



SLATE

Centre for the Science  
of Learning & Technology

# When Artificial Intelligence Meets Learning Analytics

Professor Barbara Wasson, Director

NAUS, 15 August 2019



# CENTRE FOR THE SCIENCE OF LEARNING & TECHNOLOGY

SLATE.UIB.NO

@SLATERESEARCH

- ▶ Established in 2016 by the Norwegian Ministry of Education & University of Bergen
- ▶ A national research and competence centre for the learning sciences
- ▶ SLATE carries out research that explores and clarifies concepts such **learning analytics, big and small data in education, adaptive learning, assessment for learning, innovation & creativity**, and **learning & technology**, in all facets of human learning
- ▶ Multidisciplinary → Interdisciplinary
- ▶ Conduct integrated research that will advance the frontiers of the sciences of learning, as well as inform education practice and policy



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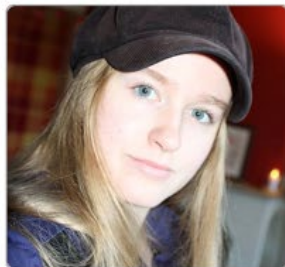
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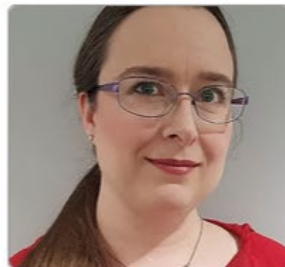
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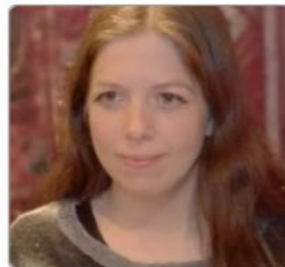
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Professor, Webster University  
Geneva



Jeroen van Merriënburg  
Professor, Maastricht University  
Professor II



Kristin Børte  
Senior Researcher



1 Professor (+1)  
3 Senior Researchers  
1 Postdocs

6 PhD students

6 Masters students

2 Adjuncts (20%)

3 NORCE researchers/data  
scientist

Several affiliated faculty from UiB

Admin leader, ICT project leader,  
Programmer (from Sept)



# RESEARCH PROFILE

**Learning Analytics** – Research that explores the methods for measuring big and small data, analyses, visualisations and their use, and the design of volumetric data architectures optimised to support learning in a variety of learning contexts.

**Creativity, Learning & Technology** – Sociocultural and cognitive underpinnings of creativity, learning and technology and how innovation happens is critical for the advancement of new ideas in both school and business, in order to help business stay competitive and enable learners to cope with an uncertain future (i.e., 21st Century Skills).

**Assessment Innovation & Theoretical Pedagogy** – Research on formative assessment, governance, and policy, including scaffolding student & teacher competency and professional development, with an emphasis on how data-driven technologies can inform their practice.

**Emerging Technologies & DATA** – Research to understand how data is generated, collected, analysed, and interpreted to inform learning and its contexts (e.g., MOOCs, Immersive VR, Videos, Games).

# ARTIFICIAL INTELLIGENCE

Artificial intelligence (AI), the ability of a digital computer or computer-controlled robot to perform tasks commonly associated with intelligent beings.

ENCYCLOPÆDIA BRITANNICA

Artificial intelligence (AI) enables computers and other automated systems to perform tasks that have historically required human cognition and what we typically consider human decision-making abilities.

US National Artificial Intelligence R&D Strategic Plan: 2019 U

LEARNING

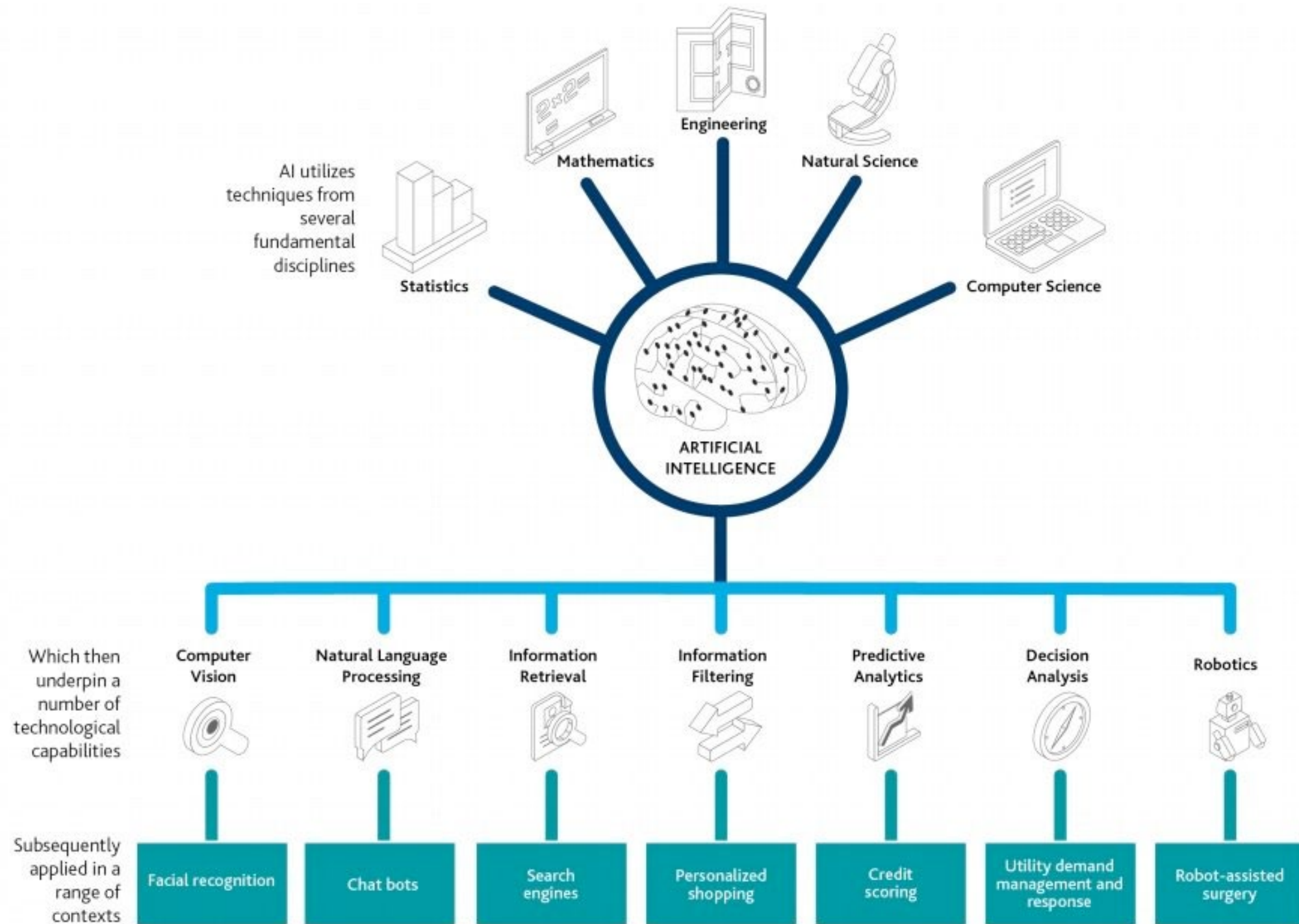
REASONING

PROBLEM-SOLVING

PERCEPTION

LANGUAGE



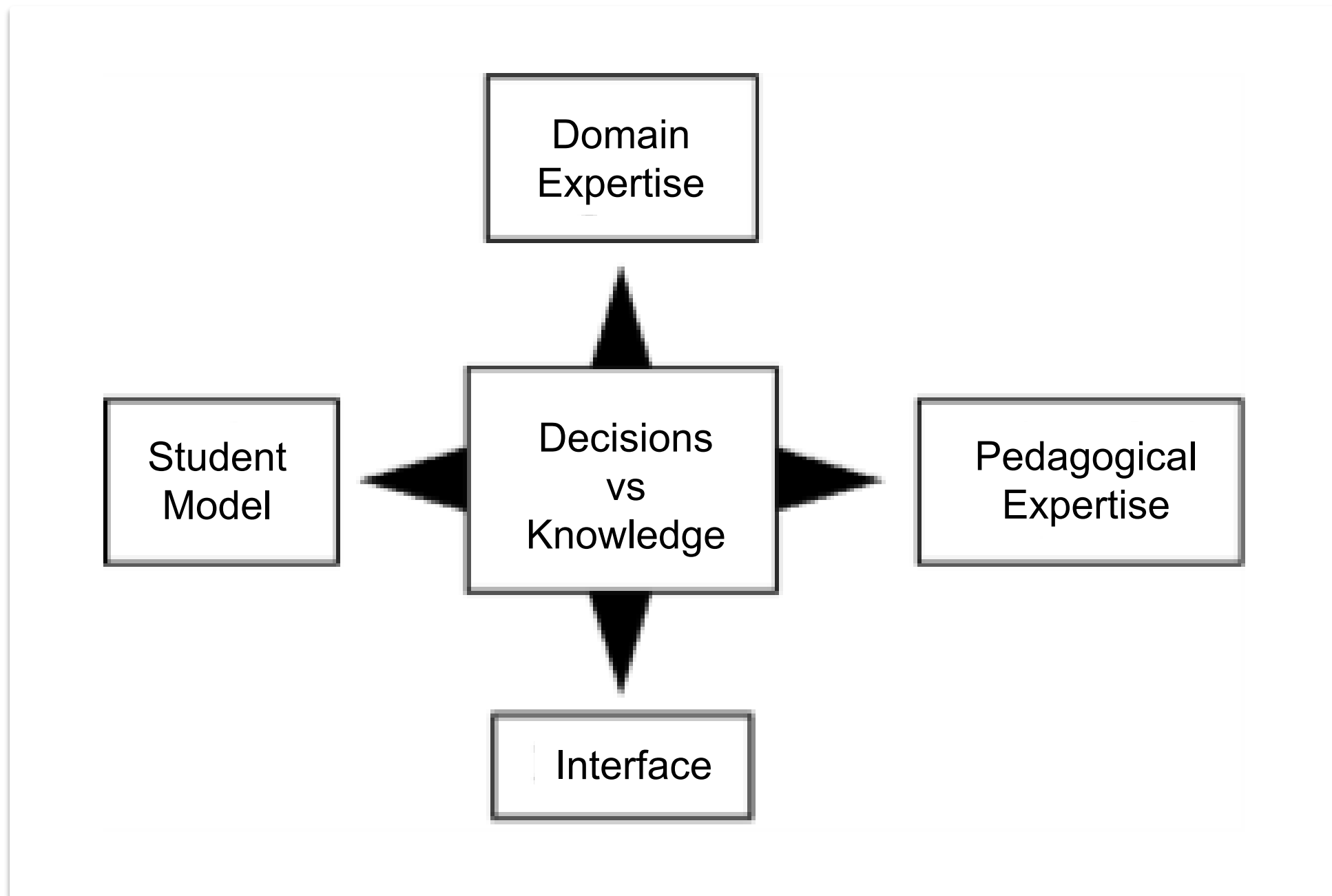


Fred Shir ([meee-services.com](http://meee-services.com))

