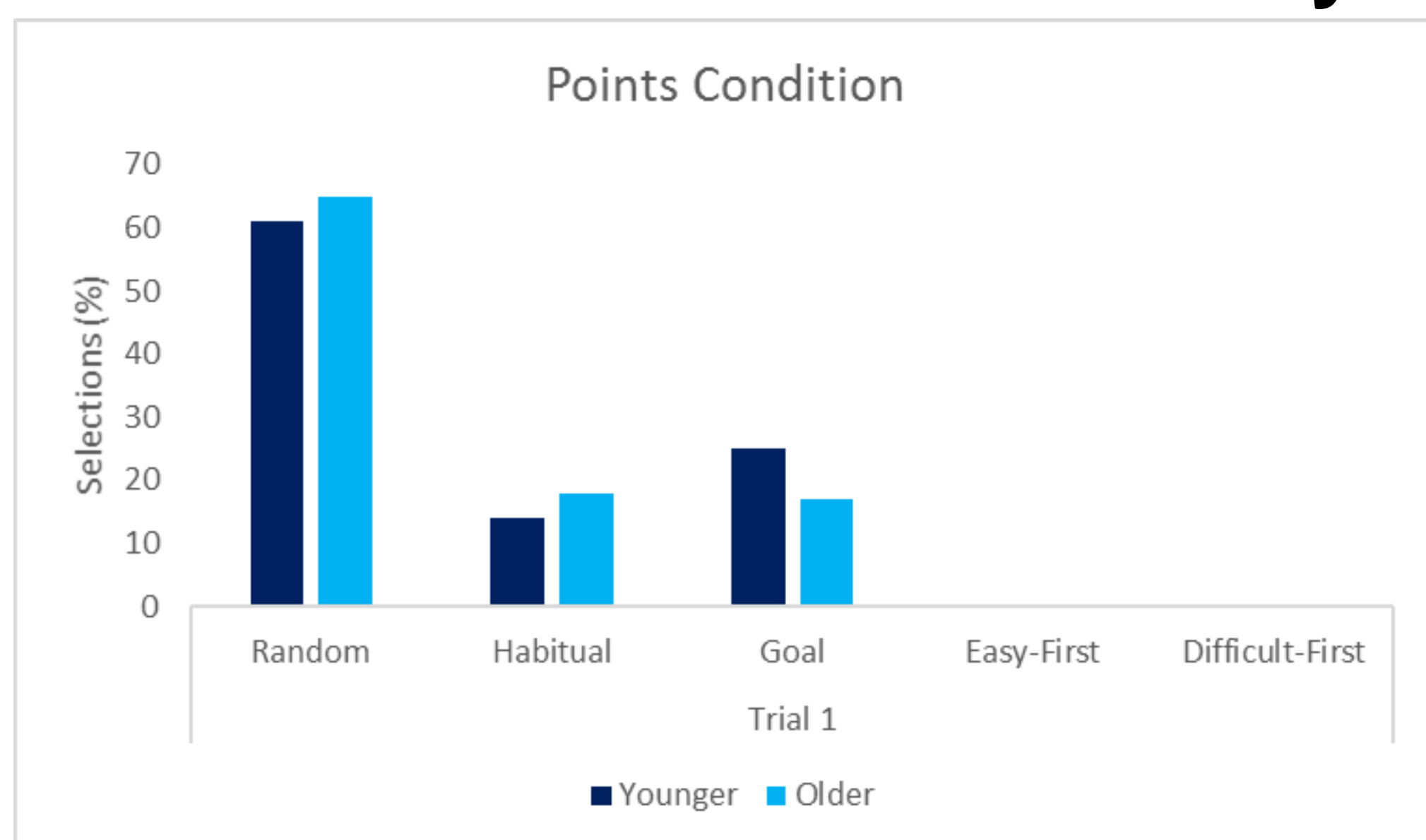
The Role of Goal- and Data-Driven Influences in Younger and Older Adults' Self-Regulated Learning

Hillary Erwin, Barbara Wright, Alan Harrison, Helen Sowards, & Michael Waldon
Psychology Department

Overview

We investigated goal-directed and data-driven study decisions by presenting 57 younger (ages 18-25; M age = 22.7, SD = 6.4) and 48 older adults (ages 60-85; M age = 73.7, SD = 7.0) with 36 Swahili-English (e.g., mshoni – tailor) word pairs in a 6 X 6 grid in each of two trials. Both age groups were allotted 90 seconds for self-regulated study. In Trial 1, only one type of information (goal or data) was provided. Goal-directed condition participants saw point values (range 1-36) and were told to earn as many points as possible by memorizing the pairs. Data-driven condition participants saw normative difficulty percentages, indicating what percentage of participants correctly recalled each pair in prior studies, and were told to learn as many pairs as possible. In Trial 2, both point values and normative difficulty information were displayed in both conditions to investigate the type of information on which participants would base selections. Delayed judgments of learning were collected prior to a cued-recall test (e.g., mshoni - ?). Preliminary analyses of item selection behaviors indicated that in Trial 1, both younger and older adults tended to select items based on point values in the goal-directed condition, but selections became more random, in particular for older adults, when both points and percentages were provided in Trial 2. Selections for both age groups were initially more random in the data-driven condition, until Trial 2, when participants began selecting based on point values. Results are interpreted in light of self-regulated learning theories.

Key Findings



Trial 1

Goal-Driven Condition: Points		
7	2	8
3	9	5
6	1	4
Data-Driven Condition: Difficulty Information (% Correct)		
17%	32%	10%
20%	41%	19%
5%	8%	55%

Trial 2

Both Conditions: Points and Difficulty Information		
7 pts/ 17%	2 pts/ 32%	8 pts/ 10%
3 pts/ 20%	9 pts/ 41%	5 pts/ 19%
6 pts/ 5%	1 pt/ 8%	4 pts/ 55%

Explanation

It was ultimately found that selection patterns do not carry over across trials. When shown point values alone, both age groups showed random selection patterns. When shown only difficulty information both age groups studied easier items. When shown points and difficulty information in Trial 2, YA selected more at random than OA, with YA being more goal driven in the points condition and OA being more goal driven in the difficulty condition.

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