# Army Research Lab GIFT Course Creator Wizard Prototype

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# Agenda

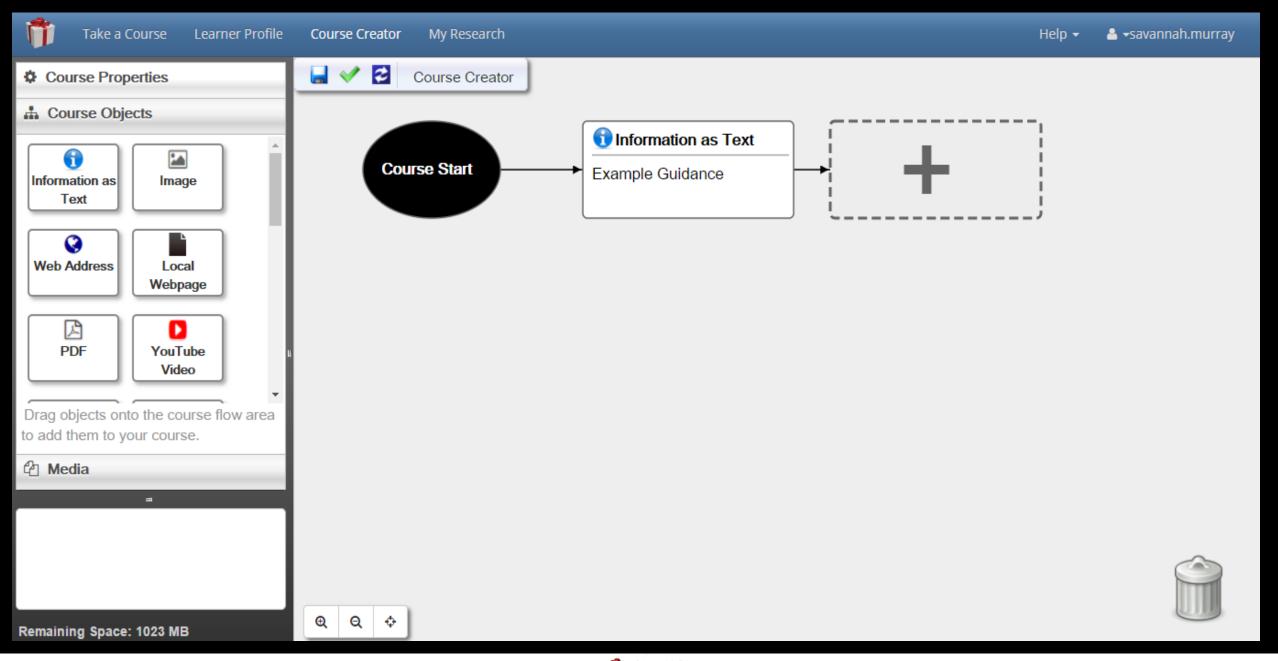
- Background—GIFT
- Problem Statement
- Supporting Literature
- Steps to Author an ITS
- Heuristic Focuses
- Prototype
- Discussion
- Recommendations



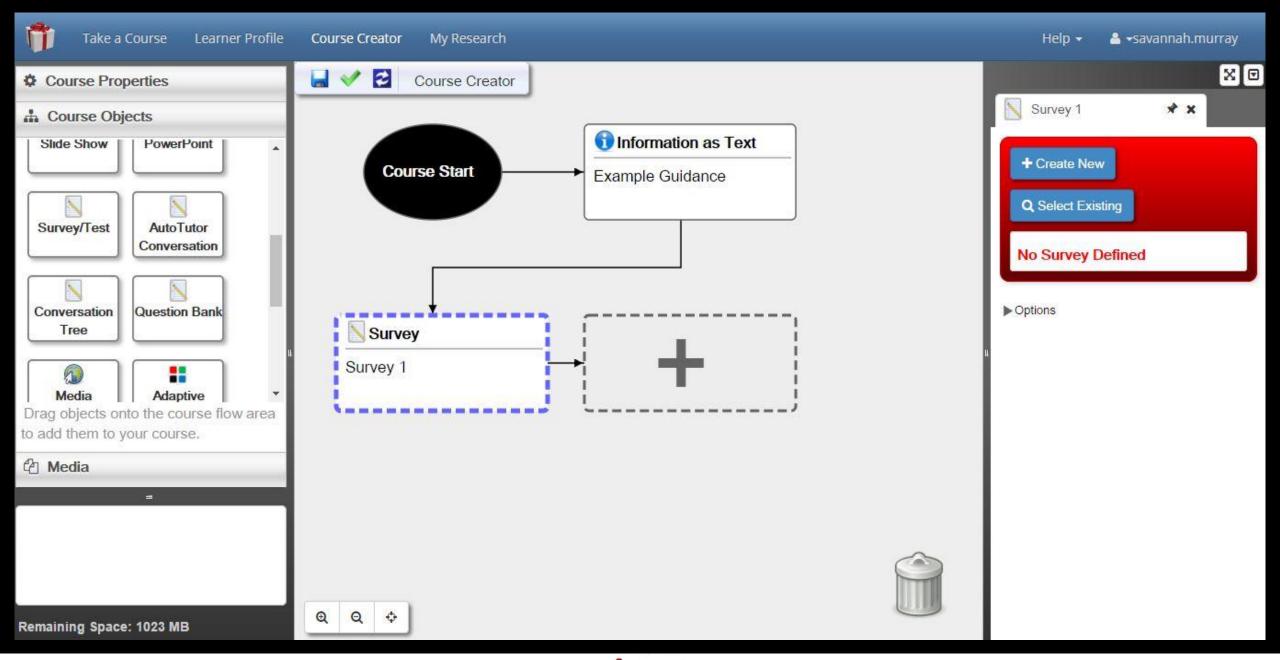
# Background—GIFT

- Computer-based tutoring system
- ITS—intelligent tutoring system
- Uses
- Goals











#### Task

- Develop a structured interview process that elicits information from a user to provide GIFT with the information needed to author an adaptive training course
  - Allow a non-programmer to create their desired course using GIFT and create an effective learning module for users



# Supporting Literature

- Nielsen's 10 heuristics
- Shneiderman's eight golden rules of interface design
- Budd's heuristics for website design
- Murray- Authoring intelligent tutoring systems
- Cabada- Authoring tool for developing adaptive and intelligent tutoring systems



#### Steps to author ITS (Cabada et al., 2011; Murray, 1999)

- 1. Create the structure of the course and broad concepts
  - -Course goals, concepts, and prerequisites
- 2. Fill in the course content
  - -Learning style evaluation, media, and learning checks
  - -Utilize the heuristics and rules
- Map the concepts and tag items that relate in order to help the course flow.
- 4. Provide a preview of the system.



#### Nielsen's Heuristics

- Visibility of system status:
  - Progress bar, clear paths, no clutter
- User control and freedom:
  - Directional arrows, ability to skip steps or go back to steps
- Error prevention:
  - Preview at the end, warnings when sections left blank
- Consistency:
  - Format, home and settings buttons



#### Shneiderman's Rules

- Universal usability:
  - Self-paced process
- Power to navigate interface:
  - Directional arrows, ability to skip steps or go back to steps
- Reduce short term-memory:
  - System fills in blank to prevent user from being overwhelmed



#### **Budd's Heuristics**

- Clarity:
  - Concise, clear and meaningful
- Reduce unnecessary clutter:
  - Provide only relevant information
- Provide context:
  - System feedback, step-by-step process
- Positive user experience:
  - Visualizations
  - Attainable goals and rewards









