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JavaMon - Exploring Social Learning

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Motivation:

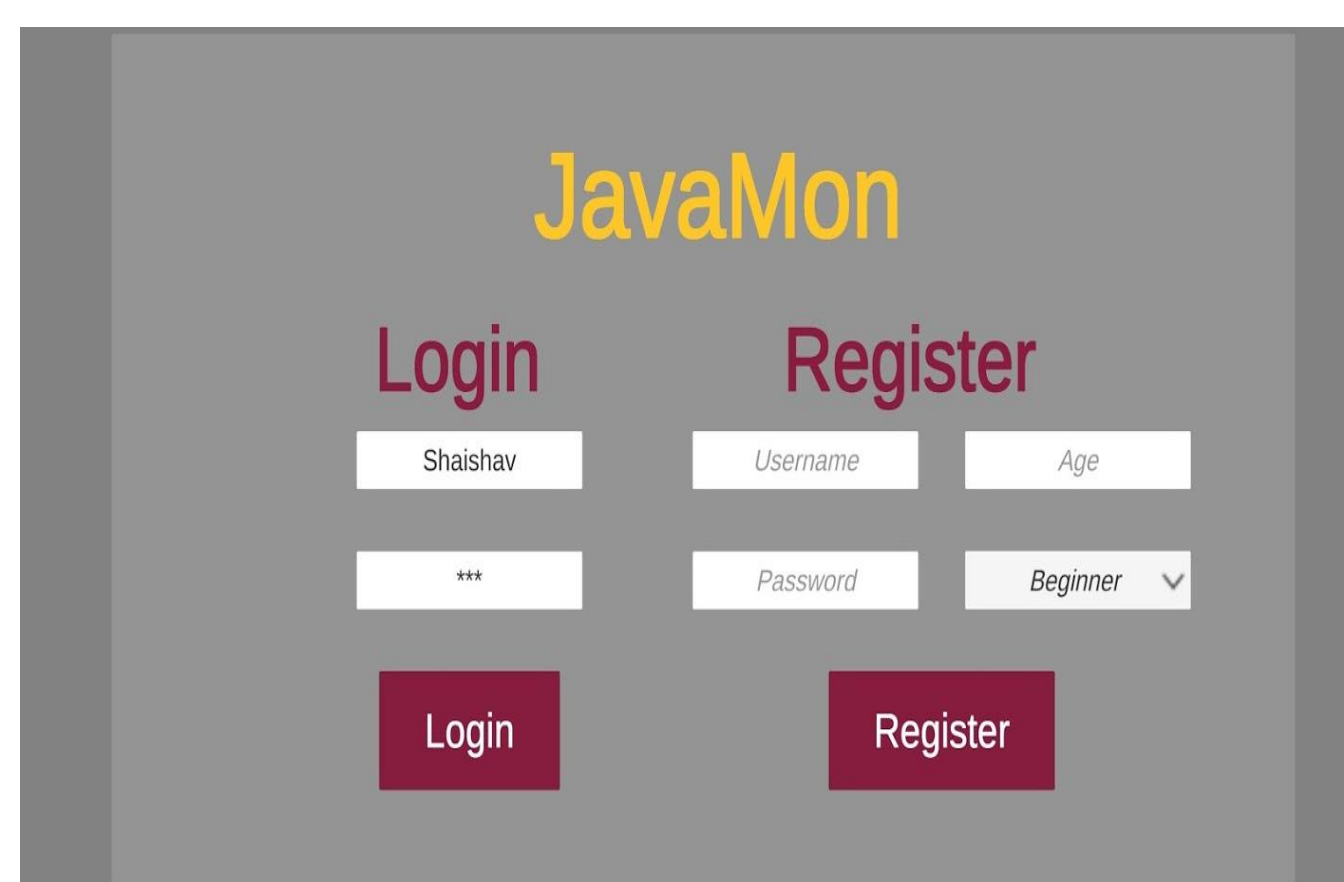
- Web and adaptive educational hypermedia are a great in influencing learning experience with technology.
- Personalized learning systems emphasize on increased visibility into the learners state of knowledge.
- OSSM (Open Social Student Model) incorporates the learning model of the peers as well to support reflection, self-organized learning and transparency.
- Being able to see peer's progress inculcates a healthy competition and encourages collaboration.

