

A Blended Approach to Adaptive Learning

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Present Day Learning



Today's learning landscape hasn't changed in years

- One size fits all
 - Group paced and instructor led "Training-centric"
- Expensive to operate
 - Higher costs associated with full time instructor staff and infrastructure

Future Learning

Requires a Paradigm Shift

Custom-Fitting of Instruction Self-paced and student led "User-centric"

Less expensive to operate

Fewer instructors required, training at point of need, not all training needs to be completed in schoolhouse

Providing:

- Careful Measurement
- Instant Insight
- Direct Correlation of
 - Actions
 - Consequences
 - Performance
 - Competency



ARL/Boeing CRADA

Year 1

- Work to understand the adaptive training capabilities of the Boeing ITS and the GIFT architecture
- Determine an approach to integrate these two adaptive learning capabilities
- Demonstrate the viability of this concept through the development of an integrated adaptive prototype
- Define experimental design for Year 2 effectiveness study

Year 2

- Conduct an effectiveness study to quantify the benefits of the adaptive capability
- Analyze study data

Year 3

Implement suggested architectural changes based on study data

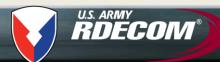












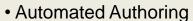
Generalized Intelligent Framework for Tutoring (GIFT)



A free, modular, open-source tutoring architecture to:

- capture best tutoring practices and support rapid authoring, reuse and interoperability of ITSs
- lower costs and entry skills needed to author ITSs
- enhance the adaptiveness of ITSs to support self-regulated learning (SRL)
 - ontology
 - tools
 - methods
 - standards
 - exemplars





- Automated Instruction
- Accurate Learner Modeling
- Accurate Domain Modeling
- Evaluation Tools

Adaptive **Training** Systems







- Flexible
- Collaborative
- Critical Thinkers



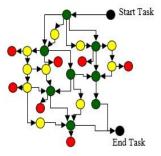
- Affordable
- Effective



An Intelligent Tutoring capability that models the student and expert-level solutions to training exercises in order to provide personalized, task-specific instruction

Expert Model

- Allows system to solve problems
- Approach
 - ✓ Model solution paths
 - Encode rationales for and implications of actions



Student Model

- Estimates student's understanding
- Approach
 - Maintain dynamic profile of proficiency scores against learning objectives

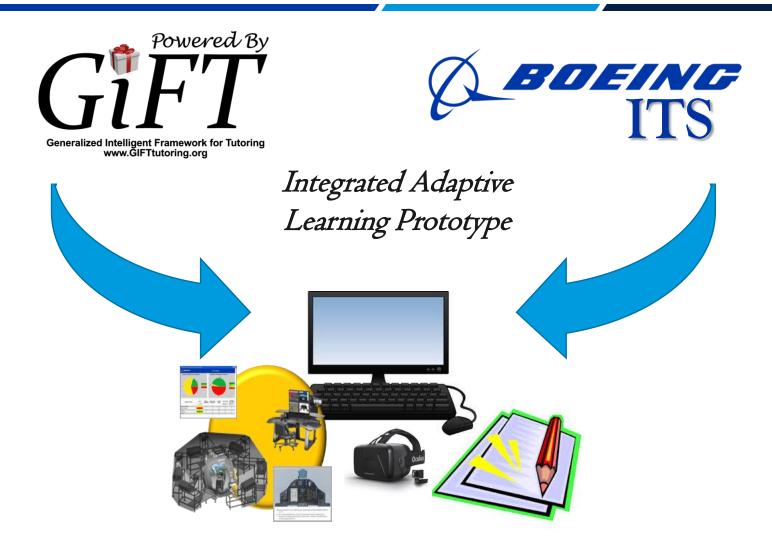
Instructional Model

- · Allows system to implement interventions
- Approach
 - ✓ Manage sequence/selection of training activities
 - ✓ Manage hints and feedback on actions
 - √ Summarize performance

- Real-time student performance tracking on multiple learning objectives
- On-demand lesson help
- Customized feedback
- Within-lesson remediation
- Personalized learning experience







Combines aspects of both adaptive learning approaches into a blended personalized experience

Training Task Environment



GIFT Learning Concepts



Electrical Safety



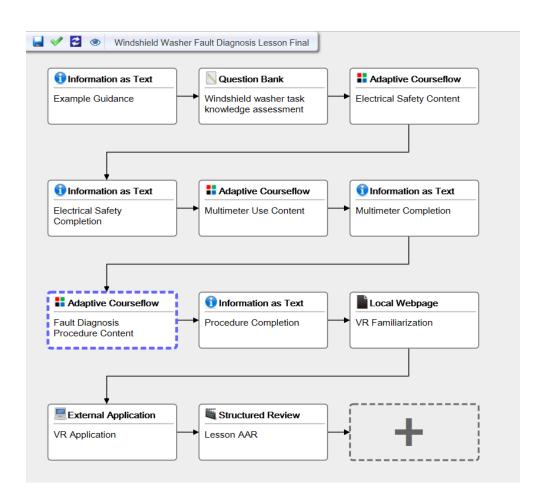
Multimeter Use



Fault Diagnosis and Repair

Fault Diagnosis
Procedures

Integrated Prototype Overview



GIFT Functionality

- Lesson Flow
- Knowledge Assessment
- Adaptive Courseflow Modules
- Underlying EMAP Concept Sequencing (Merrill's Component Display Theory)
 - Rules
 - Examples
 - Recall
 - Practice



- Tailored Practice within each Adaptive Courseflow Module
- Final Practice Module within External Virtual Reality Environment

Scoring and lesson sequencing flowed seamlessly between the two environments

Integrated Prototype Overview

Immersive VR Environment for final task performance

- Automatically launched by GIFT
- Students provided with tutorial on interaction within VR
- Performance within VR practice environment is scored and student receives pass/fail grade
- Grades and completion sent back to GIFT



Integrated Prototype Overview

- Plans to evaluate adaptive training approaches are in work
- Evaluation using West Point Cadets
- Differing ITS Methods
 - GIFT alone with EMAP personalization
 - Boeing alone using focused ITS interactions
 - Blended GIFT/Boeing Prototype leveraging both pedagogical methods
- Prior Knowledge
 - High knowledge
 - Low knowledge
- Potential to consider additional personalization methods
 - Motivation
 - Feedback

Notional Experimental Design		Prior-Knowledge	
		High	Low
ITS Methods	GIFT Alone	X	X
	Boeing Alone	X	X
	GIFT/Boeing	X	Х

Conclusions and Lessons Learned

Lessons Learned

- Similarities in approaches to optimization of learning experience by adapting to student strengths/weaknesses
- Differences in how performance assessment was used to adapt lesson
- Able to merge the two approaches into a lesson that was seamless from the student perspective
 - GIFT for initial knowledge assessment and lesson sequencing
 - Boeing ITS for within-module assessments and practice, detailed remediation
 - Interfaced with external Unity-based application

Challenges

- Different approaches to student assessment and adaptivity
- Long-term student record persistence needed in GIFT
- Cannot remediate back to adaptive learning module within a lesson once mastered
- No GIFT standard for external application communication custom gateway creation
- Usability issues: bugs, size limitations, proxy conflicts, authoring documentation
- Technology obsolescence of lesson content