# Course Wizard Version 2017.1.0

**Create New Project** 

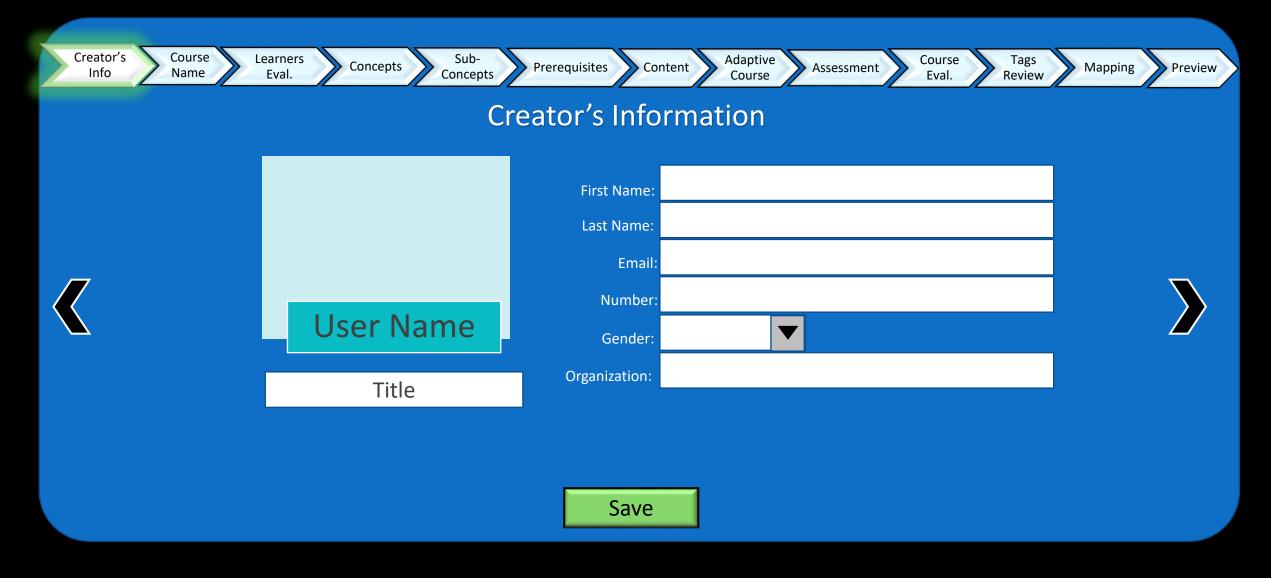
Open Project









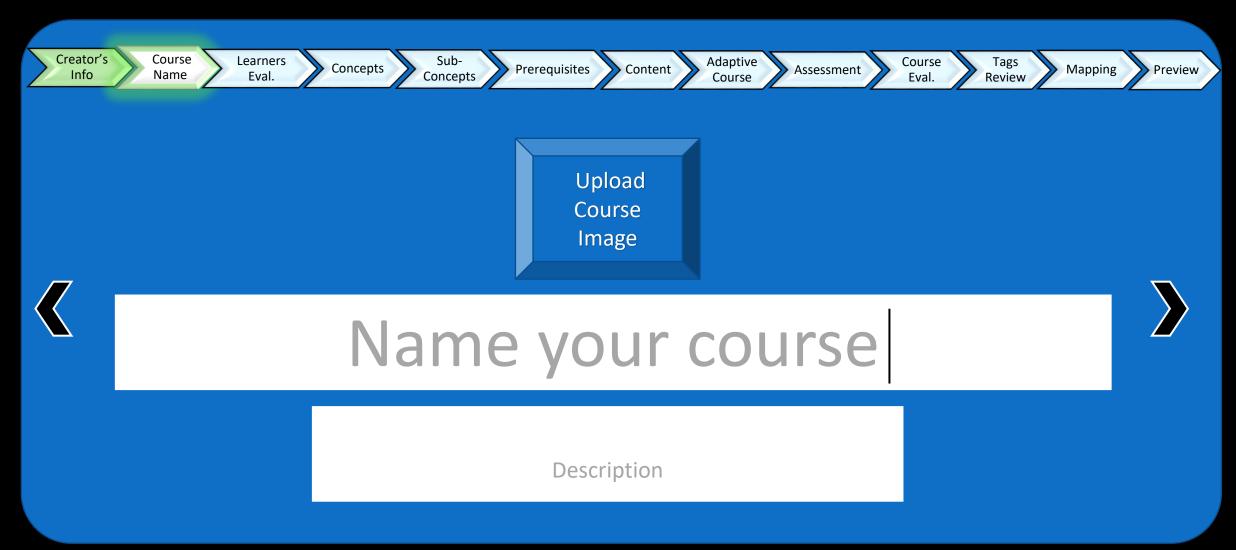










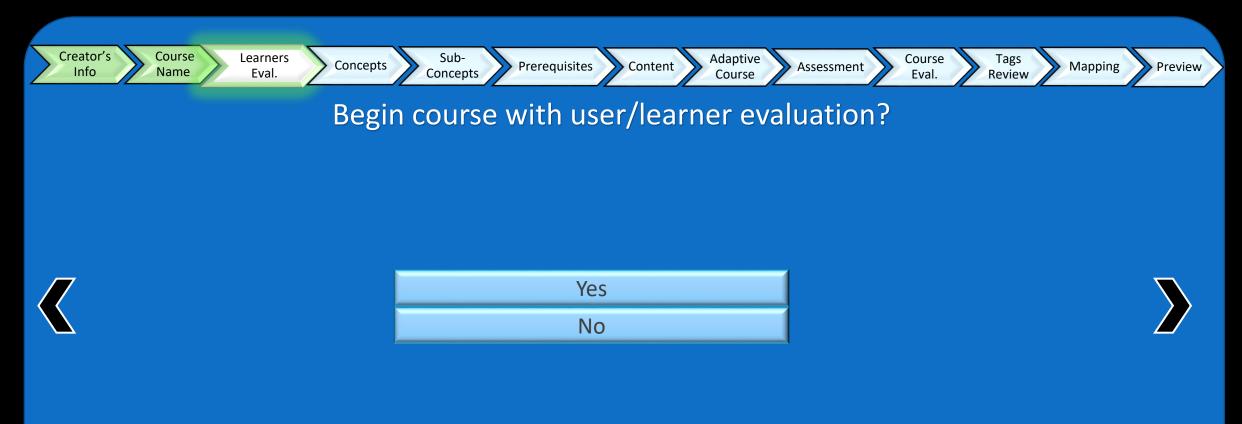










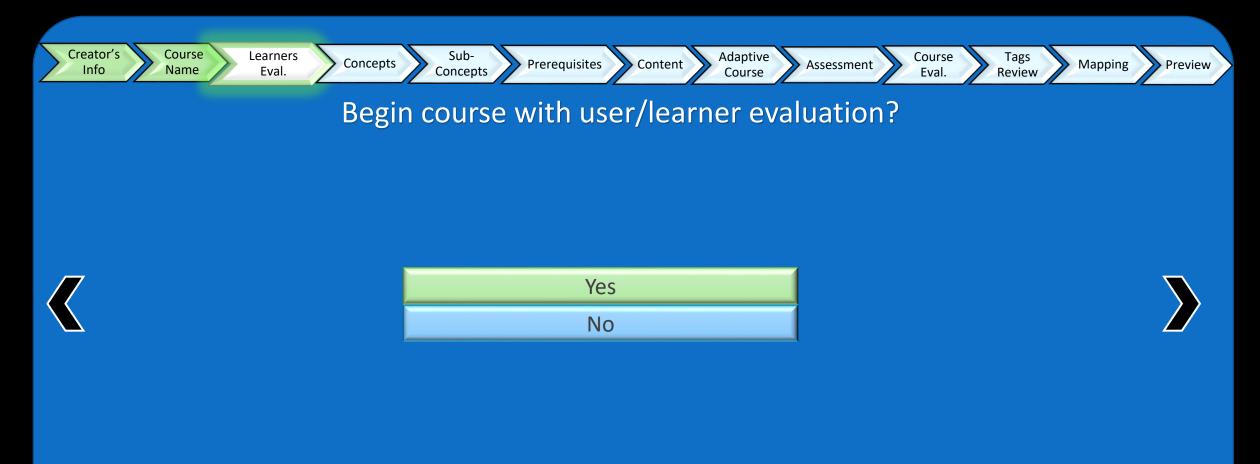








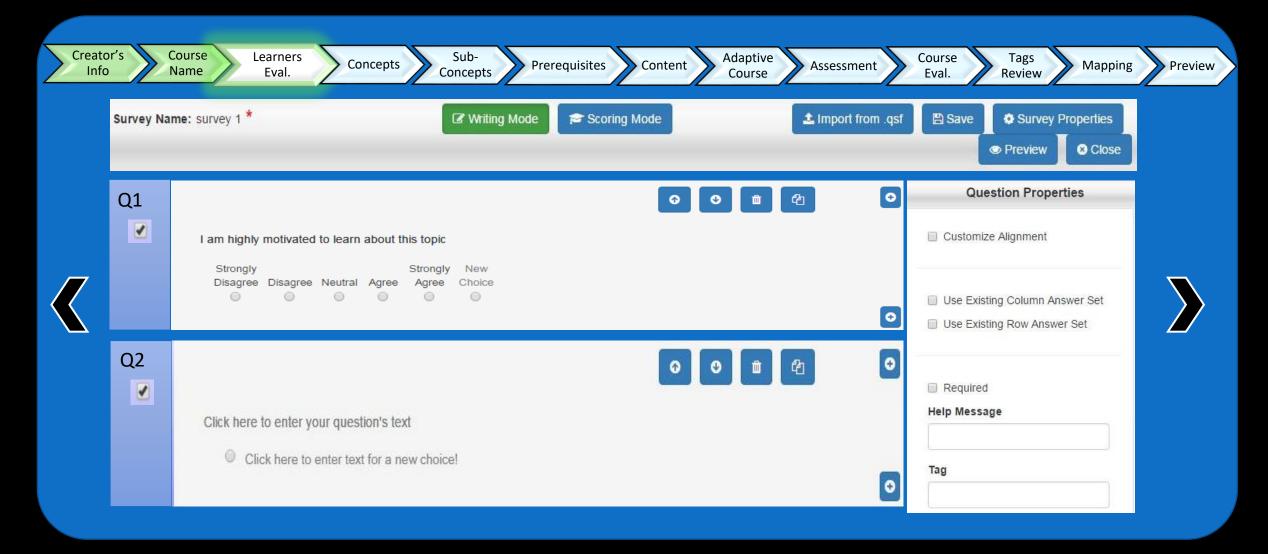


















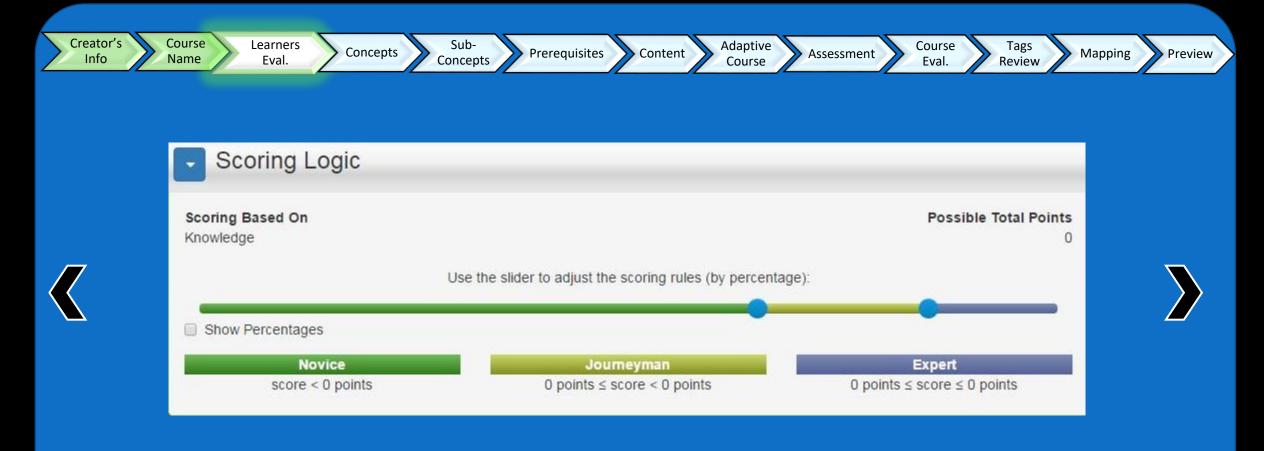










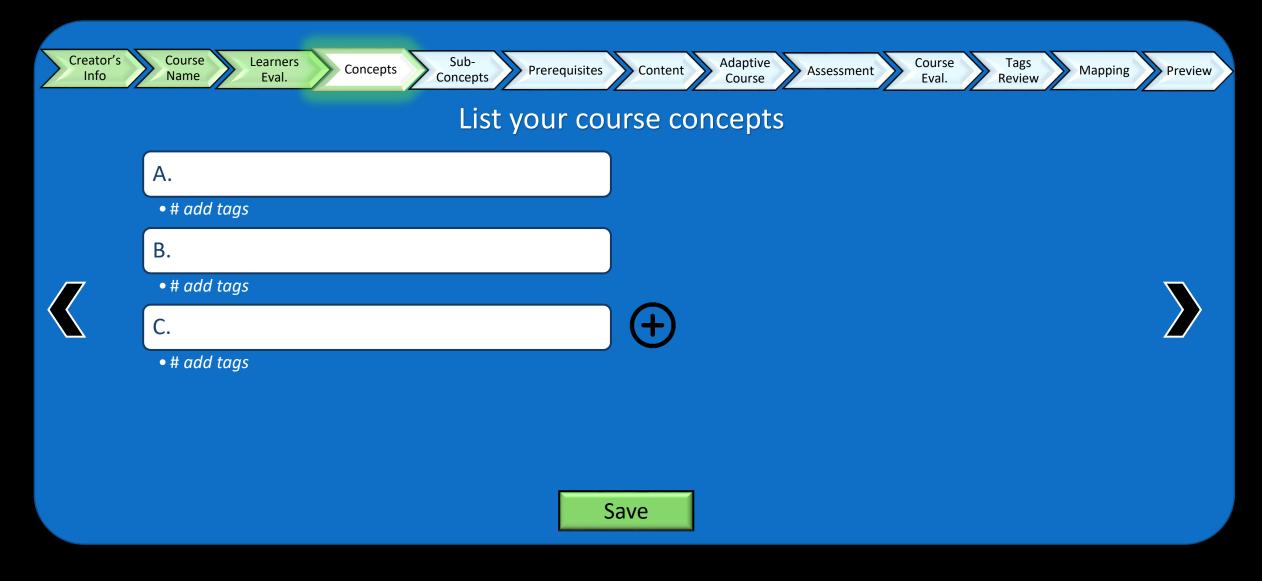








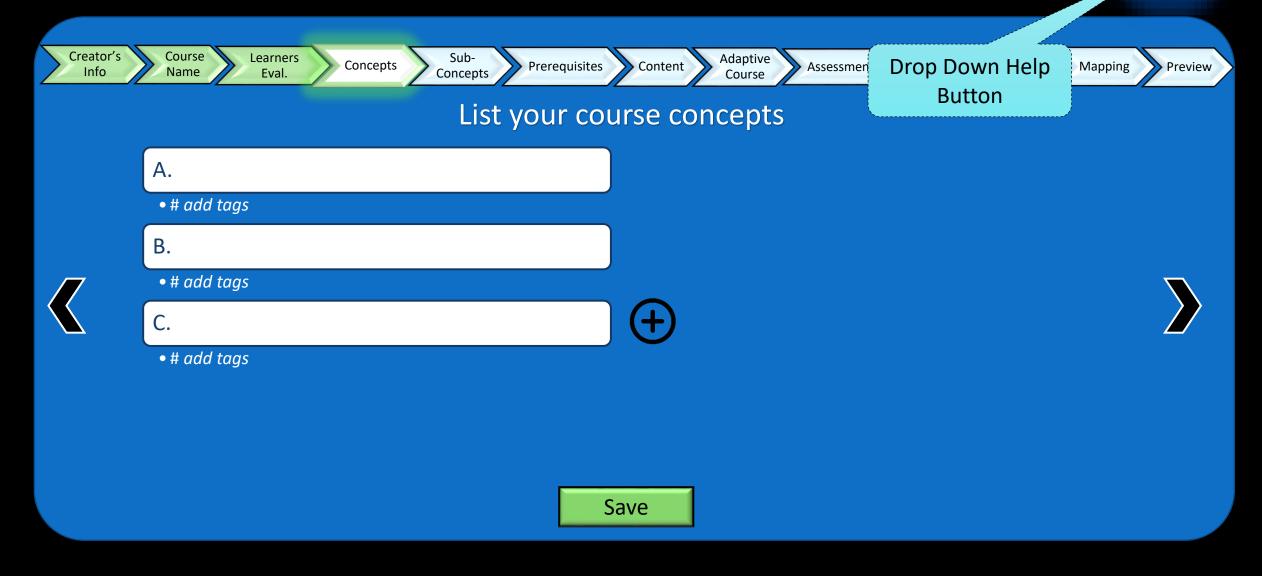








