

# SmartLearn AI: AI-driven Personalized Learning

Adaptive Content Recommendations Using Machine  
Learning

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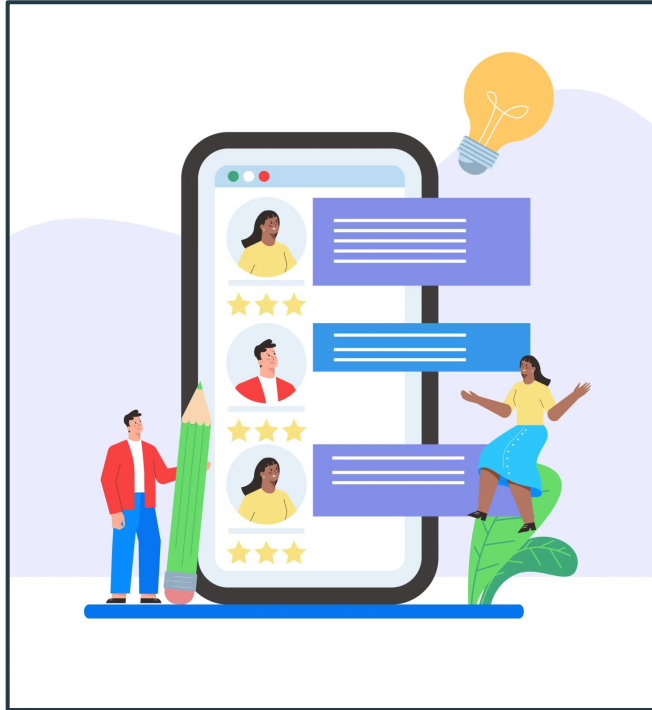
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# Problem Overview

- Students learn at different paces and styles.
- Traditional platforms deliver uniform content → poor engagement.
- Educators need tools to personalize learning without extra effort.



# Objective & AI Task



- Recommend next learning level (Easy / Medium / Hard).
- Multi-class classification problem.
- Support educators in content personalization, not replace them.

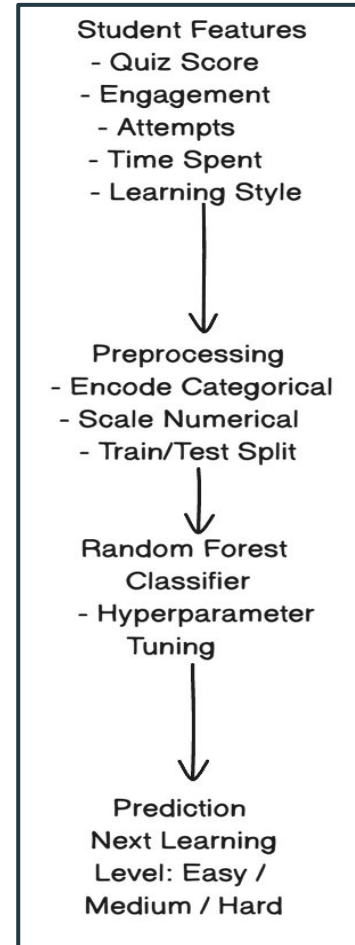
# System Design

**Input:** Student features (quiz score, engagement, attempts, time spent, learning style)

**Processing:** Preprocessing, encoding, scaling

**Model:** Random Forest classifier

**Output:** Predicted next learning level



*Fig1: Workflow*

# Data Overview

**Synthetic dataset** of 10,000 student records

**Features include:**

- `quiz_score`
- `engagement_score`
- `attempts`
- `time_spent`
- `learning_style`
- `current_difficulty_level`

	student_id	topic	learning_style	difficulty_level	quiz_score	time_spent_minutes	attempts	engagement_score	next_content_level
0	1	Biology	Visual	Hard	78.3	35.1	4	51.7	Medium
1	2	Chemistry	Practice	Easy	51.8	49.3	1	45.7	Medium
2	3	Computer Science	Visual	Easy	65.7	24.2	2	44.1	Medium
3	4	Chemistry	Visual	Medium	69.3	30.8	3	46.9	Medium
4	5	Chemistry	Textual	Medium	69.6	45.8	4	50.5	Medium

*Fig2: Dataset (10K entries)*

**Preprocessing steps:**

- Encode categorical features using Label Encoding
- Standardize numerical features with StandardScaler

**Train-test split:** 80-20 stratified

# Model Design

**Algorithm:** Random Forest Classifier

**Reason for choice:**

Handles non-linear relationships

- Robust to overfitting
- Interpretability through feature importance

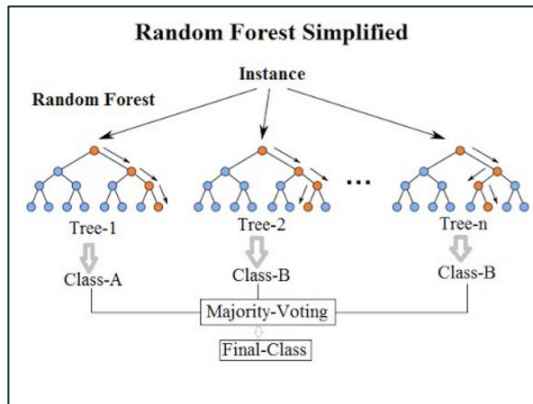
**Hyperparameter tuning:**

- Number of trees (`n_estimators`)
- Maximum depth (`max_depth`)
- Minimum samples per split (`min_samples_split`)