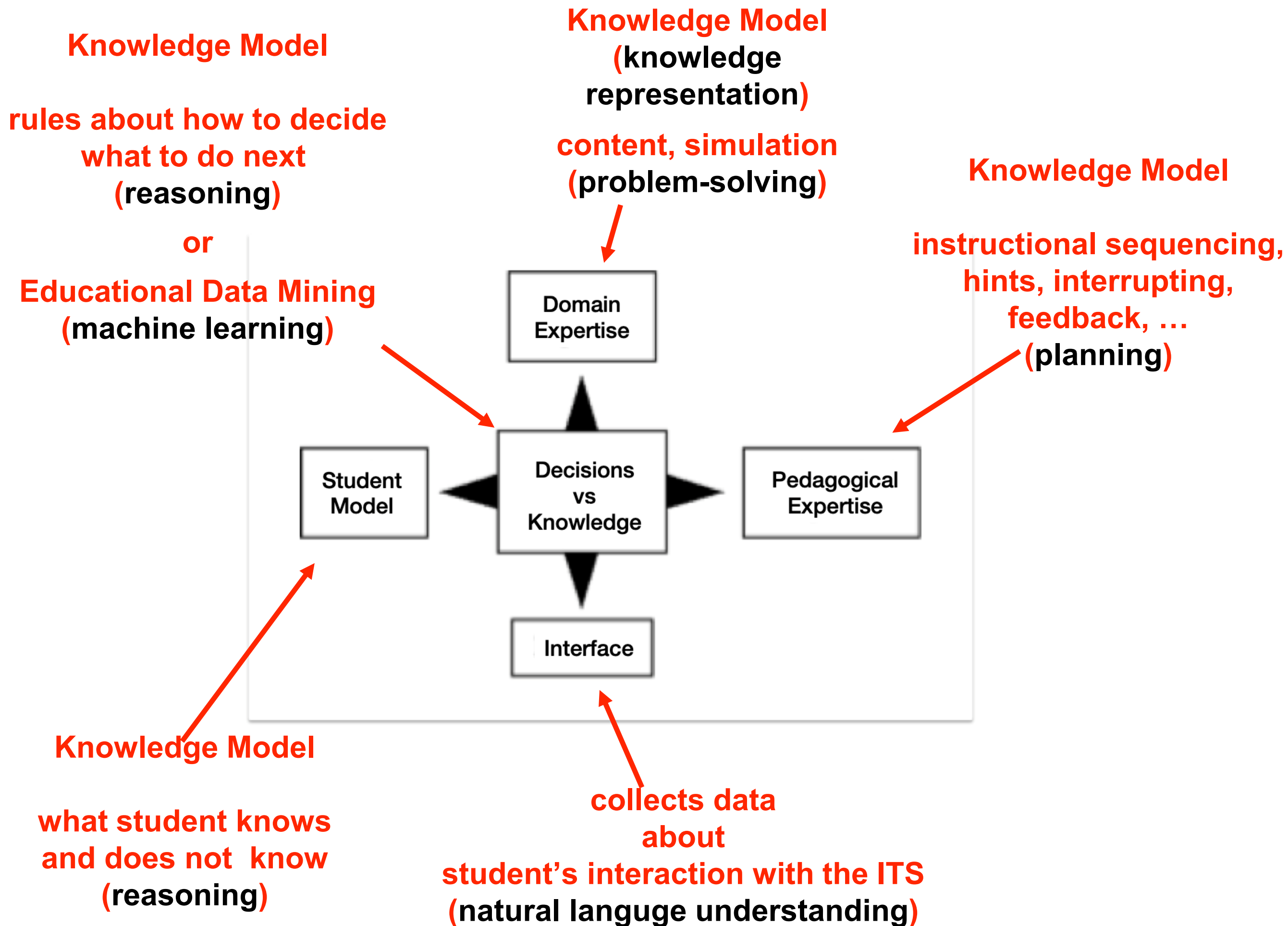


# ARTIFICIAL INTELLIGENCE IN EDUCATION

## INTELLIGENT TUTORING SYSTEMS



*individualise learning &  
interact with the student based on a  
deep understanding of the students behaviour*



*track the “mental steps” of the learner during problem-solving*

*diagnose misconceptions*

*estimate the learner’s understanding of the domain*

*provide timely guidance, feedback, and explanations*

*promote productive learning behaviours  
(self-regulation, self-monitoring, and self-explanation)*

*prescribe learning activities at the level of difficulty  
& with the content most appropriate for the learner*



# ITS: COGNITIVE TUTOR

(e.g., Anderson et al, 1985, 1995; Koedinger et al. 1997, 2016; Aleven et al. 2009)

- online computer tutoring, complete with hints, immediate feedback, dynamic scaffolding, and online reports for teachers
- Pane et al. (2014) studied effect in middle (8700 students) and high schools (16 800 students) over 7 states

➔ 8 percentiles increase for high school students in **second year of use**

CARNEGIE  
LEARNING

Hint

Salma is buying balloons for her little brother's birthday party. Each pack of 12 balloons costs \$4.25, and she needs to buy 36 balloons. How much will Salma have to spend on balloons?

	Pack	Scaling Operation	Scaling Factor	Total
Balloons	12	.		36
Cost (\$)	4.25	=		

Salma will have to spend \$  on balloons.

Done

Hint: What number, along with the operation that you chose, will best help you scale the number of balloons in each pack up to the total of 36 balloons that Salma needs to purchase?

[get previous hint](#) [get next hint](#)

# INQ-ITS: PERSONALISED ONLINE LABS

(e.g., Gobert et al, 2013 ...; Dickler, R., Li, H., & Gobert, J. (2019)

The screenshot displays the Inq-ITS online lab interface. At the top, a 'GOAL' section states: 'Determine how the mass of the sled impacts the force of the sled on the spring.' Below this, a 'MY HYPOTHESIS' section contains the text: 'If I increase the gravity of the planetary body, then the gravity of the planetary body will decrease.' The main simulation area features a control panel on the left with five adjustable parameters: 'height of the tower' (2m, 2.5m, 3m, 3.5m), 'mass of the sled' (1kg, 5kg, 10kg, 20kg), 'roughness of the ramp' (0, .15, .2, .25), 'gravity of the planetary body' (Moon, Mars, Earth, Venus), and a 'Run Trial' button at the bottom. The simulation itself shows a green sled at the top of a ramp on a planetary surface, with a digital display showing '0.00'.

[inqits.com](https://inqits.com)

**Inq-ITS' assessment algorithms have been validated with thousands of students and match human scoring with approximately 95 percent accuracy**

# LEARNING ANALYTICS

“**LEARNING ANALYTICS** is the measurement, collection, analysis and reporting of data about **learners** and their **contexts**, for purposes of understanding and optimizing **learning** and the environments in which it occurs”

1st International Conference on Learning Analytics & Knowledge, 2011





# LA AS A RESEARCH FIELD

Draws on several research fields:

- ▶ Technology Enhanced Learning
  - ▶ CSCL, Mobile learning, Online Learning ...
  - ▶ AI in Education
    - ▶ Intelligent Tutoring Systems
    - ▶ Educational data mining (EDM)
- ▶ Learning Sciences
  - ▶ Psychology, Education, Computer Science, Neuroscience, ...
- ▶ Big Data & Business Analytics

