

Lab 1 – Outline

Emerald Group – EduSense

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CS 411W Professional Workforce Development II

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August 29, 2025

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1. Introduction

1.1. Concerns Around AI in Education

- Artificial Intelligence tools like ChatGPT and Grammarly are becoming integral to students' everyday academic routines.
- While these tools can be helpful, there are growing concerns that relying too much on them will have a negative impact on important skills like creativity, critical thinking, and problem-solving.
- One study found that student who's depend heavily on AI for assignments score up to 20% lower on writing tasks compared to those who use it more thoughtfully.
- A systematic review from 2024 reported that students who lean too heavily on AI dialogue systems struggle with analytical reasoning and independent thinking.
- Many users also trust AI-generated responses without verifying them, which is often due to cognitive biases that affect their judgement.

1.2. Solution Requirements and Challenges

- A challenge of LLM use amongst students is a substantial decline in the development of necessary skills to include critical thinking, independence, and the ability to learn effectively. A requirement of our solution is to address the safeguards needed to teach students how to use LLMs as an educational tool.
- A challenge of LLM use amongst students is educators are receiving poorer quality work, often created in part by an LLM. A requirement of our solution will be to prevent students from utilizing LLM technology to obtain the answer directly, subverting the need to think critically about the assignment.
- A challenge of LLM use amongst students is educators being unable to identify work that has been plagiarized. A requirement of our solution will be to provide educators with the ability to review student LLM use.

1.3. Introduction to EduSense

- EduSense is currently in development as a mobile and web-based application designed to help students and educators use AI tools more intentionally.
- Instead of giving direct answers, the app will encourage students to think first by using guided questions, reflective prompts, and challenge modes to limit or delay AI input.
- Educators will also be able to upload assignments, monitor interactions with AI, and identify problem areas in comprehension.
- Key features include copy/paste restrictions, usage tracking, and admin level controls for oversight.
- EduSense is meant to support learning, not replace it, by helping students and other learners build stronger problem solving and critical thinking skills.

2. Product Description

EduSense is an innovative web application designed to help students and educators use artificial intelligence tools more resourcefully and effectively. This solution addresses the growing concern that overreliance on AI can weaken essential skills like critical thinking, creativity, and problem solving. EduSense encourages users to engage with their assignments independently, utilizing an LLM to aid them in their problem-solving process. The app allows instructors to upload assignments, monitor student interactions with AI, and identify areas where students might need additional help. By promoting intentional AI use, EduSense aims to empower students to develop lifelong learning skills while still benefiting from the advantages of modern technology.

2.1. Key Product Features and Capabilities

- EduSense is designed to foster independent thinking and responsible use of AI in educational settings.
- The platform allows instructors to upload assignments, giving them control over the learning material and enabling seamless integration with classroom activities.
- Students can access a large language model (LLM) for support while working on their assignments.
- Instead of providing direct answers, it uses guided prompts and leading questions to help students think through problems and develop their own solutions.
- By combining these features, it offers a unique and innovative approach that encourages critical thinking, supports educators, and helps students build essential problem-solving skills without becoming overly dependent on AI.

2.2. Major Components (Hardware/Software)

2.2.1 Hardware Components

- User Device: Any modern laptop, desktop, or tablet capable of running a web browser.
- Network Access: 802.11ac Network Adapter

2.2.2 Software Components

2.2.2.1 Frontend:

- HTML, CSS, JavaScript.
- Django framework for interactivity and styling

2.2.2.2 Backend:

- Python
- Handles user requests, LLM interaction, and assignment uploads.

2.2.2.3 Database:

- PostgreSQL or Firebase will be used for storing assignments, interaction logs, and user data.

2.2.2.4 LLM:

- Models: OpenAI, Claude, or LLaMA.

2.2.2.5 Integration:

- Canvas LMS API: Integrate with Canvas Rust API to sync assignments and track student-AI interactions.