**Key predictors:** `quiz_score`, `engagement_score`

**Explainable AI:** Feature importance used to understand which factors influence predictions

▼ RandomForestClassifier ⓘ ?  
`RandomForestClassifier(n_jobs=-1, random_state=42)`



```
# Initialize model
rf_model = RandomForestClassifier(
    n_estimators=100,
    random_state=42,
    n_jobs=-1
)

# Train model
rf_model.fit(X_train, y_train)
```

# Demo Snapshots

## Preprocessing & Dataset Overview

	topic	learning_style	difficulty_level	quiz_score	time_spent_minutes	attempts	engagement_score
0	0	2	1	78.3	35.1	4	51.7
1	1	0	0	51.8	49.3	1	45.7
2	2	2	0	65.7	24.2	2	44.1
3	1	2	2	69.3	30.8	3	46.9
4	1	1	2	69.6	45.8	4	50.5

## Model Training

```
rf_tuned = RandomForestClassifier(  
    n_estimators=300,  
    max_depth=12,  
    min_samples_split=5,  
    min_samples_leaf=2,  
    random_state=42,  
    n_jobs=-1  
)
```

```
rf_tuned.fit(X_train, y_train)  
y_pred_tuned = rf_tuned.predict(X_test)  
accuracy_score(y_test, y_pred_tuned)
```

0.6295

```
print(classification_report(  
    y_test,  
    y_pred_tuned,  
    target_names=target_encoder.classes_  
))
```

	precision	recall	f1-score	support
Easy	0.69	0.30	0.42	583
Hard	0.73	0.61	0.66	411
Medium	0.59	0.83	0.69	1006
accuracy			0.63	2000
macro avg	0.67	0.58	0.59	2000
weighted avg	0.65	0.63	0.61	2000

## Prediction Example

```
# Sample new student input  
sample_student = pd.DataFrame([{  
    "topic": "Computer Science",  
    "learning_style": "Visual",  
    "difficulty_level": "Medium",  
    "quiz_score": 68,  
    "time_spent_minutes": 55,  
    "attempts": 2,  
    "engagement_score": 72  
}])
```

```
def explain_recommendation(student, recommendation):  
    reasons = []  
  
    if student["quiz_score"].values[0] < 70:  
        reasons.append("moderate quiz performance")  
    if student["engagement_score"].values[0] > 70:  
        reasons.append("good engagement")  
    if student["attempts"].values[0] > 2:  
        reasons.append("multiple attempts required")  
  
    explanation = (  
        f"The system recommends **{recommendation}** level content due to "  
        + ", ".join(reasons) + "."  
    )  
    return explanation
```

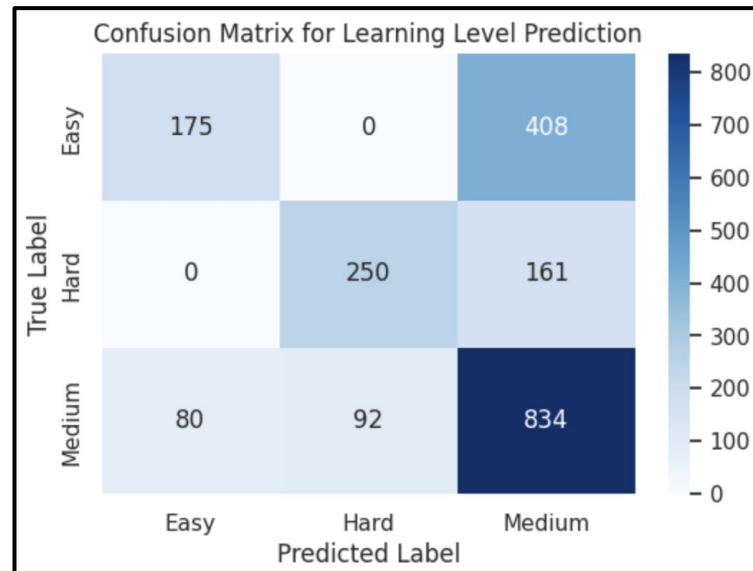
```
explain_recommendation(sample_student, recommended_level[0])
```

'The system recommends \*\*Easy\*\* level content due to moderate quiz performance, good engagement.'

# Results & Evaluation

- **Overall Accuracy: 62.95%**
- Most misclassifications occur between adjacent levels (**Easy** ↔ **Medium**)
- Key predictors: `quiz_score` and `engagement_score`
- Confusion matrix (optional visual) shows realistic learning uncertainty

	precision	recall	f1-score	support
Easy	0.69	0.30	0.42	583
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# Key Learnings

- AI can **realistically personalize learning** while accounting for uncertainty.
- **Feature importance** helps make the model explainable to educators.
- Synthetic datasets are effective for **prototyping educational AI systems**.
- **Human-in-the-loop** approach is crucial: AI supports, not replaces, teachers.
- Misclassifications between adjacent levels reflect **natural learning progression**.

# LLM Evaluation & Future Work

## LLM Integration (Future Scope):

- Generate **personalized content** for each student
- Suggest **explanations, examples, or exercises** tailored to learning style

## Future Improvements:

- Implement **reinforcement learning** for continuous adaptation
- Use **real-world educational datasets** for more accurate recommendations
- Extend recommendations to **content format** (text, video, exercises)
- Integrate **interactive dashboards** for educators