## Learning Analytics & Knowledge (LAK)



<https://solaresearch.org/>

**SOLAR**  
SOCIETY for LEARNING  
ANALYTICS RESEARCH

FOUNDATION OF THE SOCIETY FOR LEARNING ANALYTICS RESEARCH

FIRST INTERNATIONAL CONFERENCE ON LEARNING ANALYTICS AND KNOWLEDGE **2011**



FIRST LAK DATASET & CHALLENGE

FIRST LEARNING ANALYTICS SUMMER INSTITUTE **2013**



FIRST ISSUE OF JOURNAL OF LEARNING ANALYTICS

**2014** START OF LEARNING ANALYTICS COMMUNITY EXCHANGE PROJECT

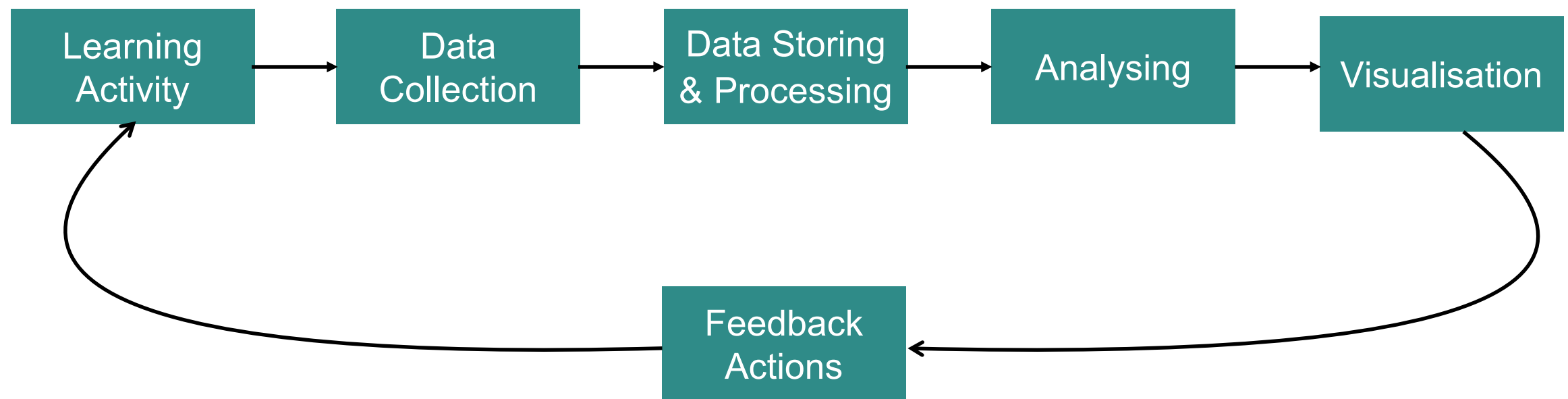


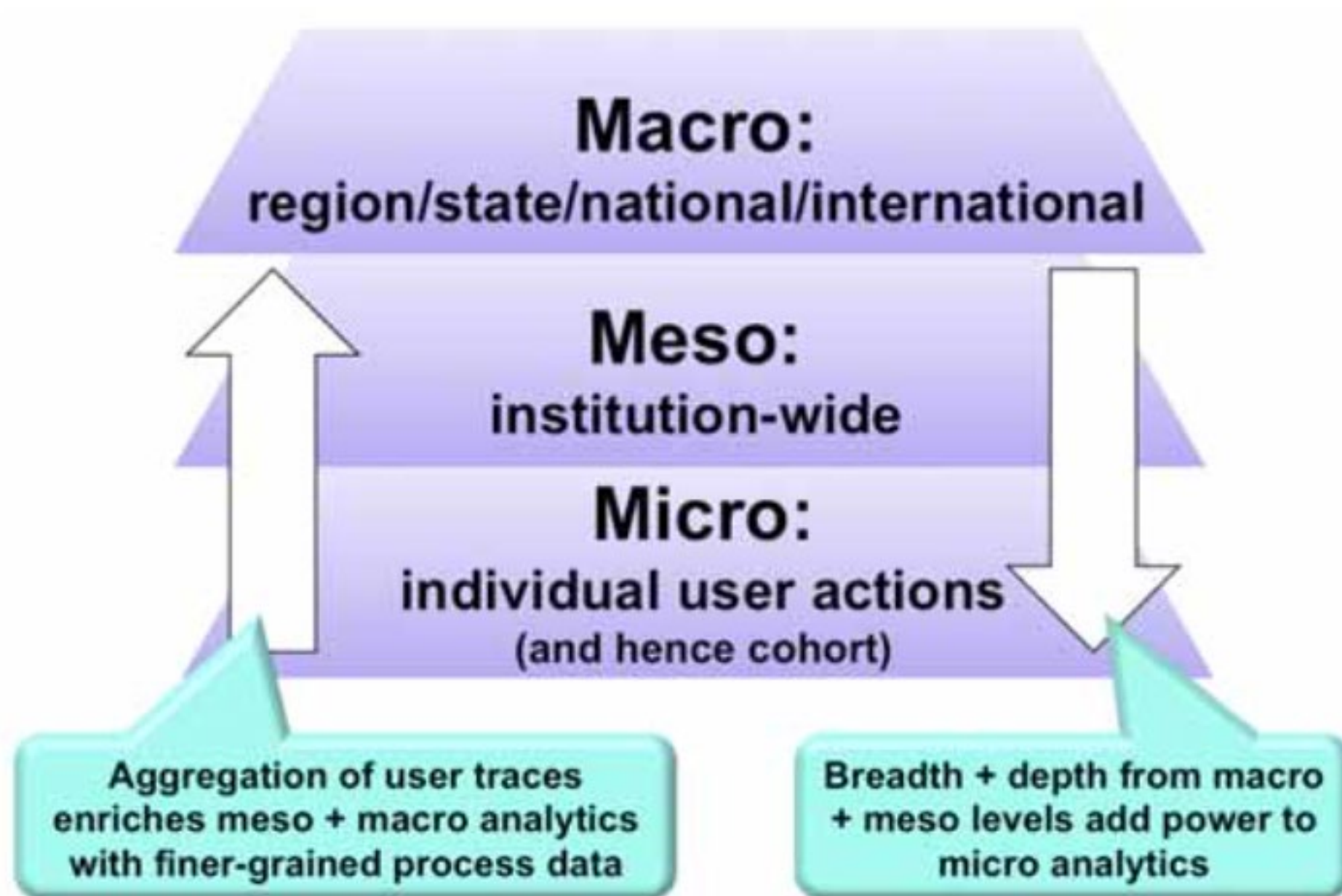
**2017**



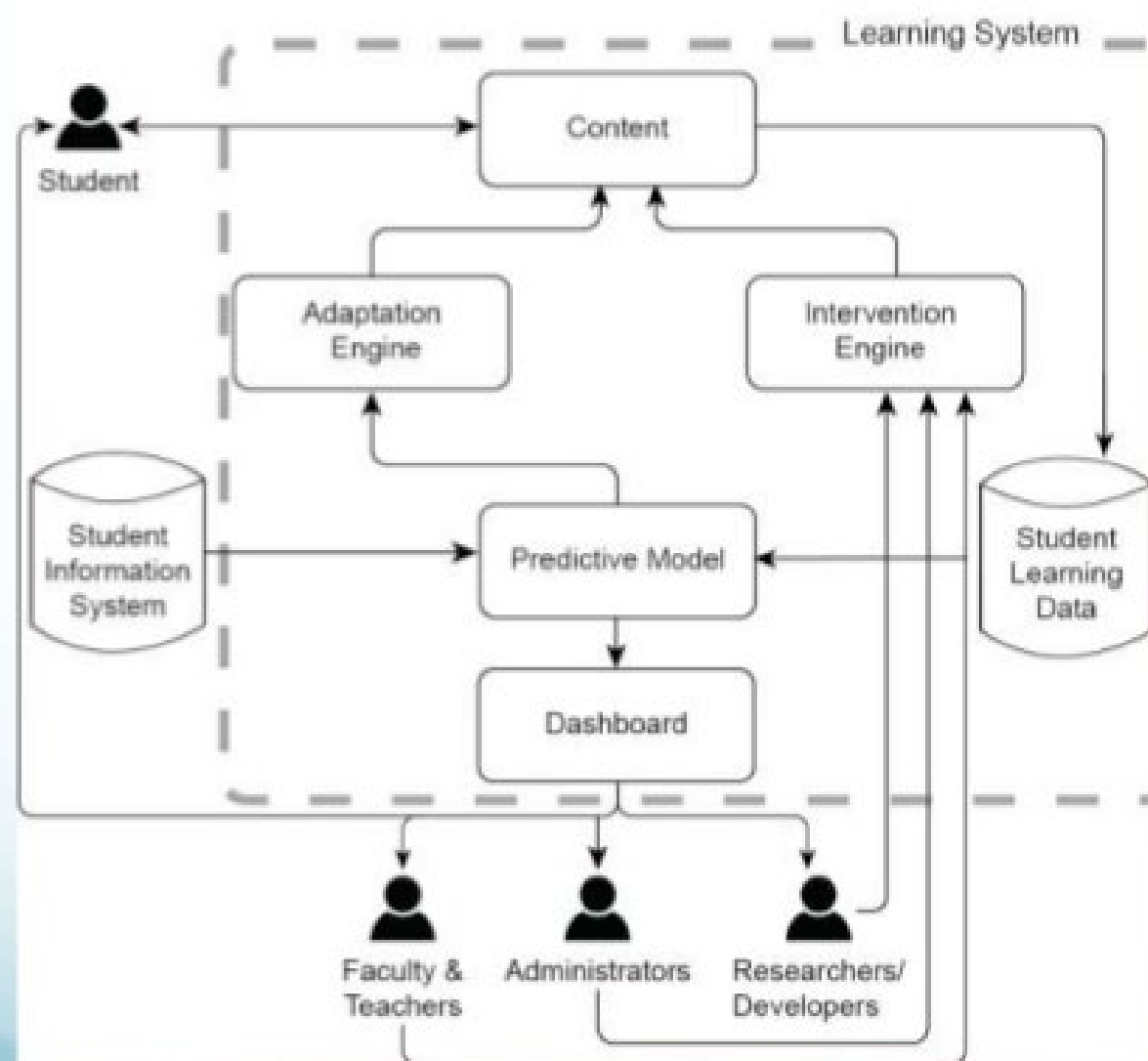
**NORDIC LEARNING ANALYTICS SUMMER INSTITUTE 2019**  
Tallinn, 28-30 August



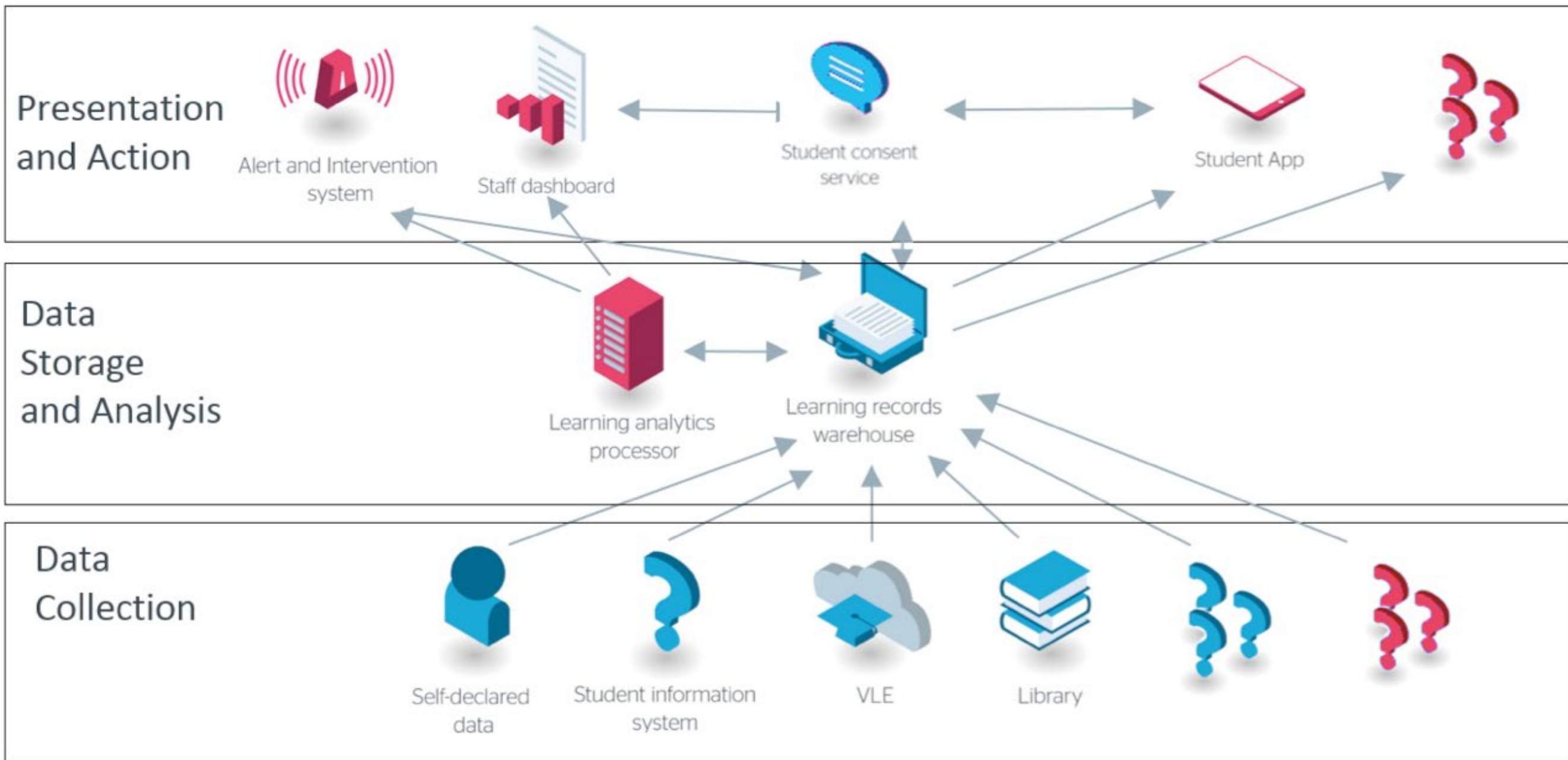




# EDM/LA Enables Adaptive Learning Systems







## Jisc Learning Analytics Architecture

<https://analytics.jiscinvolve.org/wp/2016/06/28/a-technical-look-into-learning-analytics-data-and-visualisations/>

# TRADITIONAL EDUCATION DATA

## Academic Information

Courses  
Grades  
Enrolment  
Graduation  
Completion

## Teacher produced

Observation  
Assignments  
Rubrics  
Assessment

## Student produced

Homework  
Learning work  
output

## Assessment & Testing

Final exams  
Interim  
assessment  
Tests  
Quizzes

## Demographics

Age  
Gender  
Special needs  
Family background

## Behaviour

Attendance  
Prog. participation



# NEW TYPES OF DATA

- ▶ Click stream (activity data)
- ▶ Audio
- ▶ Video
- ▶ Facial expressions
- ▶ Eye tracking
- ▶ Bio Sensors
- ▶ Location
- ▶ Air quality
- ▶ fMRI
- ▶ etc

**Process data**  
**→ to understand learning**

**Multimodal learning analytics**

# EDUCATIONAL DATA

- ▶ **input data** (student characteristics, demographic data, etc)
- ▶ **process data** (generated during teaching, learning & assessment such as click data streams, sensor, eye tracking, etc)
- ▶ **content data** (curriculum, learning outcomes, resources, etc)
- ▶ **outcome data** (achievement data from tests, assessments, etc)

# ROLE OF LA

## Stakeholders

- Students & Teachers / Instructors
- Institutions / Leadership
- Policy Makers
- Researchers

## Actions

- Reflective
- Adaptive
- Predictive

# ROLE OF LA

## Patterns

- Insight into trends
- Informed Feedback
- Learning learning & Learning trajectories

## Predictions

- Trends (dropouts, success ...)
- Actions (early intervention)

## Recommendations

- Learning and teaching actions
- Pedagogical resources and activities

# LEARNER- CENTRIC VS LEARNING- CENTRIC ANALYTICS

Zach Stein, Harvard

# STATE OF THE FIELD REVIEW OF LEARNING ANALYTICS

Misiejuk & Wasson (2017)