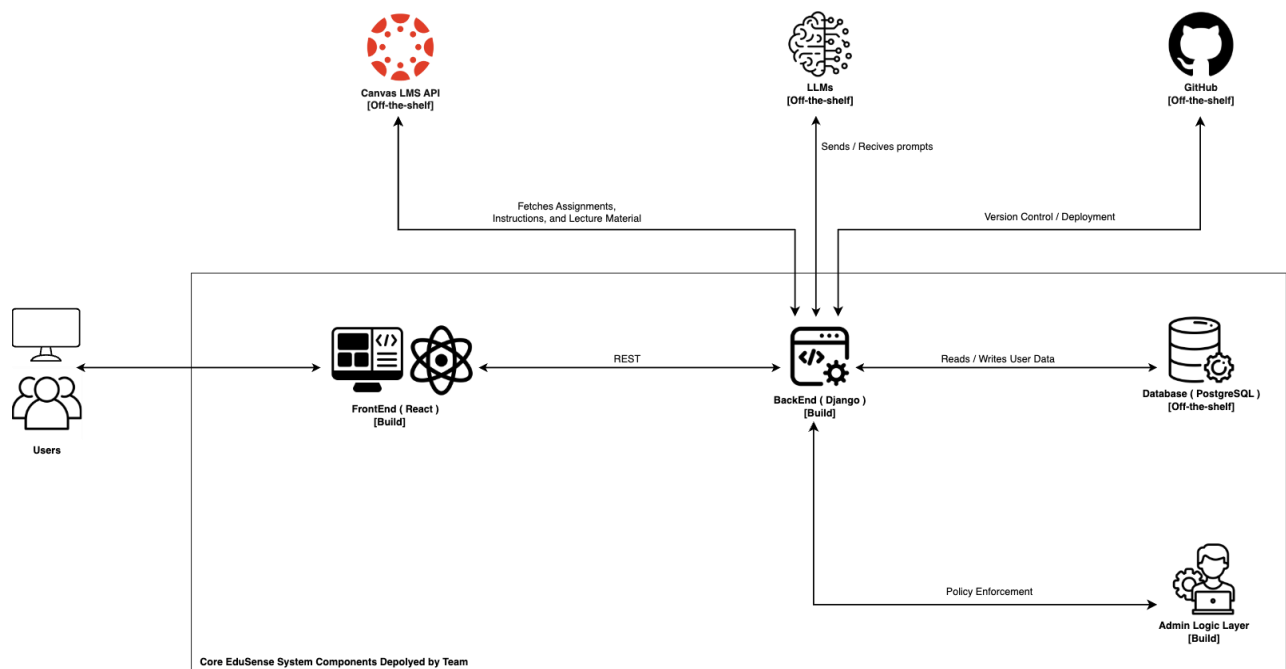


Figure 1: Major Functional Component Diagram

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3. Identification of Case Study

EduSense is being developed primarily for students and educators in academic environments where AI tools are increasingly used for assignments and learning support. The product addresses the need for intentional and responsible AI use, helping students build independent thinking and problem-solving skills while allowing educators to monitor and guide these interactions. In the future, EduSense could benefit corporate trainers, lifelong learners, and educational institutions seeking to promote critical thinking and ethical AI use across various learning and professional development contexts.

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4. Glossary

- Artificial Intelligence (AI): A commonly used term encompassing any machine learning algorithm designed to train from a given input to provide an expected output.
- Large Language Model (LLM): An advanced machine learning algorithm trained on massive text datasets to understand and generate human-like language.
- Canvas LMS: A learning management system used by educators to manage course content, assignments, and communication with students.
- Challenge Mode: Setting that encourages learners to try on their own before getting help. It limits access to answers to encourage thinking through the assignment first.
- Guided prompts: Targeted questions or hints created to help students think critically and come up with their own solution.
- MFCD (Modified Functionality Component Diagram): A diagram showing the major hardware and software components of the product and how they interact.
- Usage Tracking: The process of recording how users interact with the system, such as which features they use or how they engage with LLM prompts.

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