Design Notes

The idea behind the interactive educational tool *No Confusion Matrix* is to educate people about the concept of confusion matrix in the field of machine learning. The web tool gives people opinions to either learn about confusion matrix through reading and lessons or through sorting games. In the sorting game, users need to put the instance word into the right box out of true positive, false negative, false positive, and true negative, based on the evaluator given. The web game is interactive when users are engaged in the learning process, either through lessons or practice games. Furthermore, users can contact the webmaster if they have additional questions. I am planning to apply animations when the user checks their answers and when the system provides hints. The target audience of the web game are people who are curious about confusion matrix but do not wish to learn more about it through reading boring materials. I am also planning to use the REACT library to help me with creating interactions with javascript.

Screen 1 — Home

https://noconfusionmatrix.com

Learn the Concept

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Get Started

Play with Exercises

Still Confused?

Screen 2 — Exercises

https://noconfusionmatrix.com/exercises

Play and Improve!

Easy   Medium   Hard

Screen 3 — Lessons

https://noconfusionmatrix.com/lessons

< Back   Start Learning

Introduction
Completed

2x2 Matrix
Start Lesson

Metrics I
Start Lesson

Metrics II
Start Lesson

Multi-class Classification
Start Lesson

Common Usage
Start Lesson

Screen 4 — Exercises / Easy

https://noconfusionmatrix.com/exercises/easy

< Back

LEVEL: EASY

Evaluator: ~~~~~~~~

		Prediction	
		Positive	Negative
Actual	Positive	software statistics	
	Negative	tips tool tools toread travel tutorial	teaching

Instance Pond

software statistics
teaching
technology tips tool
tools toread travel tutorial
tutorials tv twitter
typography ubuntu
usability video
videos

New Question   Hint   Check