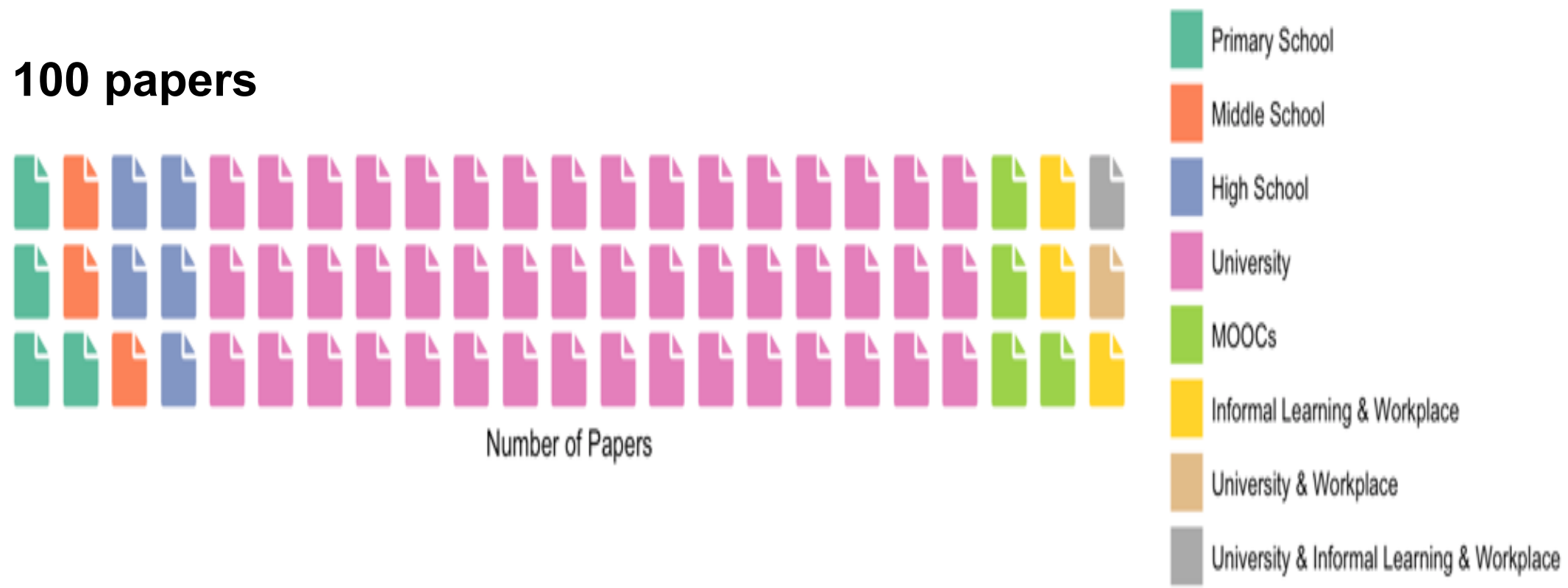


SLATE

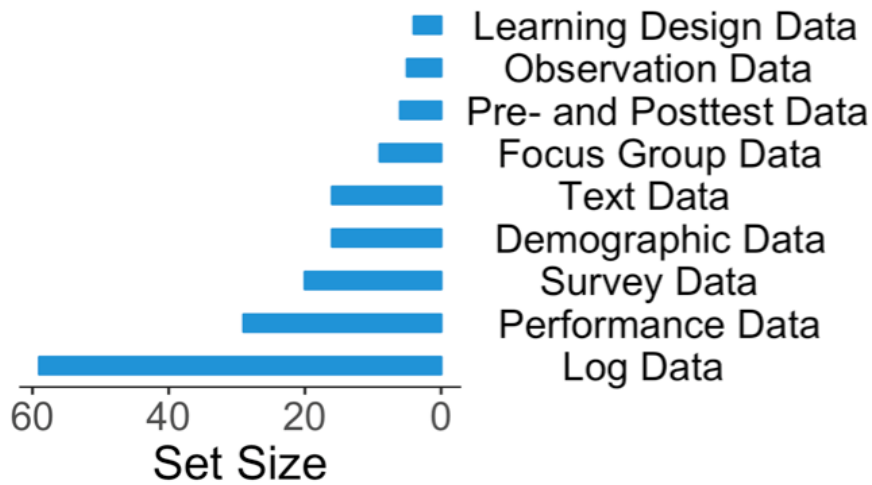


# STATE OF THE FIELD REPORT ON LA

100 papers



# ON LA



### Figure 10 Sets and intersections of the data types

# STATE OF THE FIELD REPORT ON LA

Study Participants	Freq	%	Size	Freq	%
Learners	56	84%	50 <	9	16%
			50 – 100	9	16%
			100 – 500	18	32%
			500 – 1,000	6	11%
			1,000 – 10,000	5	9%
			10,000 – 50,000	2	4%
			> 50,000	7	12%
Educators	4	6%			
Learners + Educators	7	10%			
Total	67				