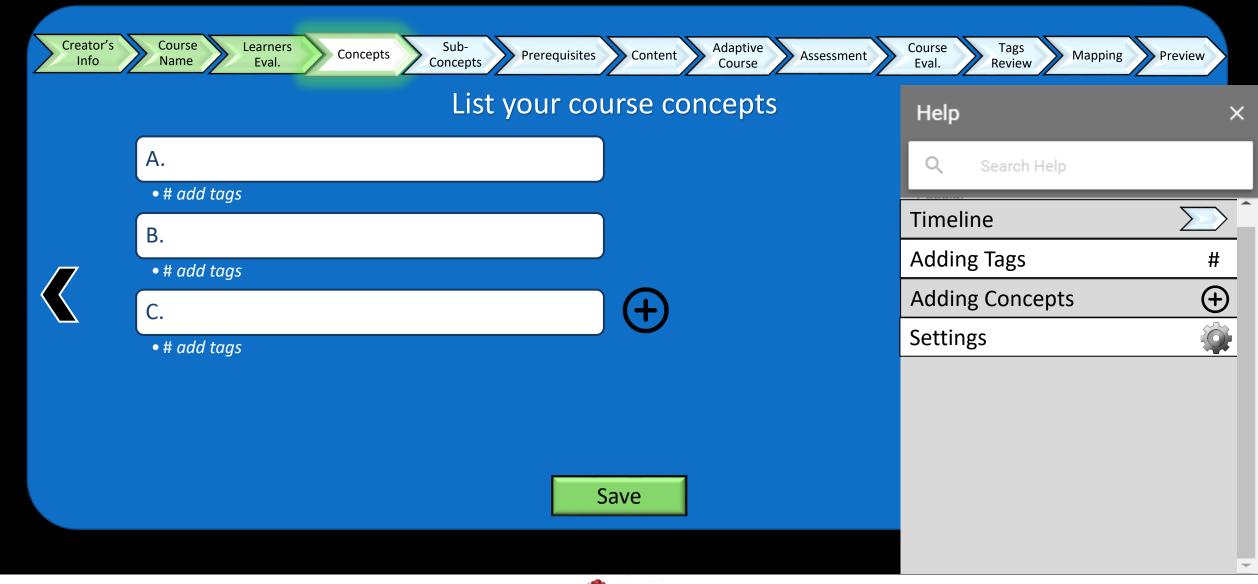








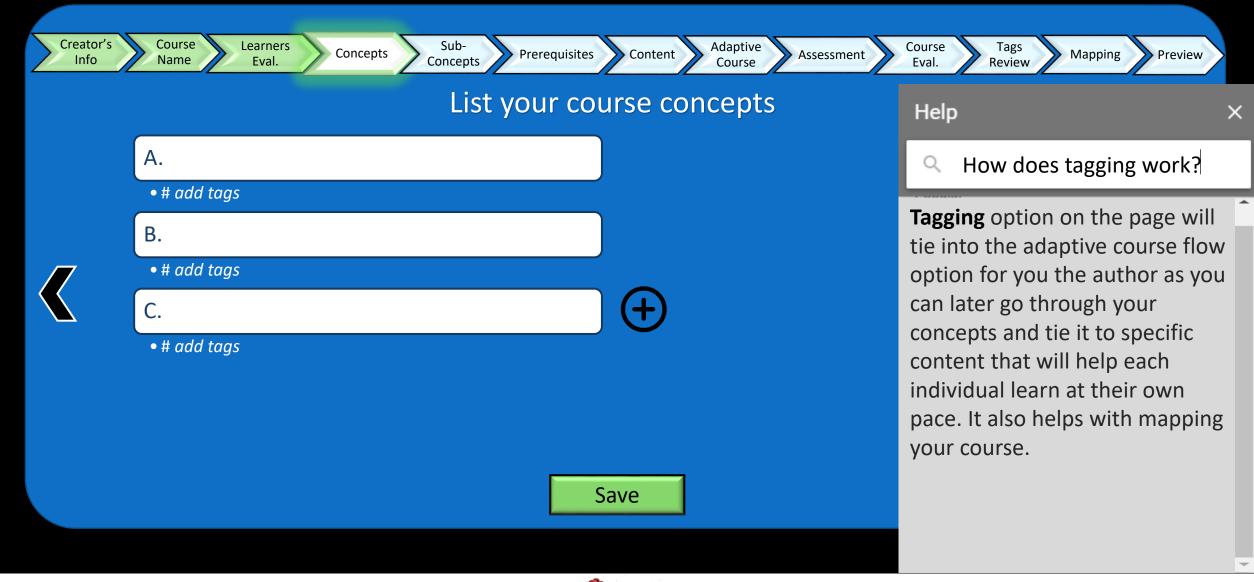










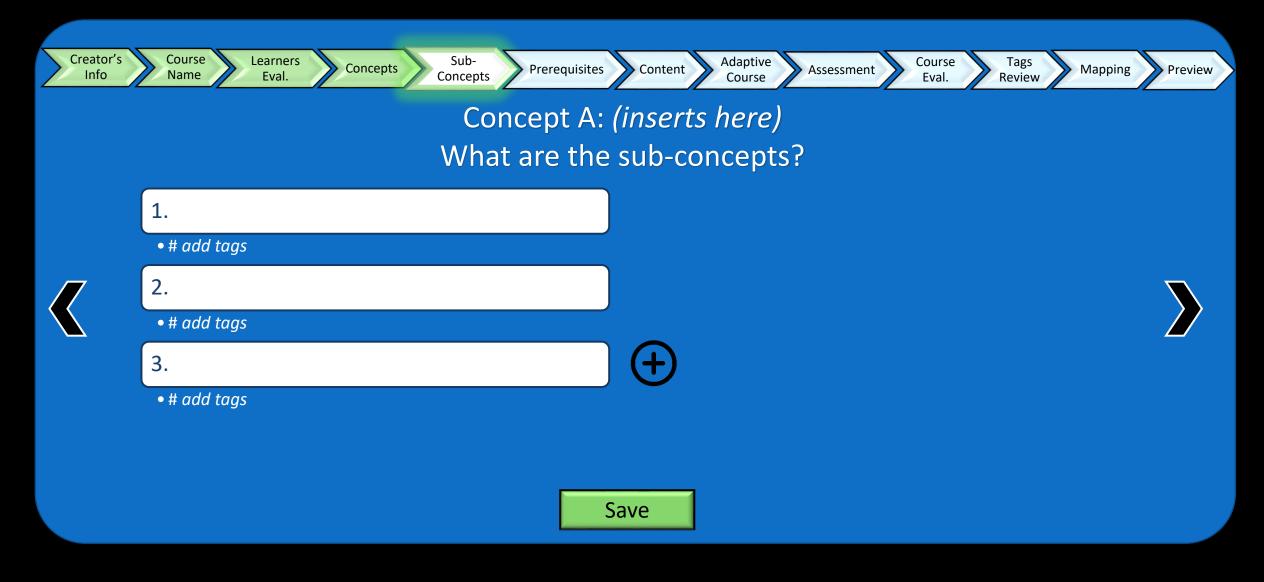








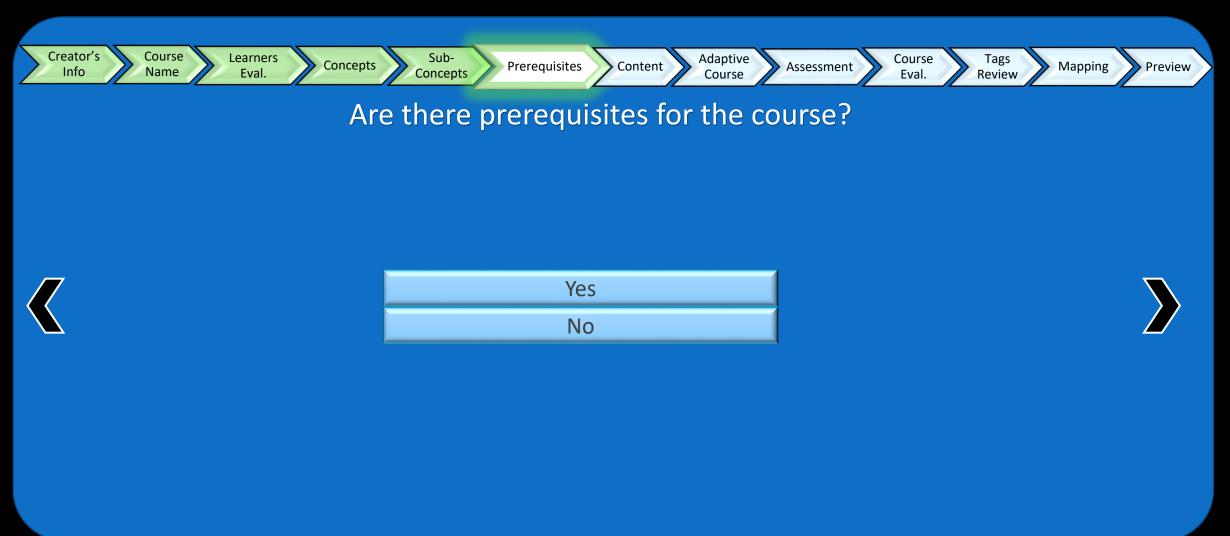










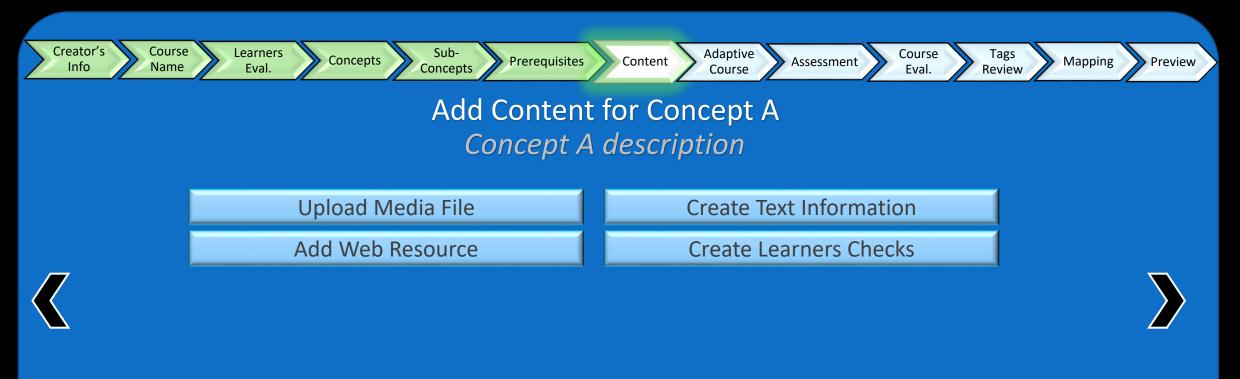








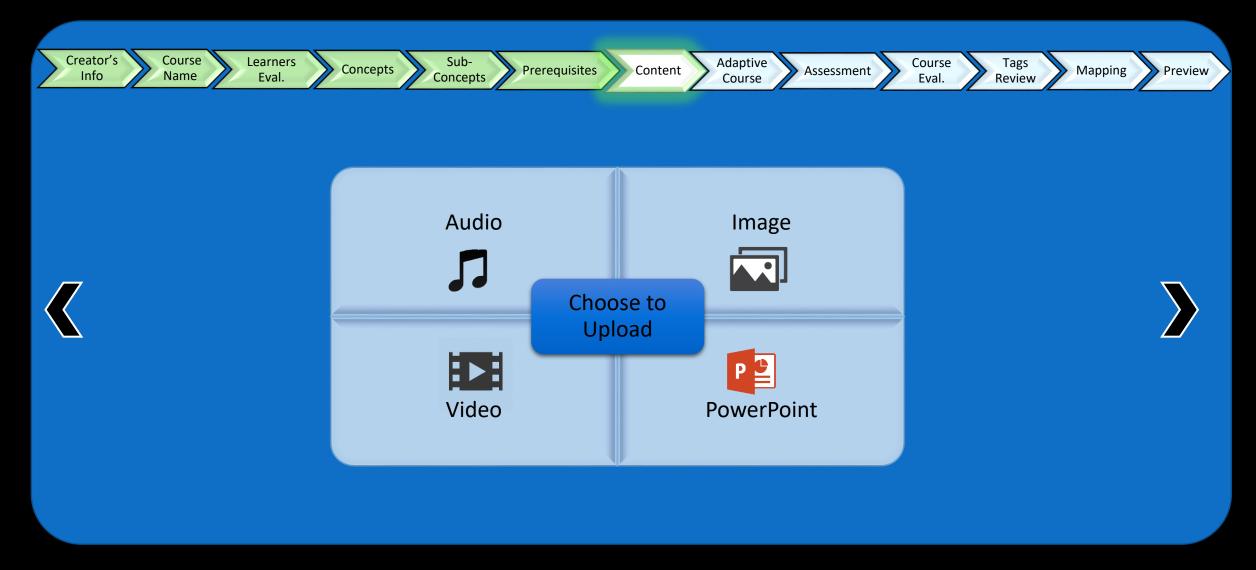








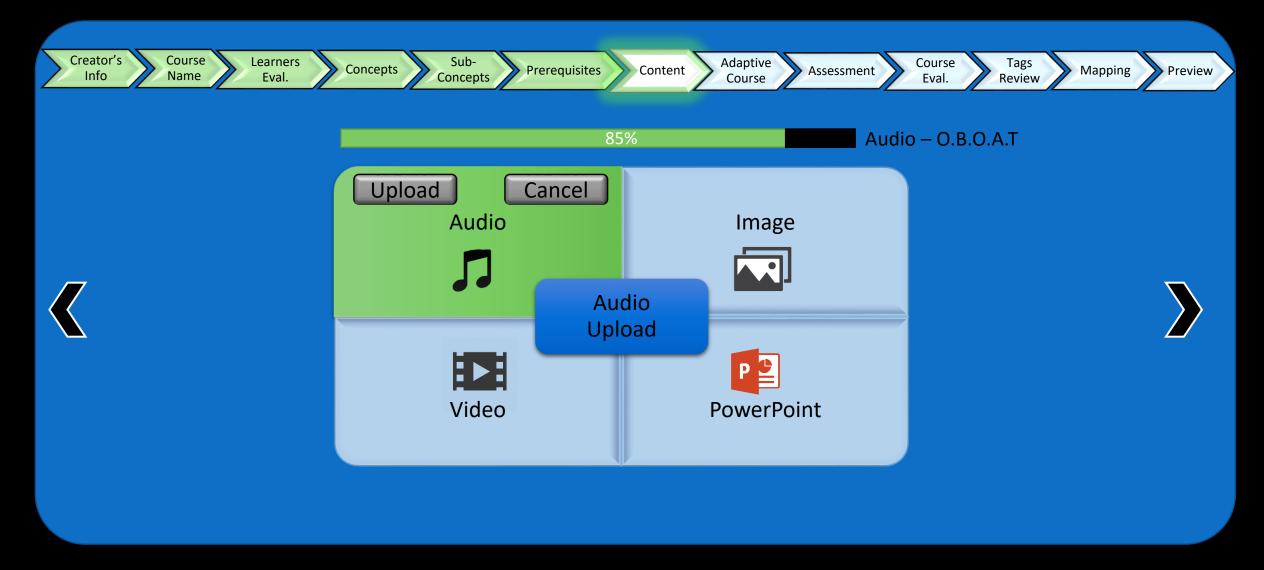








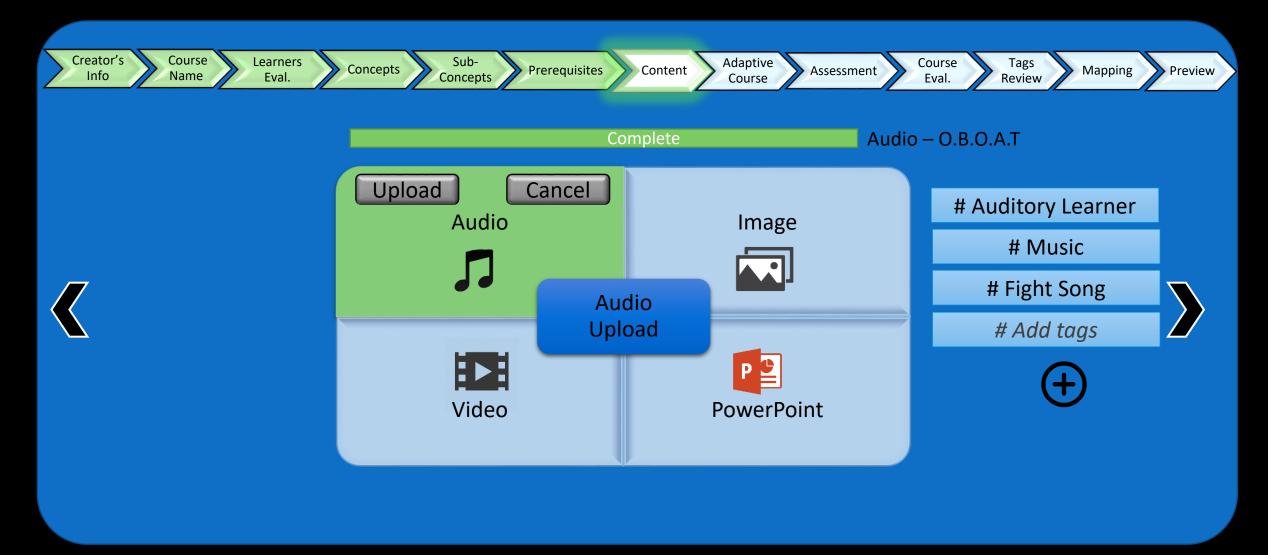








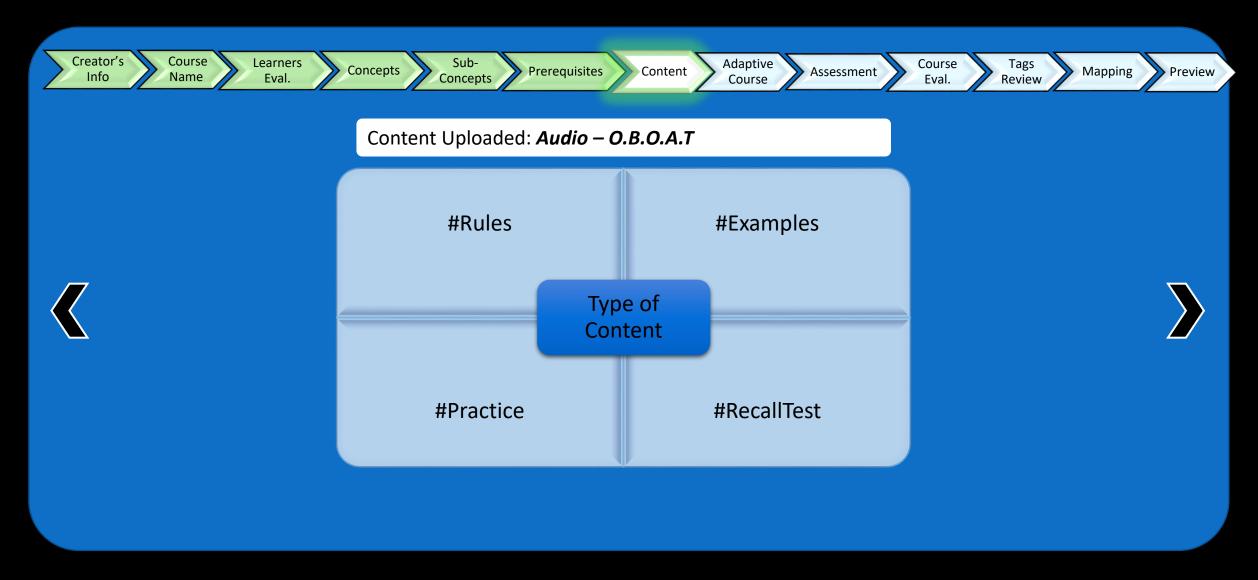