What are we trying to achieve ?

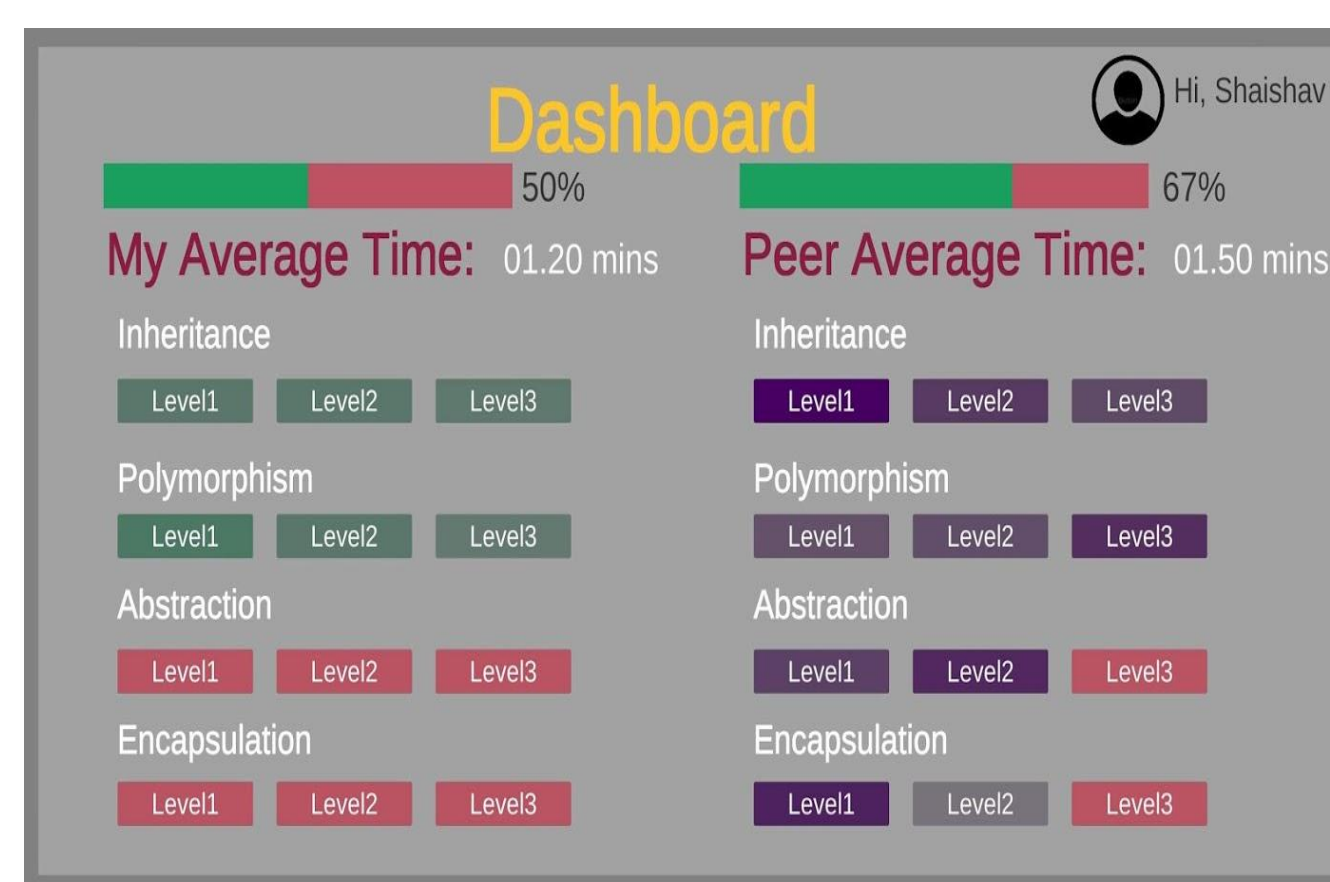
- Evaluate social aspect in student learning
- Implement collaborative learning
- Peer Collaboration
- Open Social Student Model
- System Evaluation

How are we trying to achieve?