# STATE OF THE FIELD REPORT

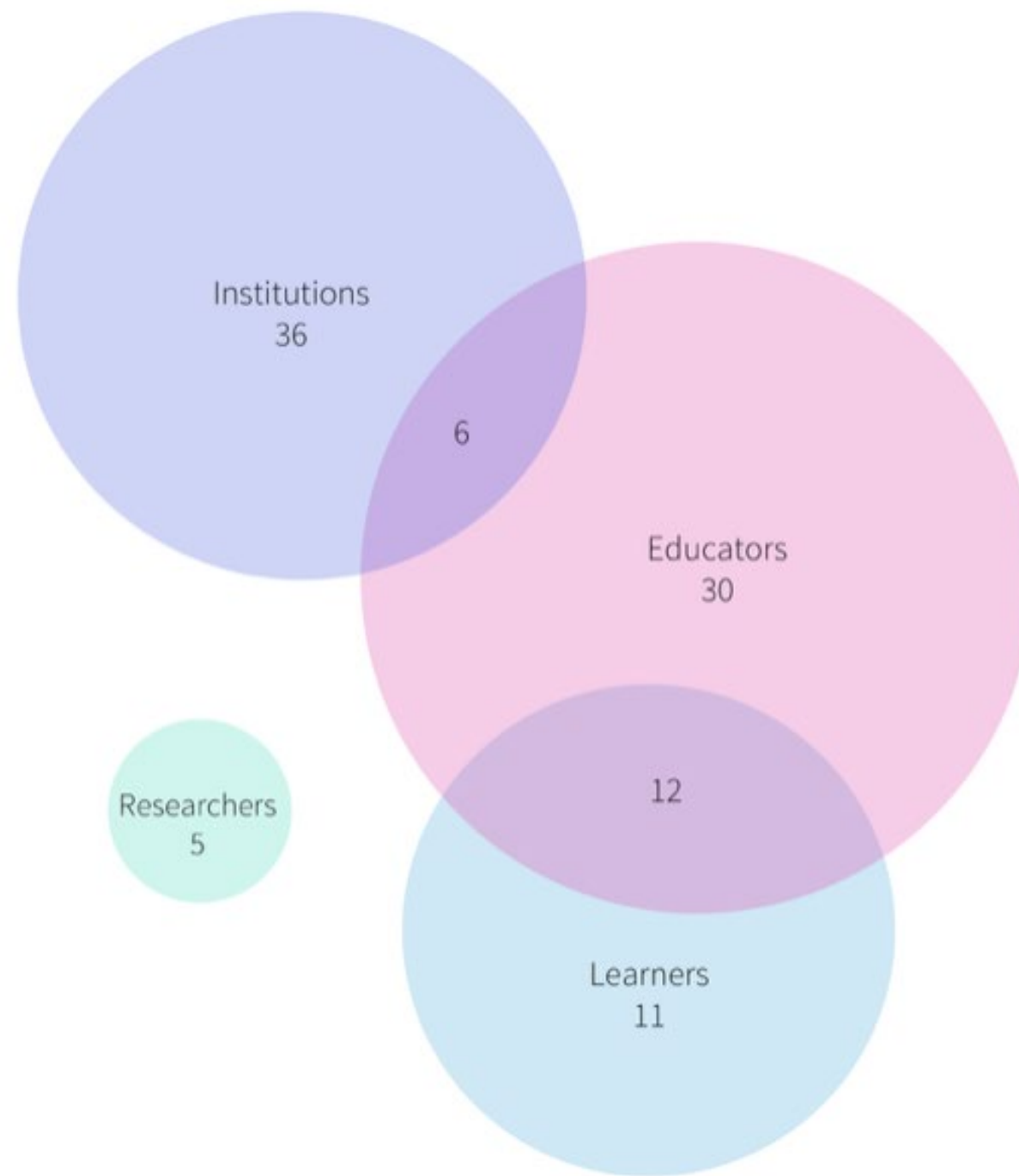


Figure 15 Venn diagram of the data clients

# STATE OF THE FIELD REPORT ON LA

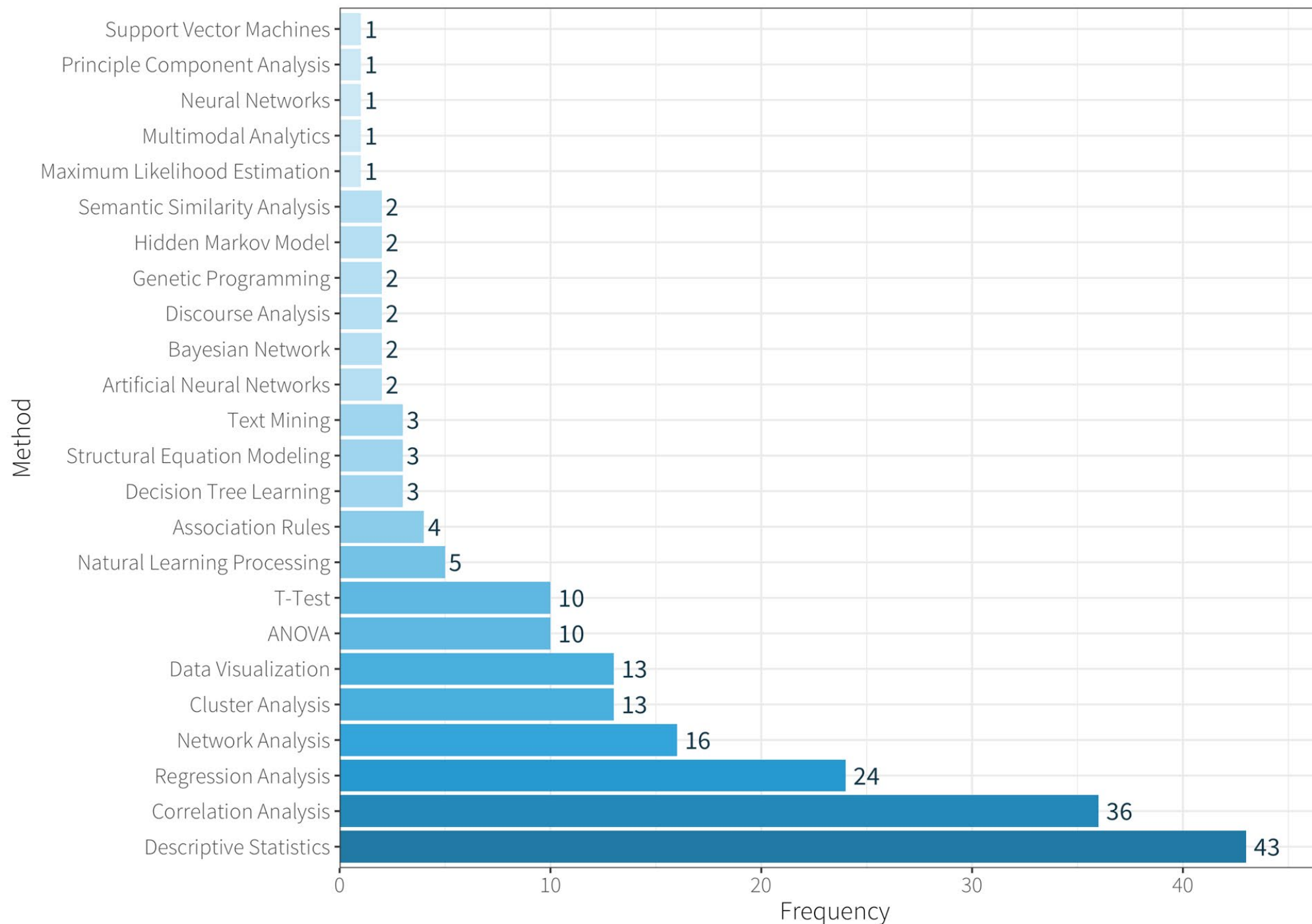


Figure 12 Method frequency

# STATE OF THE FIELD REPORT ON LA

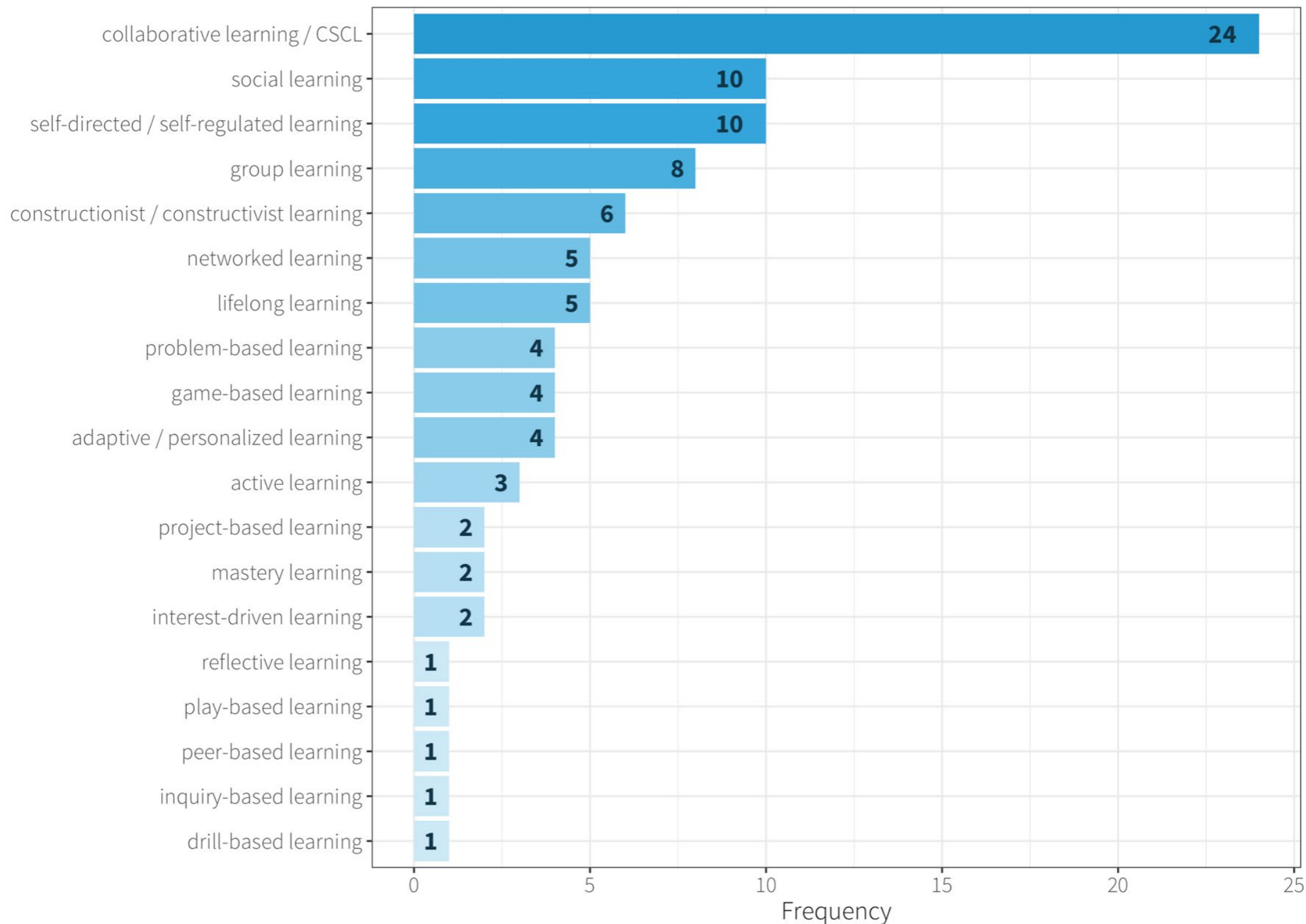
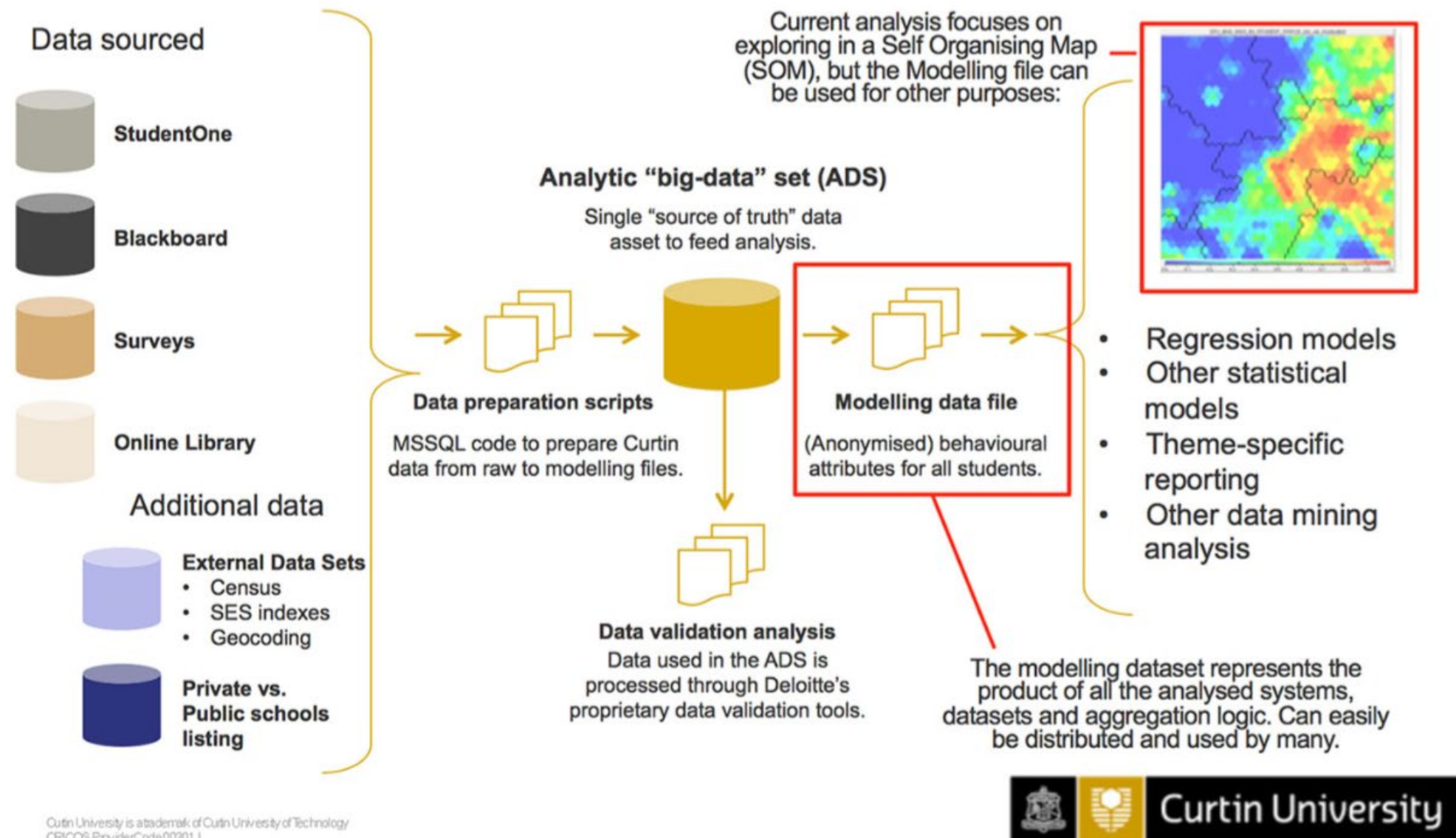


Figure 17 Pedagogical approach by frequency

# EXAMPLE: CORRELATION BETWEEN USER ACTIONS & FINAL GRADE

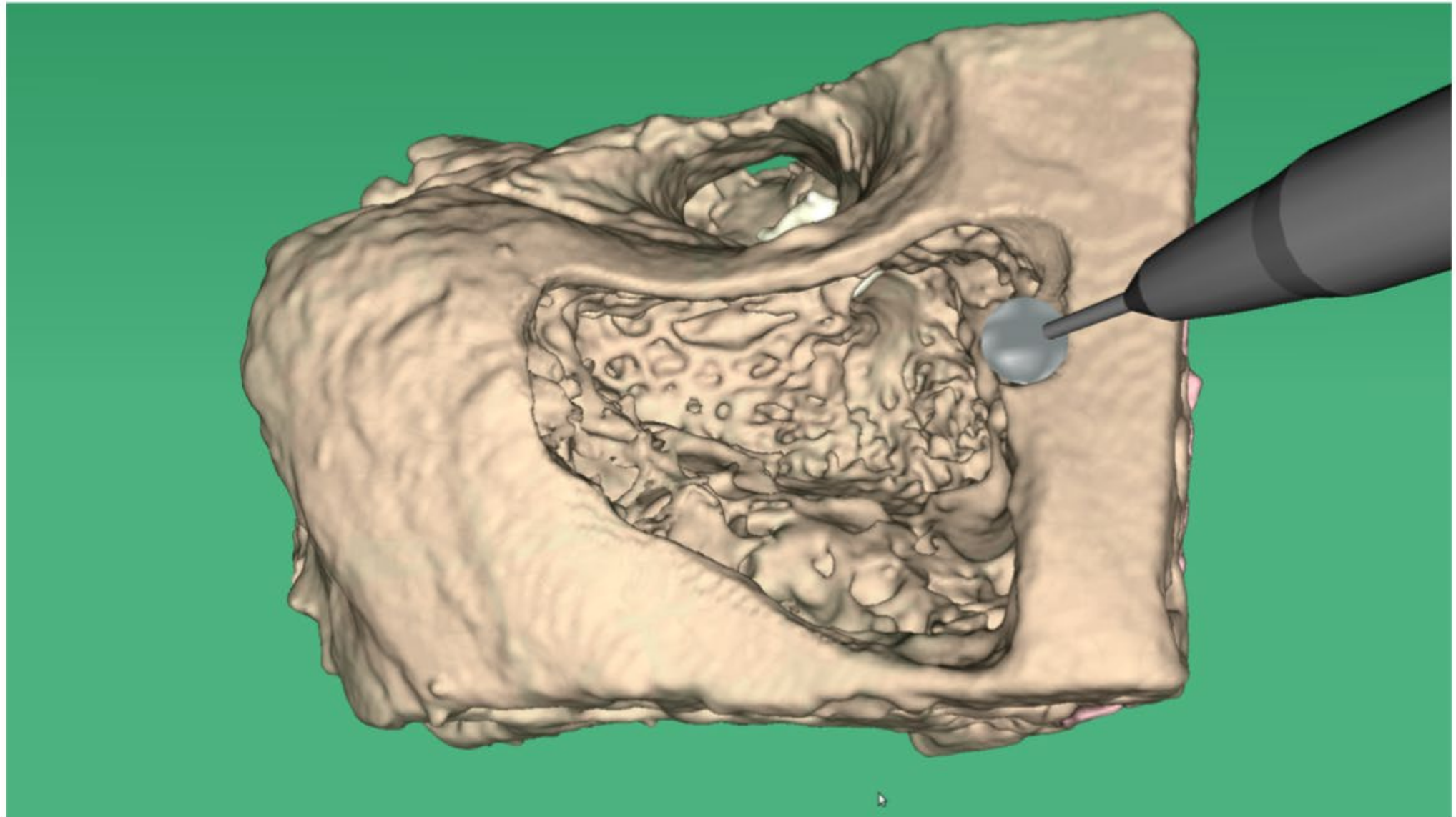
## Construction of the Analytic Data Set (ADS)



**Fig. 4** Data sources, analytic data set (ADS) and self-organizing map



# EXAMPLE: MEASURING STUDENT PERFORMANCE



*Figure 2: The simulation environment showing the drill and a partially dissected temporal bone*