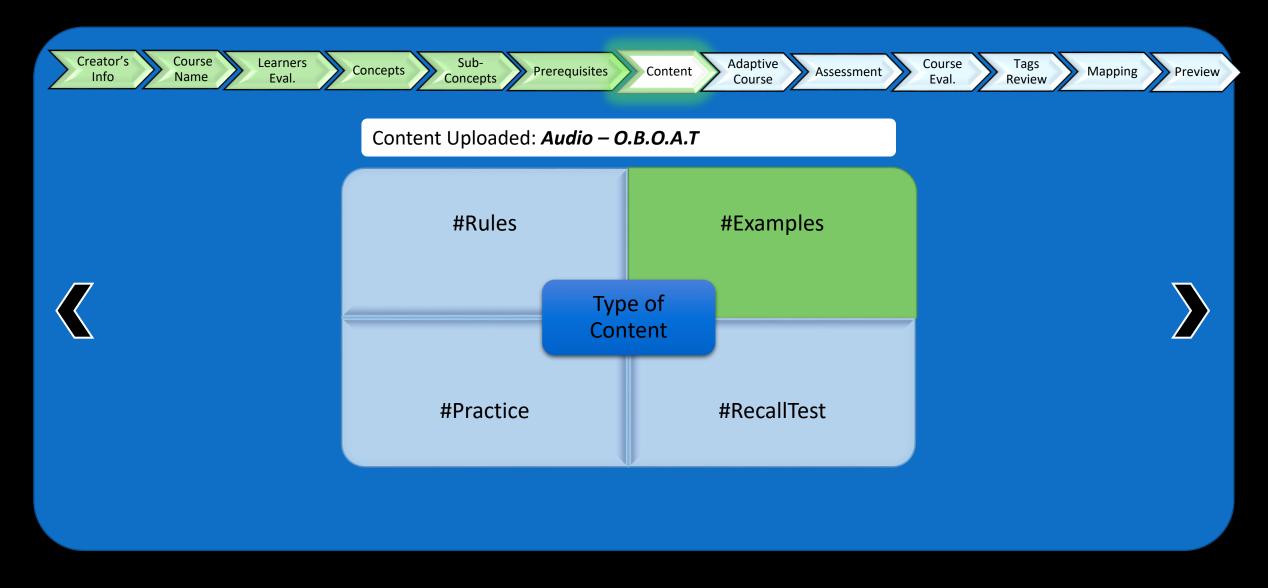








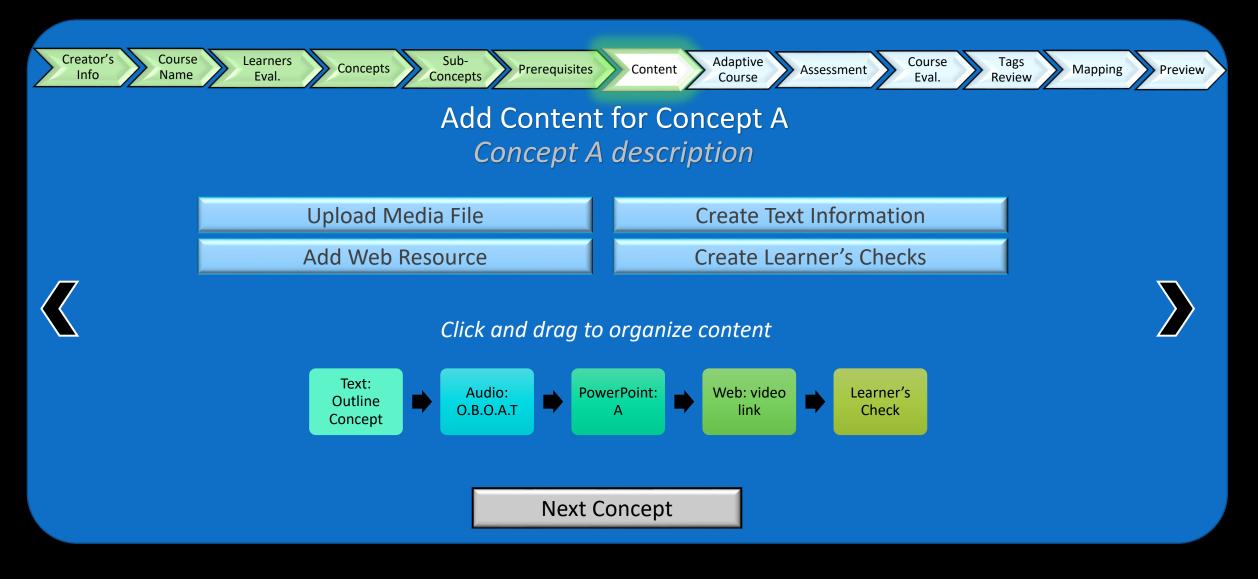










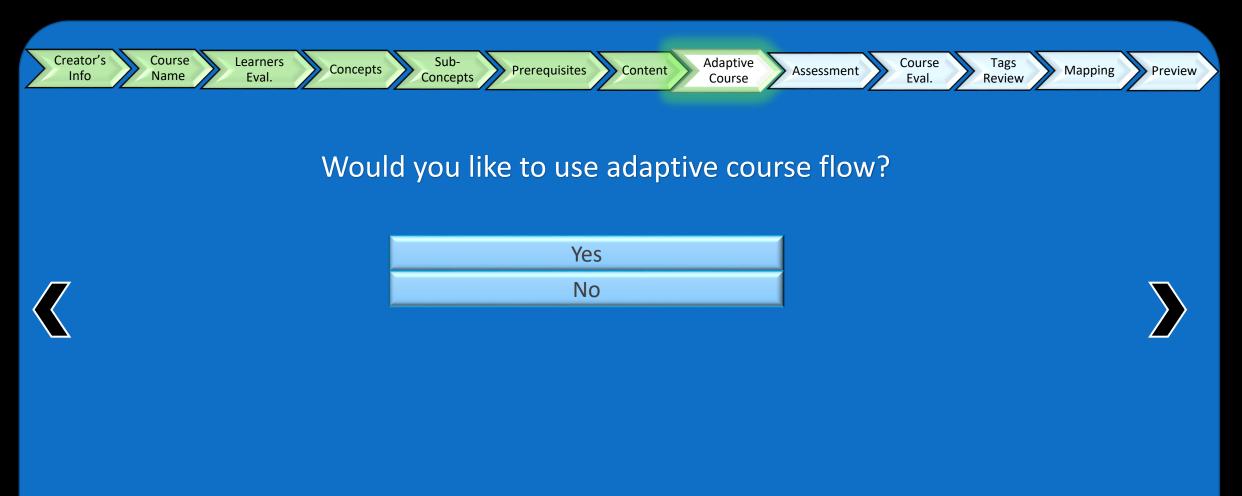










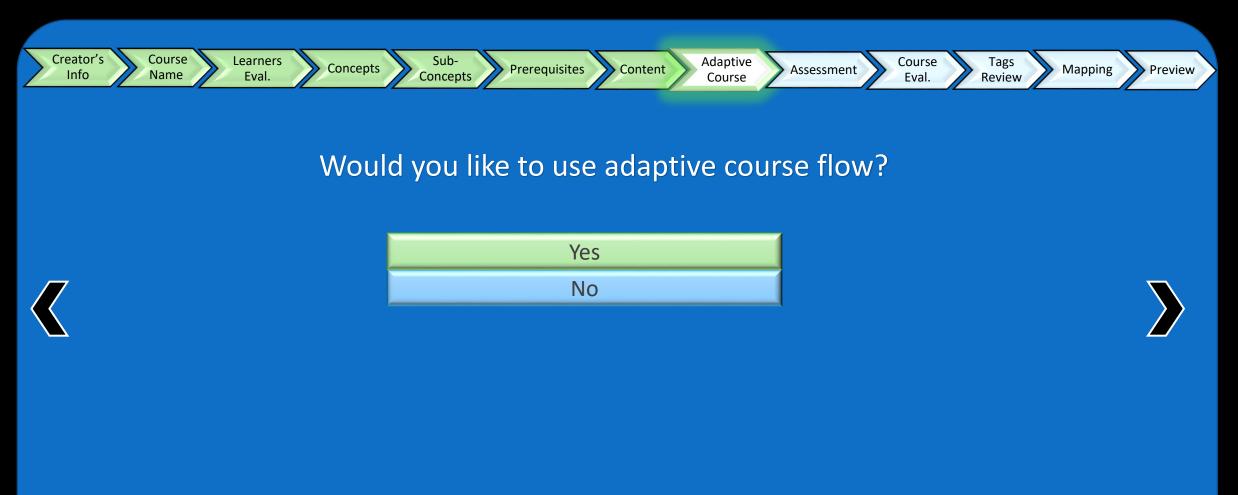










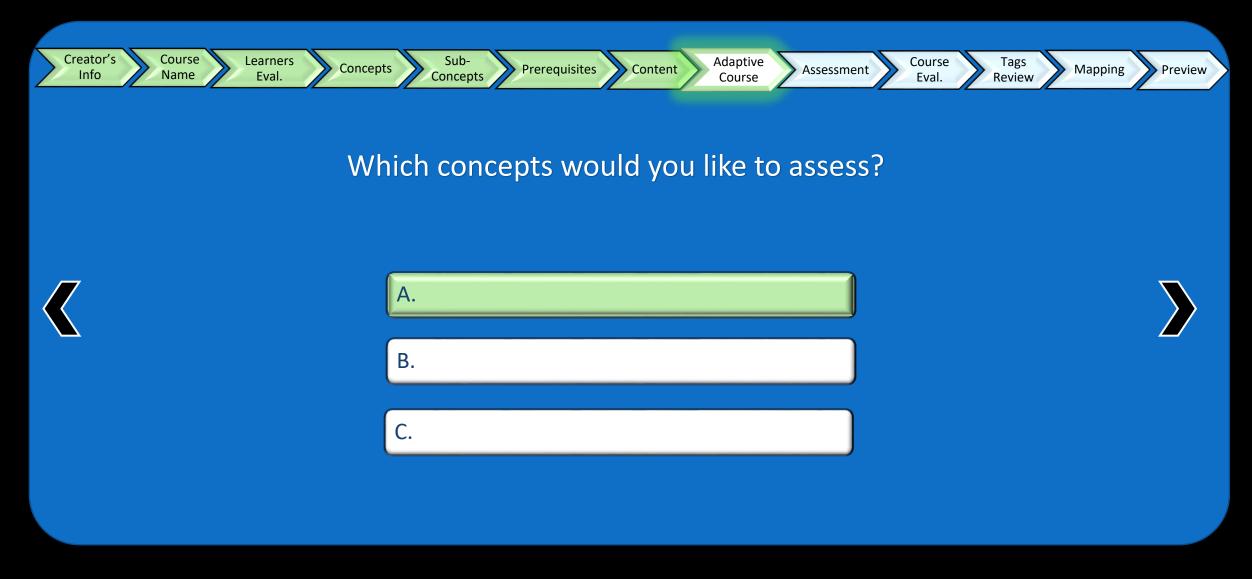










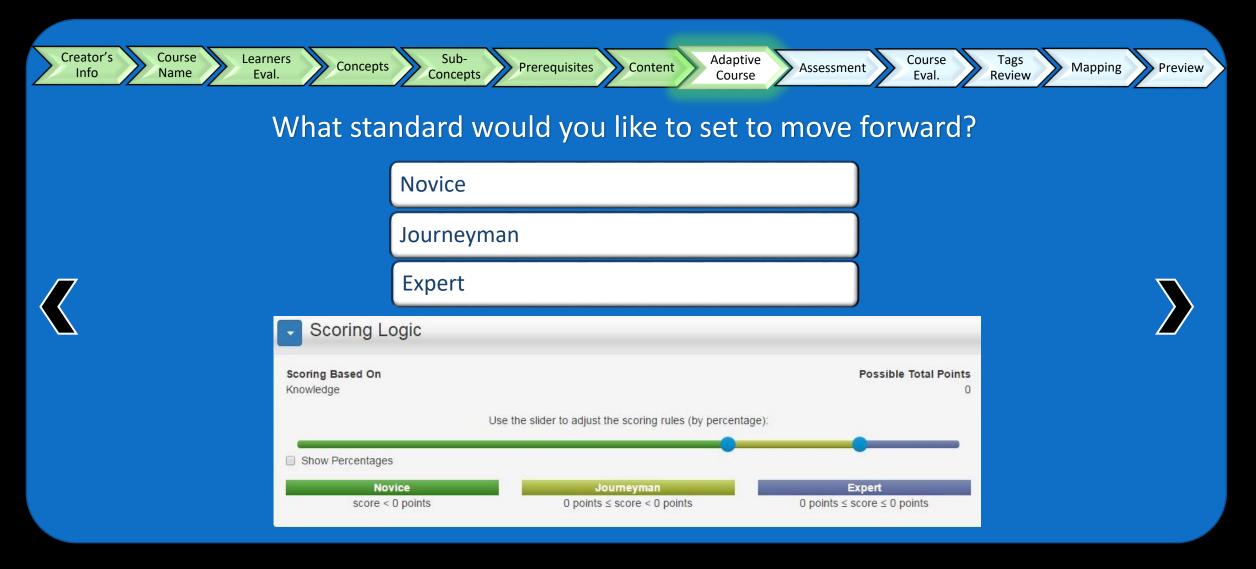










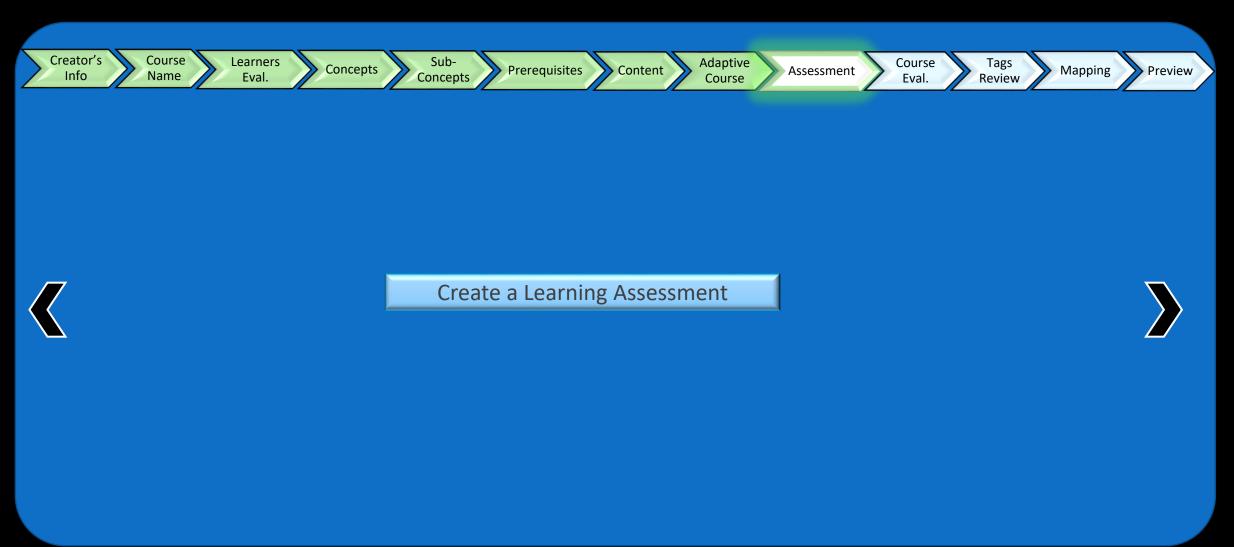










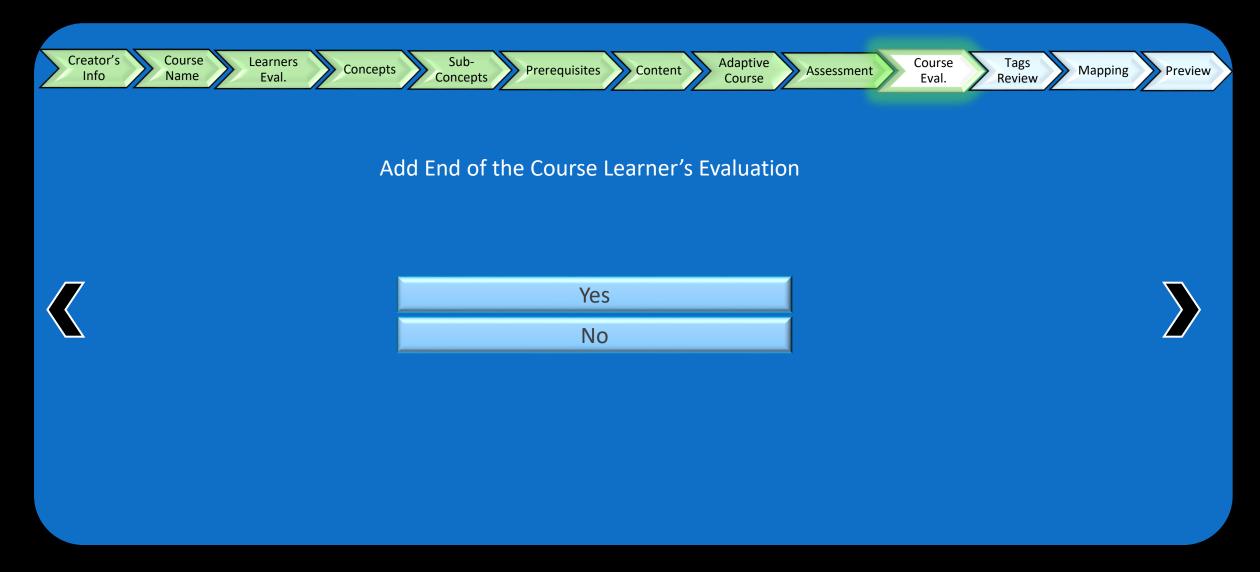










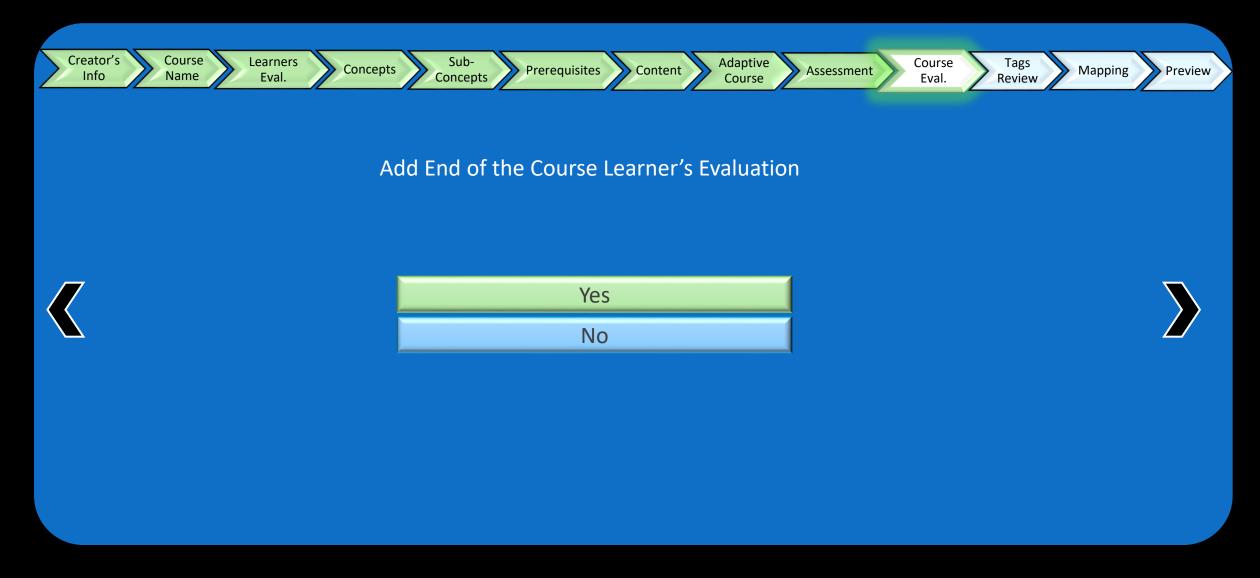




