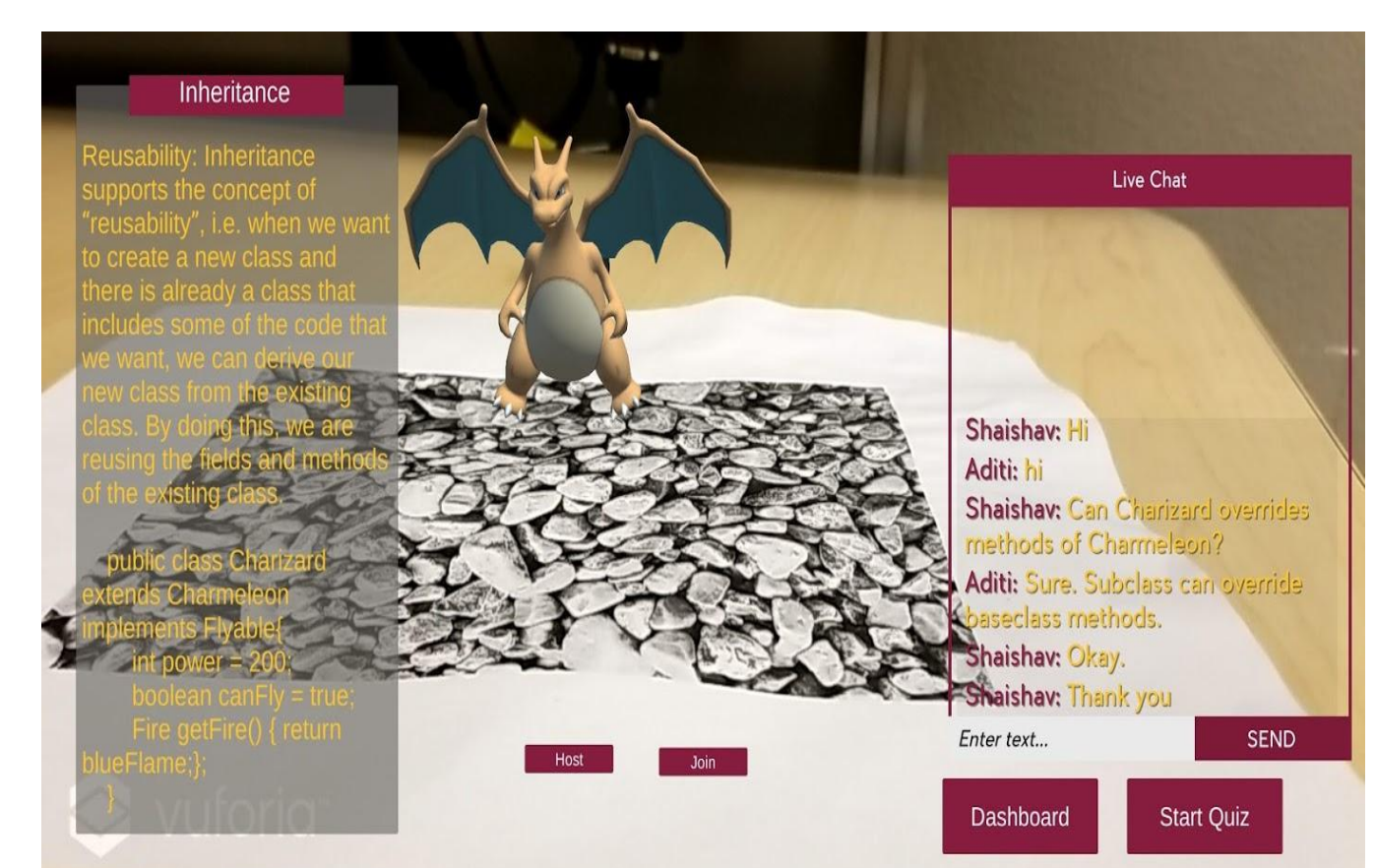
- Application in Unity
- Augmented Reality - Vuforia