# EXAMPLE: DROPOUT PREDICTOR, INTERVENTION

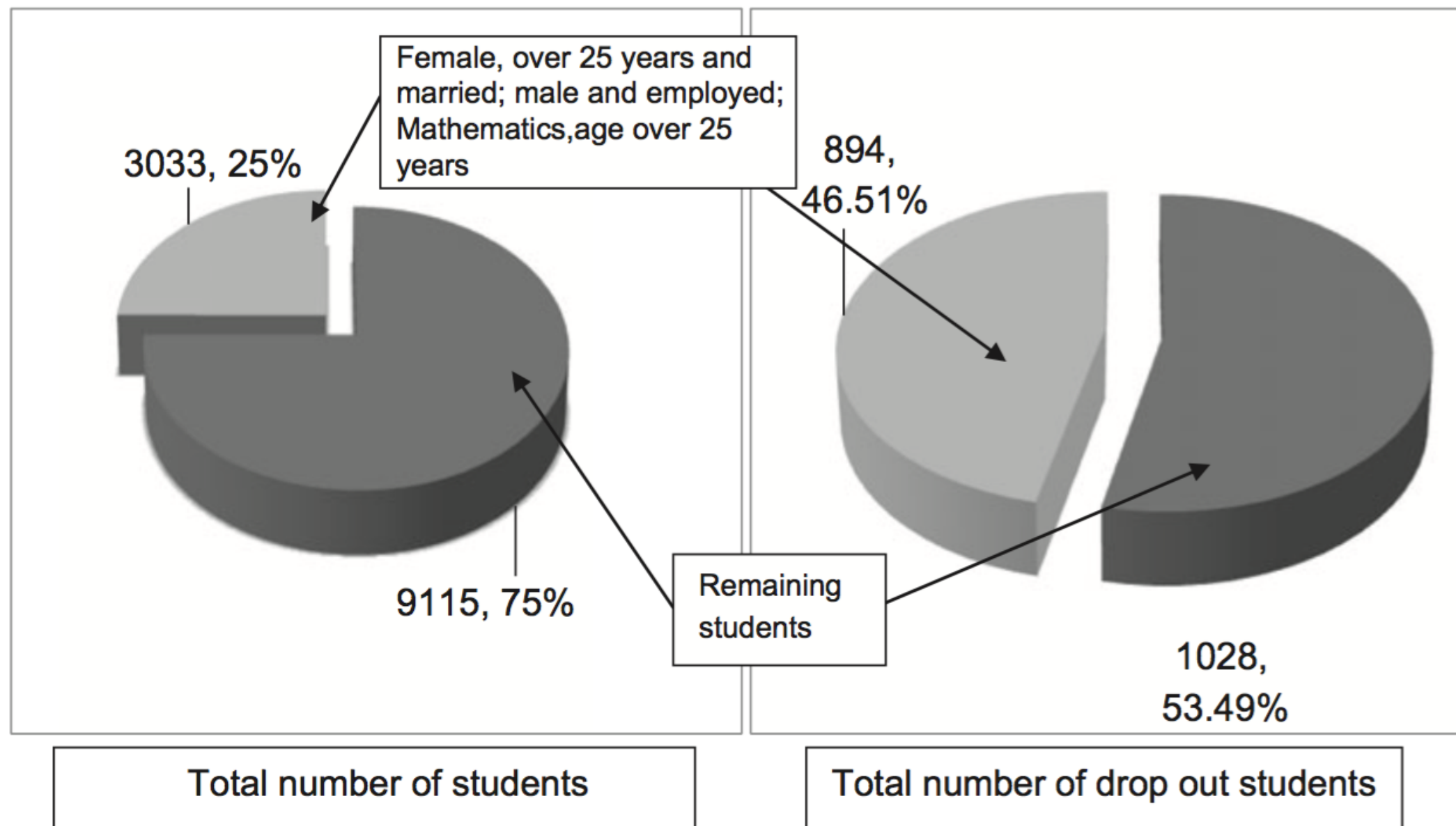
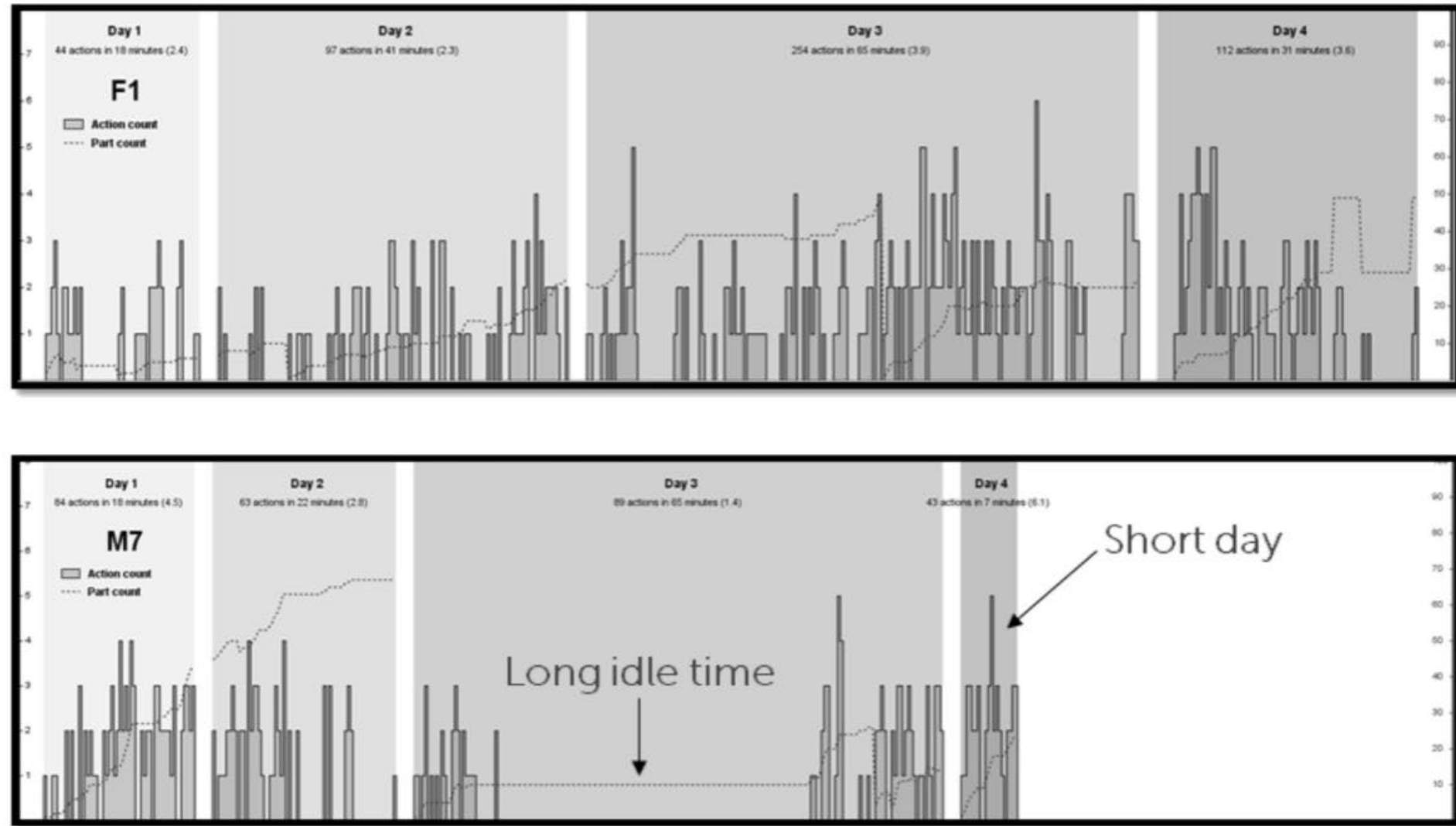


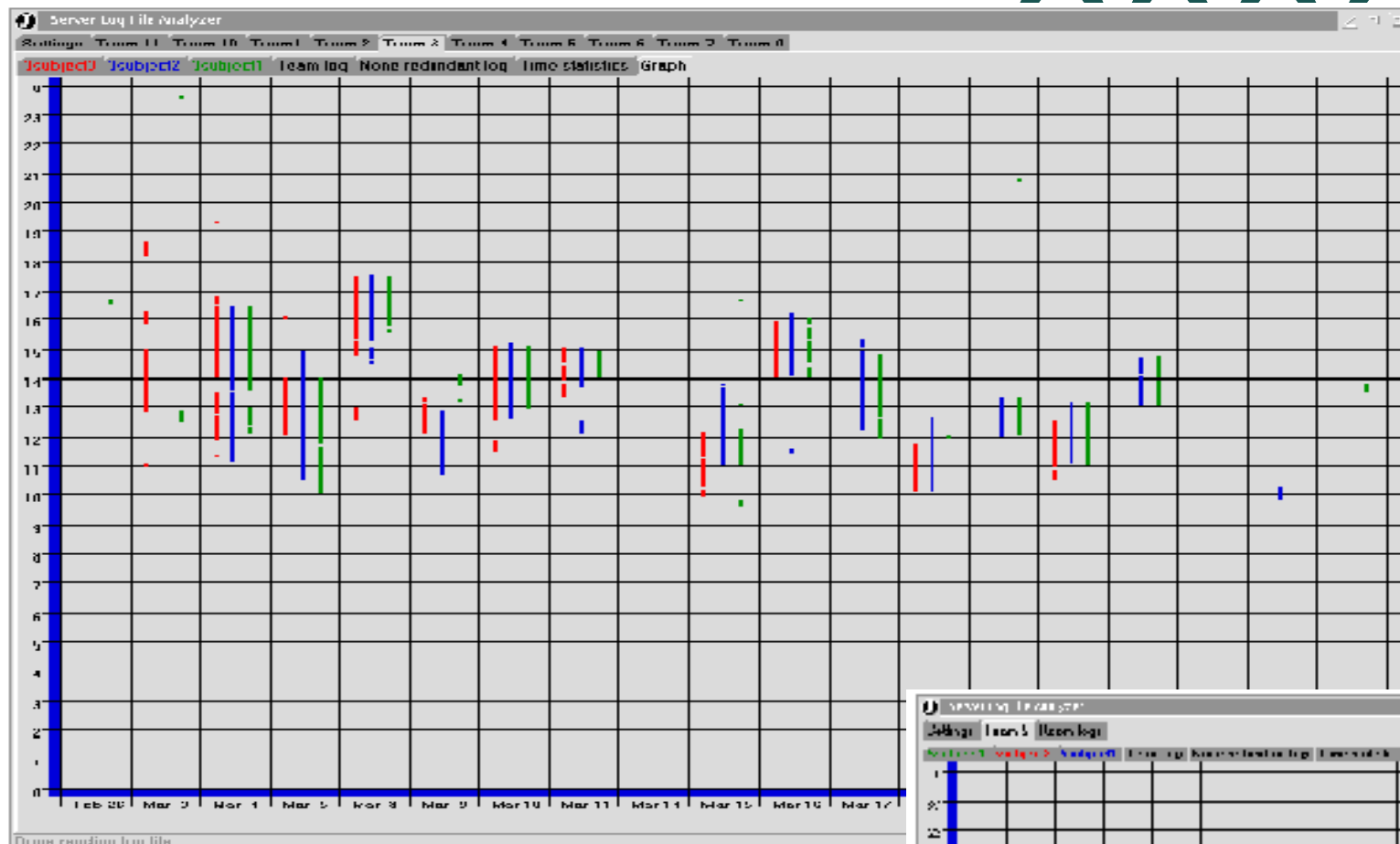
Figure 1. Graphical representation of synthesis of observations.

# EXAMPLE: DATA VISUALISATION, ACTIVITY ENGAGEMENT

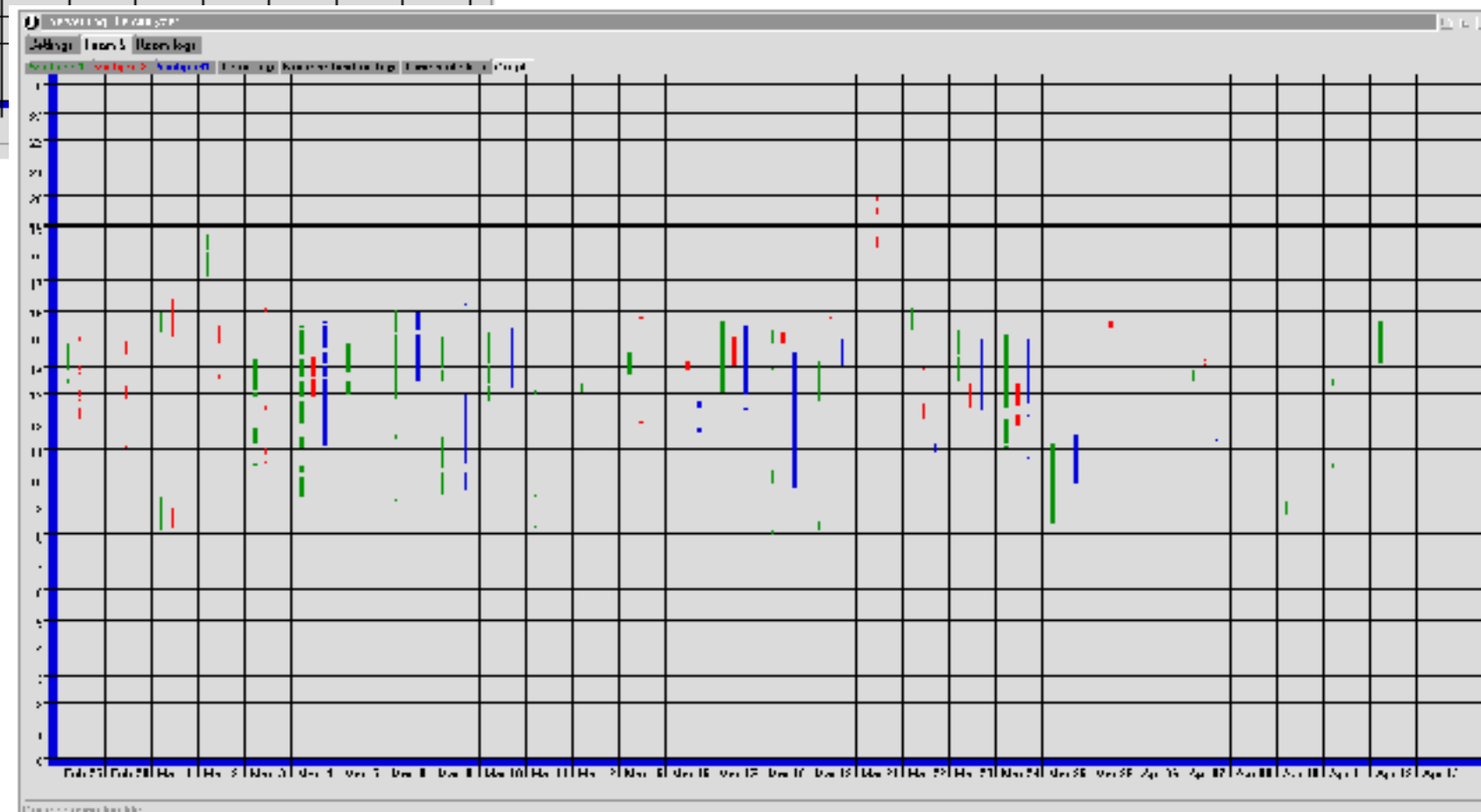


**Fig. 6.** Time series analysis: A comparison of an engaged student (F1) with a disengaged student (M7). The results conform to our classroom observations.