Creator's Info	Course Name	Learners Eval.	Concepts	Sub- Concepts	Prerequisites	Content	Adaptive Asse	course Eval.	Tags Review	Mapping	Preview

Questions	Score (Low 1-10)
1. How satisfied are you with the teaching program?	OOOOOOOOOOO
2. How confident are you in the material of Concept X? (repeat for all concepts)	O O O O O O O O O O O O O O O O O O O
3. How satisfied are you that the course is meeting the expectation?	O O O O O O O O O O O O O O O O O O O
4. How easy was learning the material?	ÖÖÖÖÖÖÖÖÖÖ
5. How motivated were you to learn the material?	O O O O O O O O O O O O O O O O O O O
6. Overall how satisfied are you with this GIFT course?	O O O O O O O O O O O O O O O O O O O



Add Question 🕂



Save







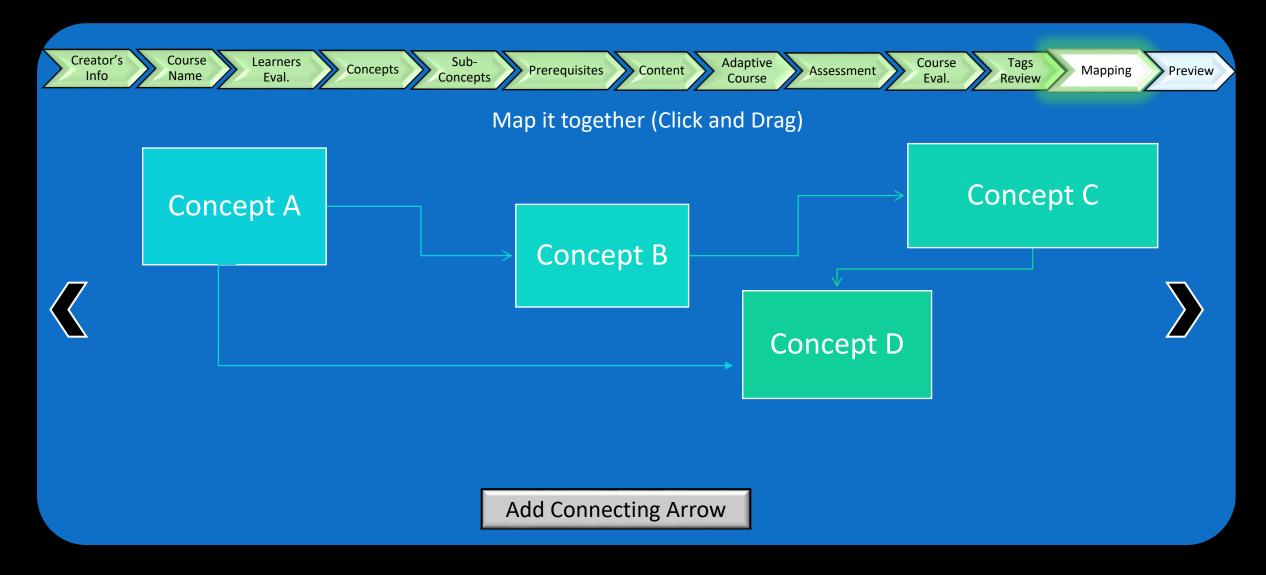










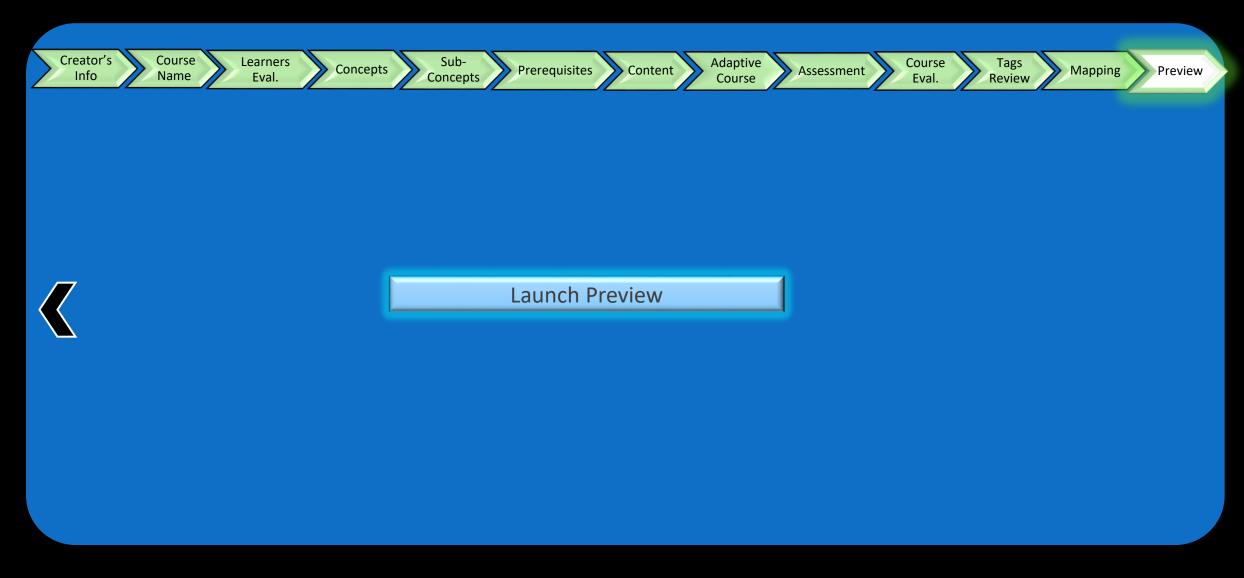














#### Discussion

- Current system:
  - learning curve
  - Unstructured order for users
- Wizard:
  - Minimizes time learning system
  - Walks users through creation
  - Aims to raise user confidence in system
  - Mapping concepts similar to current
- Bridging gap of mental model and ITS:
  - Rather than give user blank slate, walking them through it "maps" it out for them similarly to how they would expect the course to run



#### Recommendations

- Implementing this system in place of the current authoring system will enhance GIFT
- Future research:
  - Implementing standardized learning-style tests that map course for user
  - Enhance algorithms to automate this process and automate the mapping for given responses
  - Further automation and consistency will enhance learnability and user experience
- Full heuristic-evaluation of the prototype
- Enhance prototype with more technical considerations and means



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