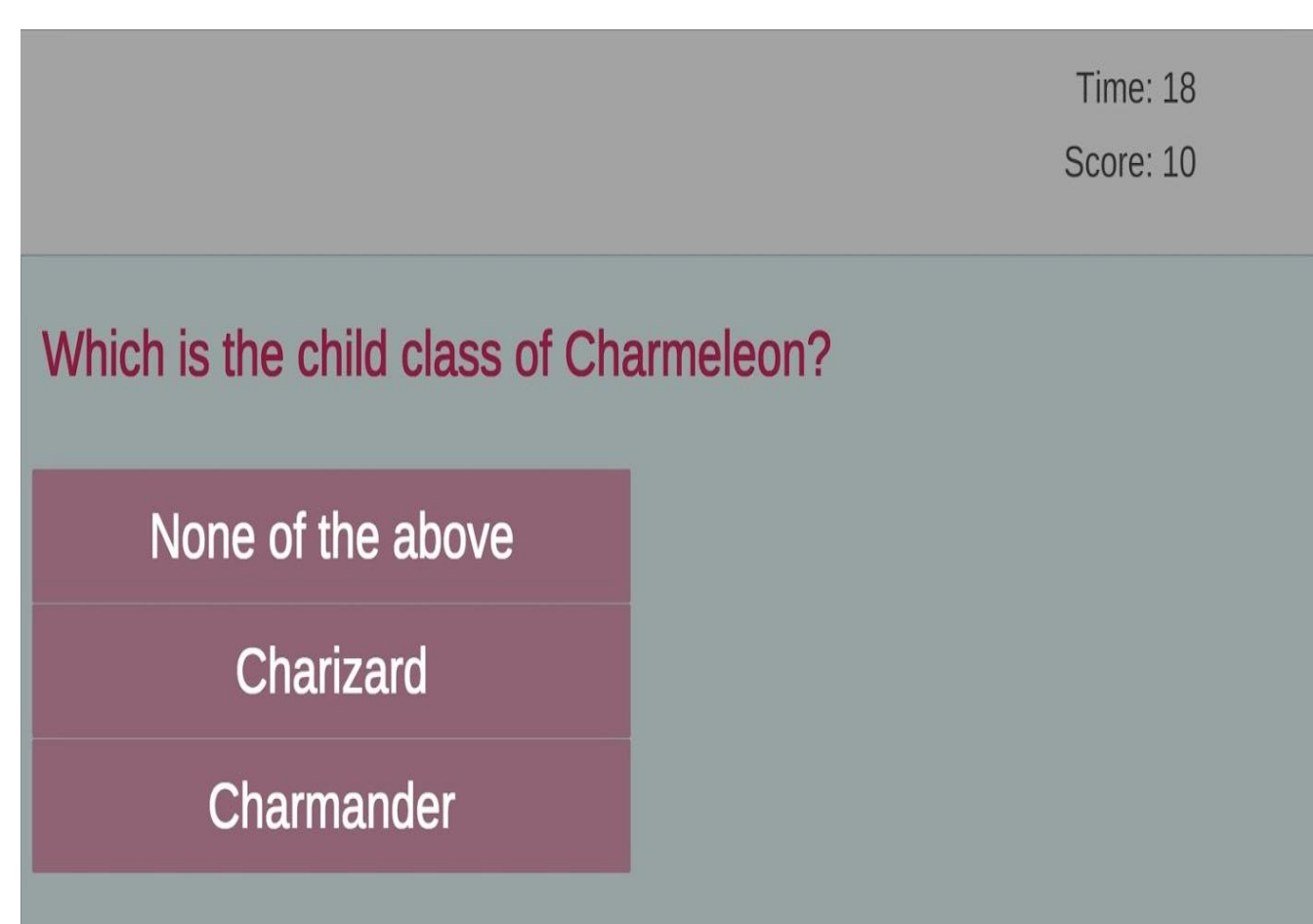
Login/Register



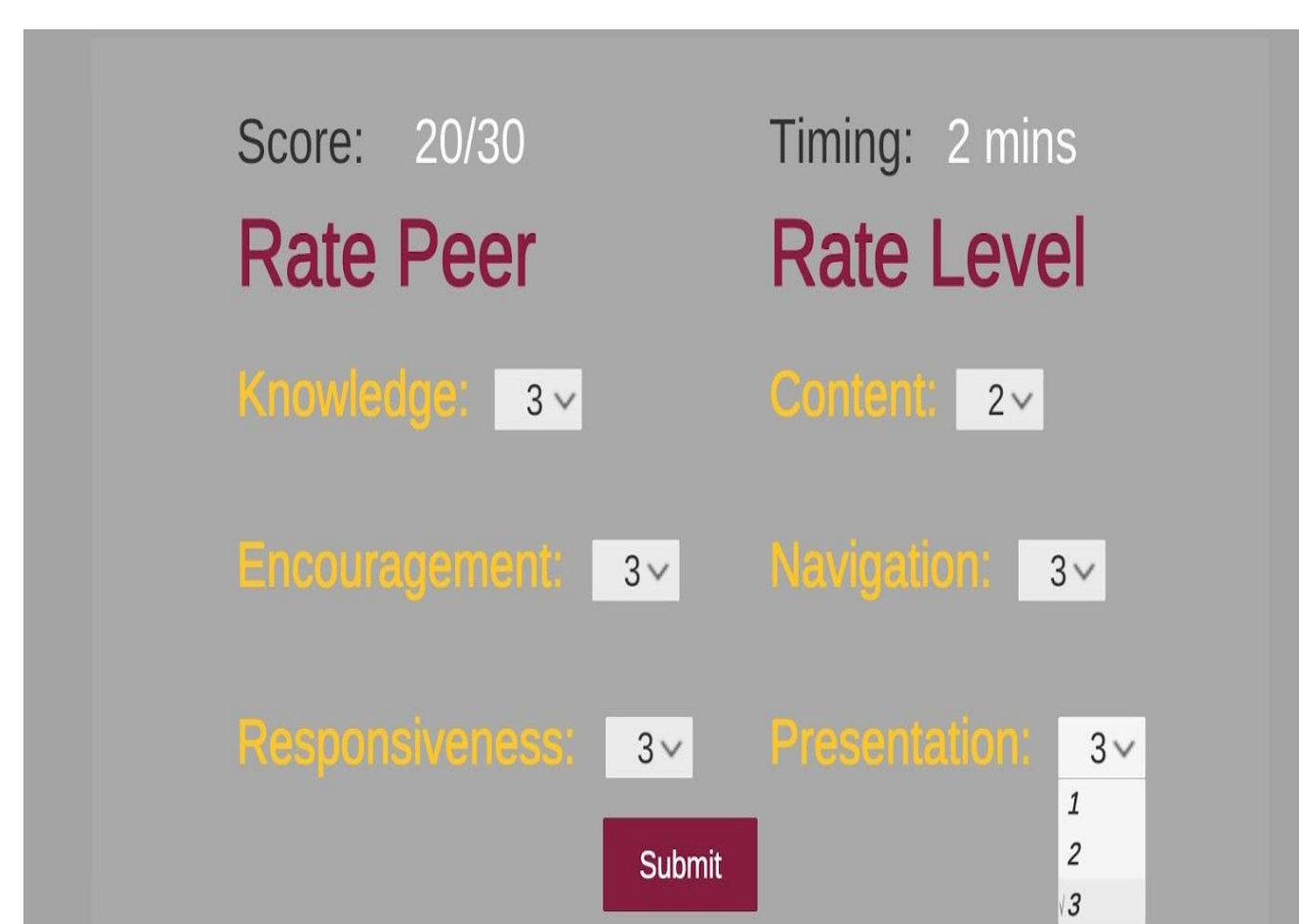
Dashboard



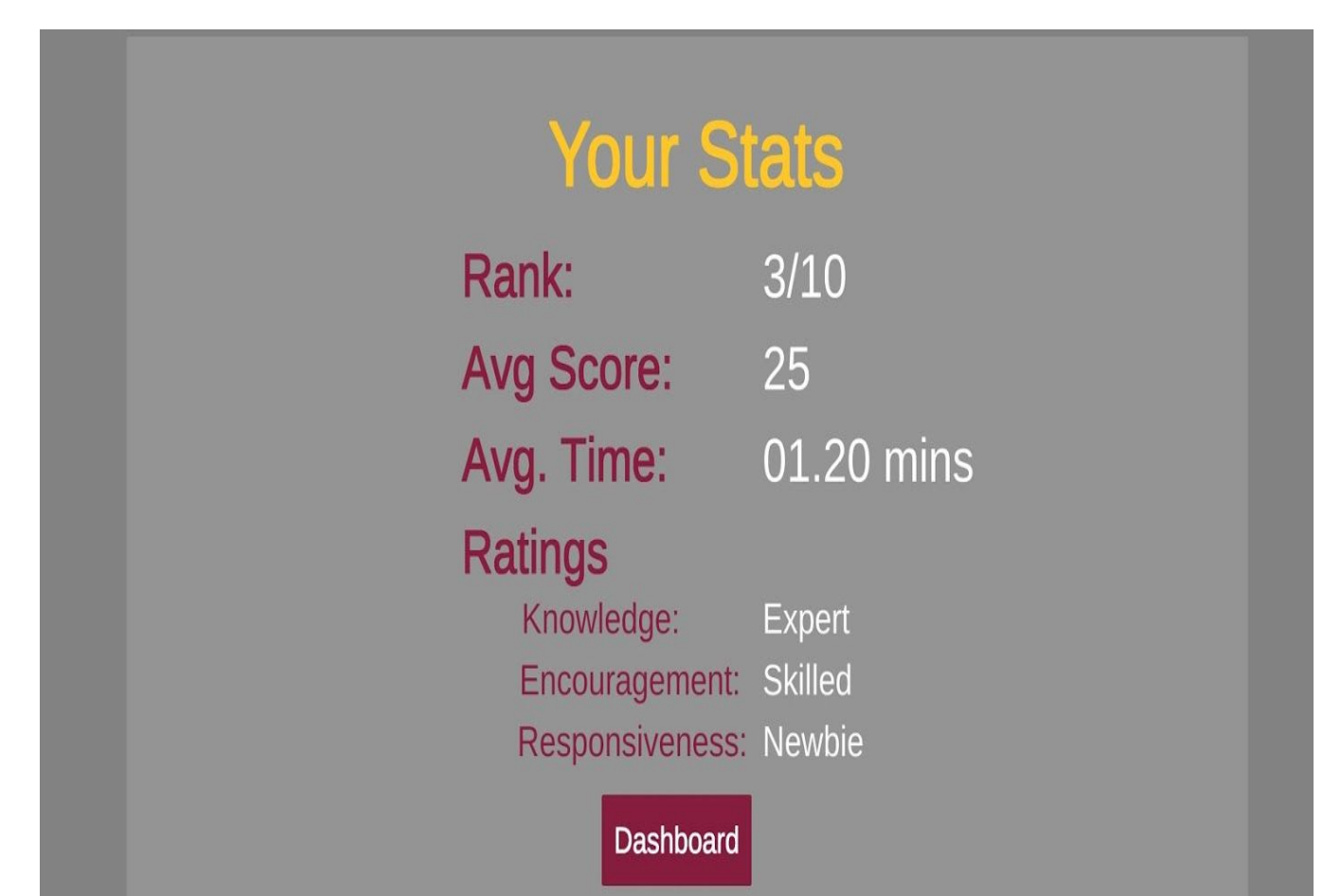
Chat Application



Quiz



Feedback



User Profile

Data Collection:

- Explicit: Age, Java Experience, Peer Rating (Knowledge, Encouragement, Responsiveness), Level Feedback (Content, Navigation, Presentation).
- Implicit: Time spent per level, Performance in Quizzes, Learning Curve, Peer collaboration, Difficulty level per topic.

Features:

- User Login
- New User Registration
- Dashboard
- User Profile
- Chat Application
- Study Guide
- Level Quiz
- Peer/Level Feedback
- Collaborative learning through AR

Challenges faced:

- Learning and debugging in Unity
- Integrating multiple social components
- Multiplayer collaboration
- Deploying and testing on multiple platforms
- Persistent storage

References:

- [1] Hsiao, I-Han, et al. "Open social student modeling: visualizing student models with parallel introspective views."
- [2] Gauch, Susan, et al. "User profiles for personalized information access."