# EDMEDIA 1999 &



Meistad, Ø., & Wasson, B. (2000). **Using server-logs to support collaborative telelearning research.** In J. Bourdeau & R. Heller (Eds.), *Proceedings of Educational Multimedia & Educational Telecom '2000*, Charlottesville, VA: AACE, 679-683.



# EXAMPLE: MODELS OF EMOTION



Figure 2: Flow chart of process used to detect frustration



Figure 4: Flow of rules for the detection of boredom



# EXAMPLE: TOPICS & PARTICIPATION

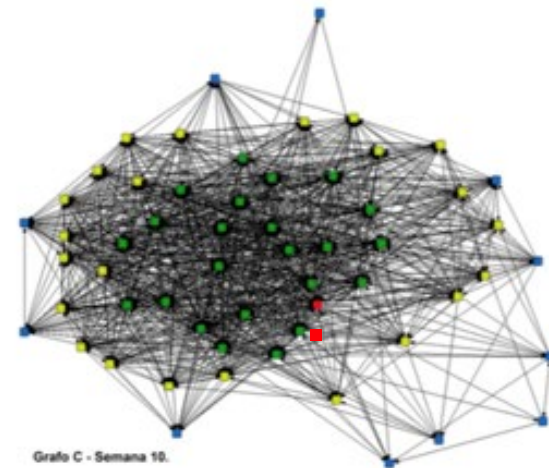
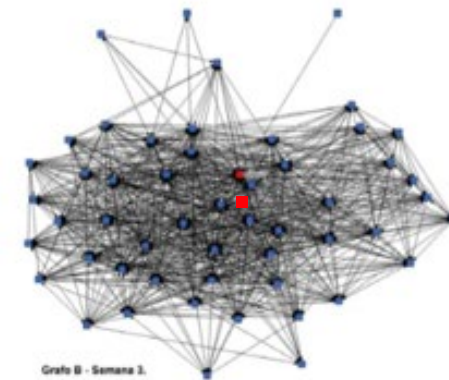
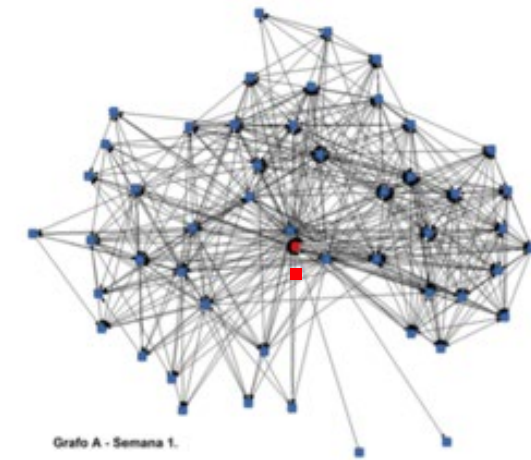
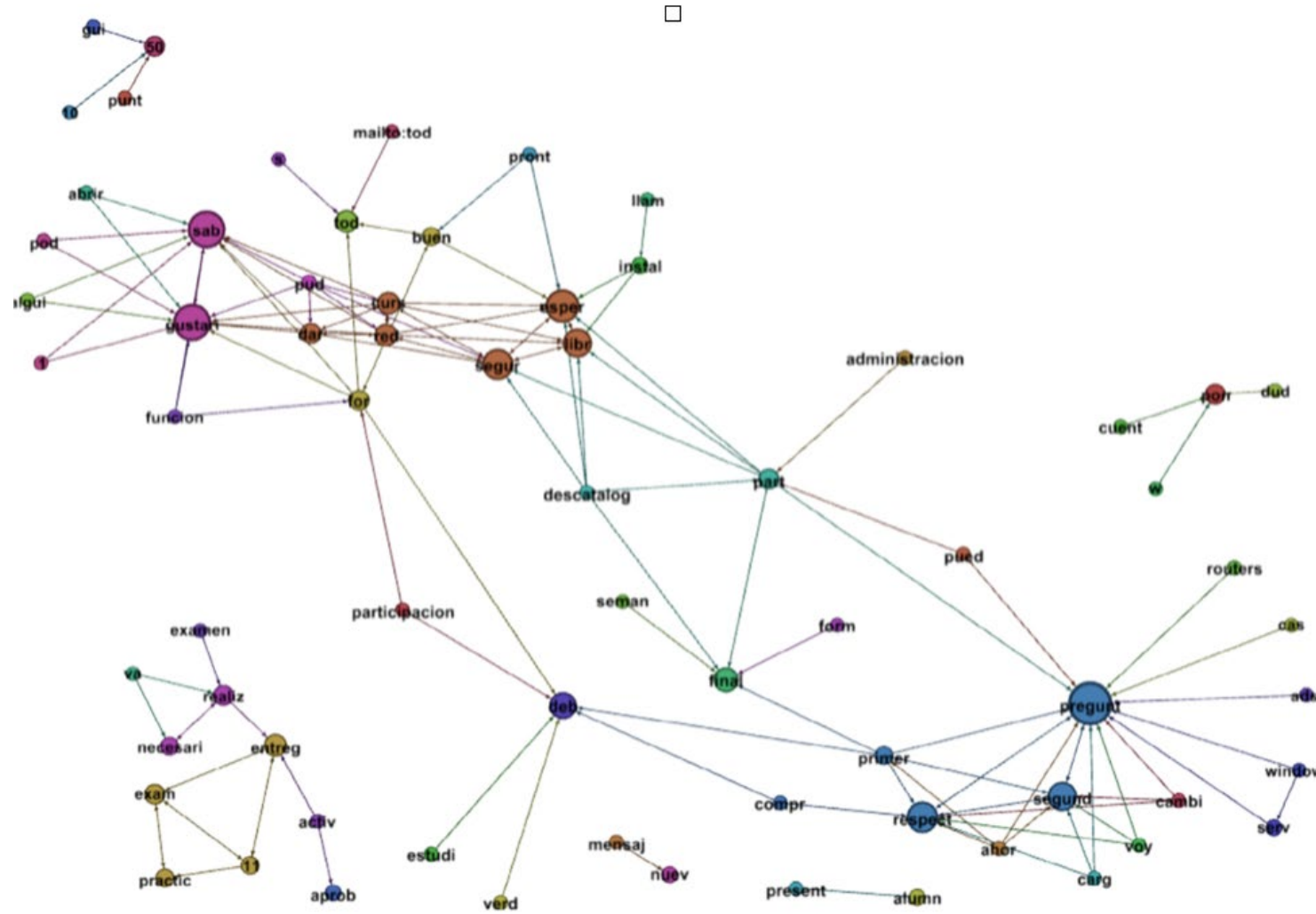
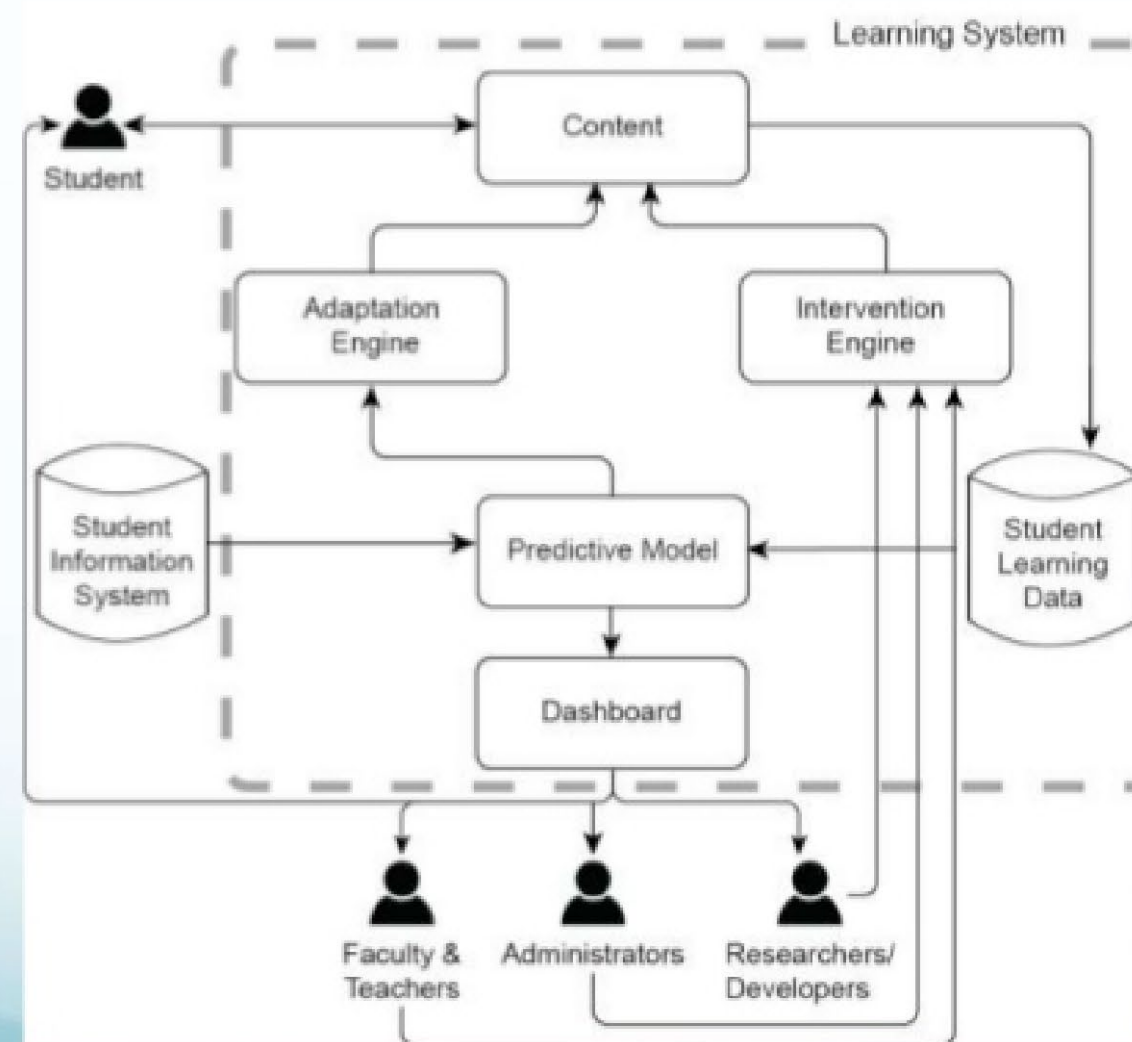


Figure 1: Evolution of the social network in the subject of «Educational Technology» in (A) the first week, (B) the third week, and (C) the tenth week of the course.



