

Faculti Summary

<https://faculti.net/putting-learners-at-the-heart-of-the-feedback-process/>

This video discusses the concept of feedback, tracing its historical origins and its implications in both engineering and psychology. It highlights Norbert Wiener's role during World War II in developing feedback mechanisms for anti-aircraft systems, leading to the feedback loop concept. The distinction between feedback in engineering (where it influences future actions) and in psychology (often simply informational) is emphasized.

Research by Kluger and DeNisi is cited, showing that while feedback generally improves performance, it can also hinder it in a significant percentage of cases. This video dichotomy raises concerns about the effectiveness of feedback strategies in educational contexts, where feedback should focus on enhancing the learner's understanding rather than just improving the output.

This video further explores the importance of timing and type of feedback, suggesting that delayed or evaluative feedback can sometimes be more beneficial than immediate, purely positive, or descriptive feedback. The relationship between the teacher and student, as well as the emotional context surrounding feedback, plays a crucial role in how feedback is received and acted upon.

It suggests that feedback should aim to empower students to take responsibility for their learning, moving towards self-assessment and self-regulation. This video underscores that effective feedback must foster trust and support, ultimately helping students recognize that effort can lead to improvement. Additionally, peer and self-assessment are addressed as tools for fostering learner independence, but caution is advised regarding their accuracy and the quality of feedback exchanged.

In conclusion, the essence of meaningful feedback lies in its application and the context within which it is delivered, emphasizing the need for nurturing relationships that motivate and guide students toward self-enhancement in their learning journeys.