Innovative Computerized Test Items: A Review
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Definition

Innovative computerized test items: A test item that uses technologies that use features and functions of a computer to deliver assessments that do things not easily done in traditional paper-and-pencil format. 1

History

• Initial wave focused on comparing innovative item formats to their identical traditional formats, 2 3 4 5 6
• There have been numerous types innovative items developed (see 7 and 8), but only a few comparison studies that have been conducted (see 8 and 10).
• Another wave of research has been on effective ways to write traditional items 7 11 12, and develop taxonomies 13 14 15 16 17 18.
• Many researchers have emphasized the need to address questions about the essential psychometric properties of innovative items 19 20 21 9 22 8, but the research has yet to be conducted 10.

Classification

There are many ways to classify innovative item types. The most recent model 1, consists of seven dimensions (below) that can be organized on a continuum that ranges from least to most innovative.

1. Assessment Structure: The type of item presented to the test taker and how responses are collected (e.g., from constructed response to classic multiple choice).
2. Response Action: What an examinee must physically do to answer a particular item (i.e., clicking a mouse, typing on a keyboard, or speaking into a microphone).
3. Media Inclusion: Use of non-text media items, such as graphics, audio, video and animation.
4. Level of Interactivity: Level of interaction or adaptation to the individual examinee.
5. Complexity: Degree of complexity is determined by the amount of information test takers must process to respond to an item.
6. Fidelity: Fidelity pertains to a test’s reality. Items closely resembling a real-world expression are considered to have high fidelity.
7. Scoring: Tests that simply use computers to record responses and calculate the number of correct responses are no longer considered innovative. Rather, the term is reserved for the computerized testing requires sophisticated scoring algorithms.

Formats

There are numerous types of innovative item formats. The following is the most recent comprehensive model, presented by Sireci & Zenisky in 2006:

1. Multiple Choice
2. Extended Multiple Choice
3. Multiple Selection
4. Specifying Relationships
5. Drag-and-Connect
6. Ordering Information
7. Select and Classify
8. Inserting Text
9. Constructing Hypotheses
10. Completion
11. Graphical Modeling
12. Computer-Based Essay
13. Problem-Solving Vignette

Benefits

There is much enthusiasm for innovative item formats, and for good reason. They have been found to:
• Enhance validity 7
• Broaden the construct measured 23
• More accurately emulate real-world situations (24 25 26) through using graphics (26), sound (27) and video (28)
• Improve motivation 24
• Elicit positive reactions from students 25 29

However, despite all the promise innovative items provide, it is critical that the new technologies are improving a test and not simply being used for the sake of innovation.

Conclusions

• There is a significant need for research addressing questions about the essential psychometric properties of innovative items.

• It cannot be assumed the increased ‘reality’ innovative items offer elicits appropriate reliability and validity.

• Not all innovative item-type format are the same—each needs to be researched independently on a variety of psychometric constructs.

• There have been very few studies comparing the psychometric properties of innovative item-formats compared to traditional formats (such as multiple choice).

• It is suggested that future innovative item research focus on measurement efficiency, reliability and validity, dimensionality, face validity, development costs, computer familiarity, scoring, and test security.