# EDM/LA Enables Adaptive Learning Systems

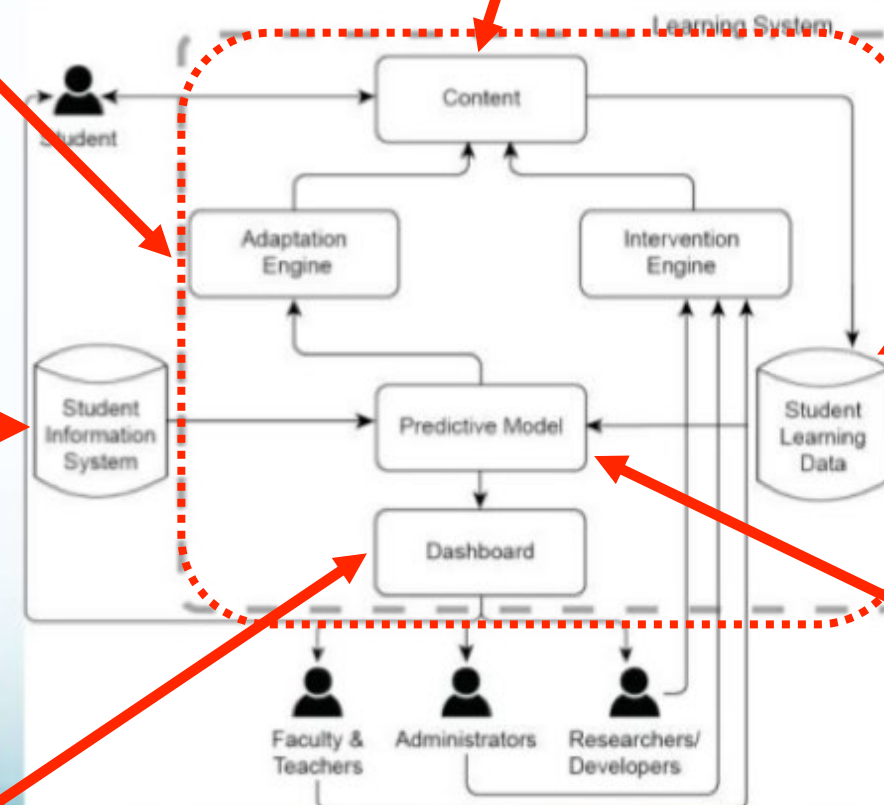


**content management, maintenance,  
and delivery**

**deliver material according  
to a student's performance level**

**Learning Record Store  
time-stamped student input  
and behaviours**

**demographic  
data**

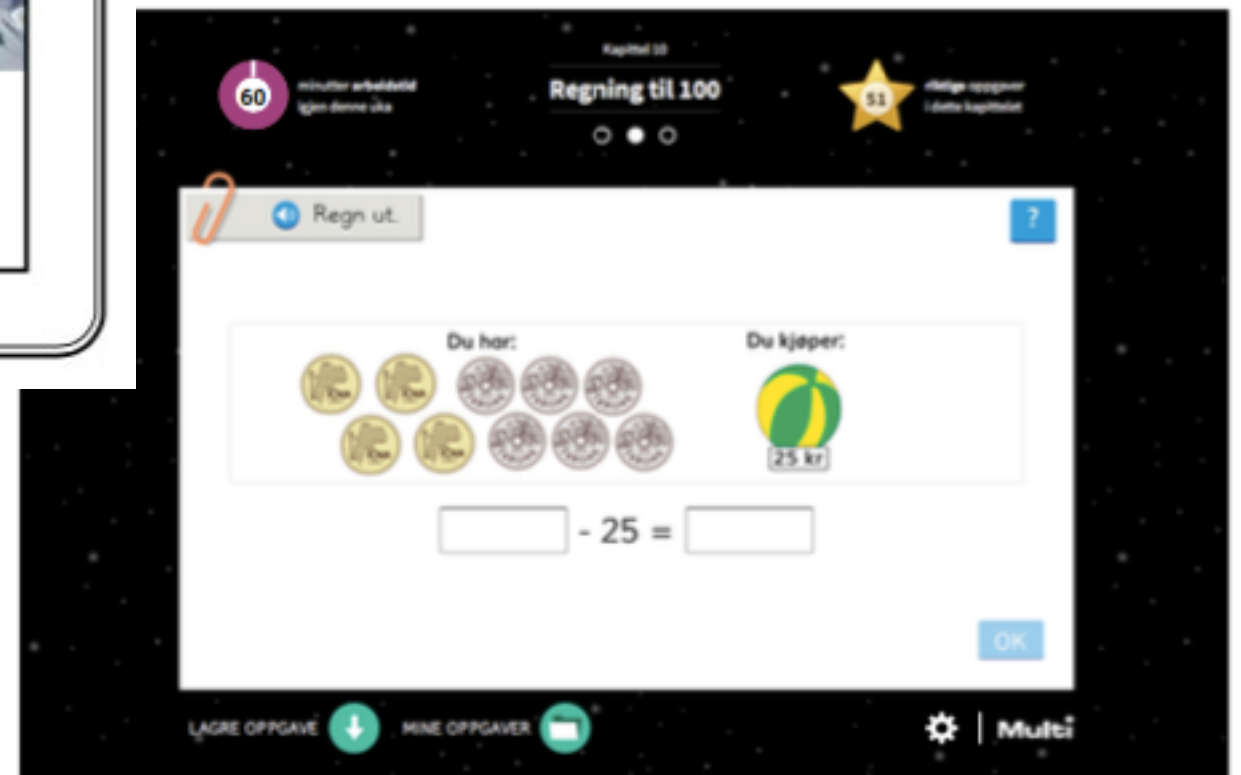
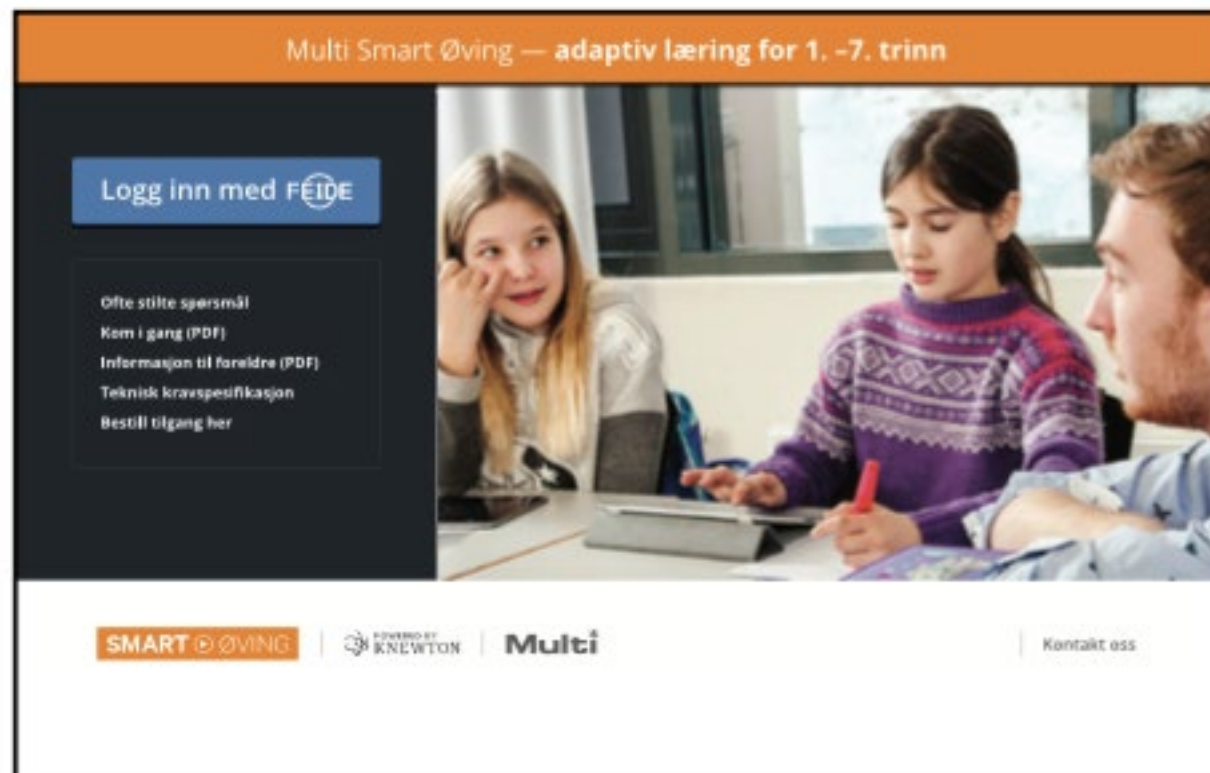


**track a student's progress &  
make predictions about  
future behaviours or performance  
(data mining & analytics)**

**visible feedback  
for various users  
(reporting service using  
output of predictive model)**

# ALMat - STUDYING ADAPTIVE LEARNING IN SCHOOLS

## GYLDENDAL'S MULTI-SMART ØVING



Powered by

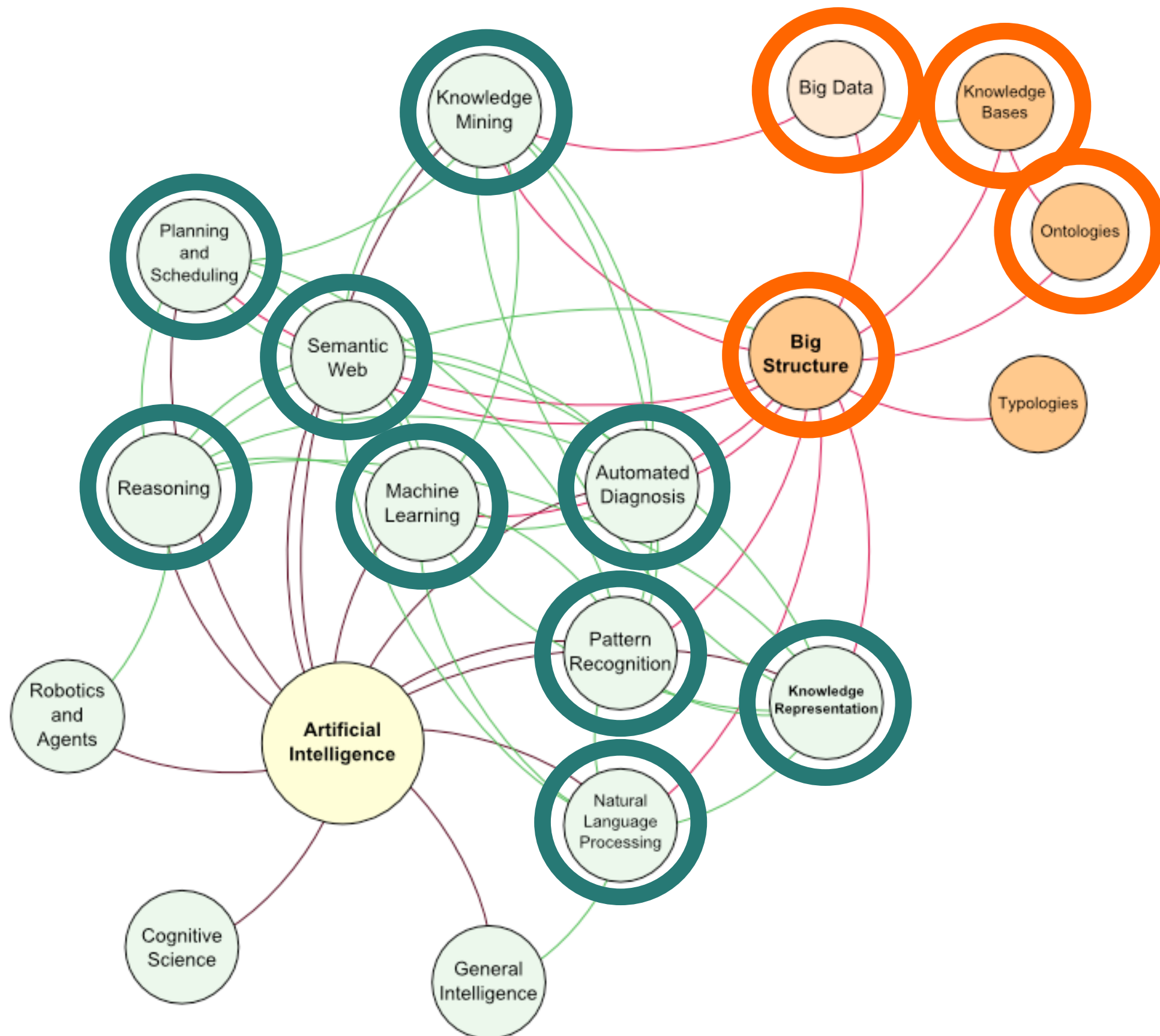


# ARTIFICIAL INTELLIGENCE & LEARNING ANALYTICS

AI: STUDENT MODEL  
(KNOWLEDGE MODEL)

VS

LA: PREDICTIVE MODEL  
BASED ON BEHAVIOURS  
(STATISTICAL MODEL)





DATA: ACCESS, PRIVACY

DATA: CONTEXT, EXPLANATION,  
REDUCTION

SCALEABILITY :  
INTEROPERABILITY,  
ALGORITHMIC TRANSFER

IMPACT: USEABLE, USED,  
LEARNING OUTCOMES

ETHICS



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