

Advancing Question Generation with Joint Narrative and Difficulty Control

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Question Generation

“Once there were a hare and a turtle. The hare was proud of his speed and challenged the turtle to a race. Although the turtle was slow, he accepted. The hare quickly left the turtle behind but decided to rest and fell asleep. Meanwhile, the turtle kept going steadily and eventually reached the finish line first, winning the race.”

source: <http://simpleessaywriting.blogspot.com/2017/09/a-short-story-on-hare-and-tortoise.html>



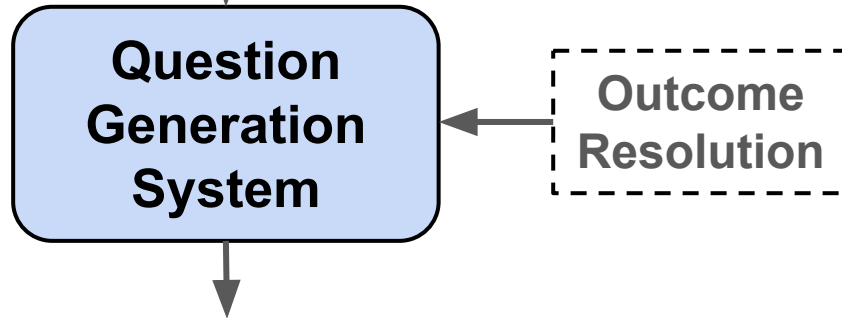
**Question
Generation
System**

Who challenged the turtle to a race?

Question Generation with Narrative Control

“Once there were a hare and a turtle. The hare was proud of his speed and challenged the turtle to a race. Although the turtle was slow, he accepted. The hare quickly left the turtle behind but decided to rest and fell asleep. Meanwhile, the turtle kept going steadily and eventually reached the finish line first, winning the race.”

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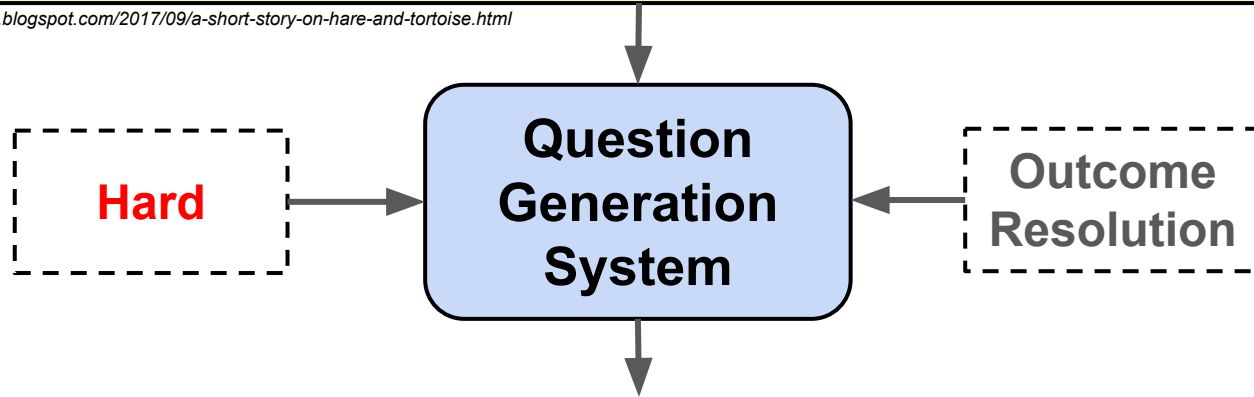


What happened after the hare left the turtle behind?

Joint Narrative and Difficulty Control (**This Study**)

“Once there were a hare and a turtle. The hare was proud of his speed and challenged the turtle to a race. Although the turtle was slow, he accepted. The hare quickly left the turtle behind but decided to rest and fell asleep. Meanwhile, the turtle kept going steadily and eventually reached the finish line first, winning the race.”

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What happened because the turtle kept going steadily?

Main Research Question

How effectively can we control the generation of question-answer pairs conditioned on both narrative and difficulty attributes?

Controllable Question Generation

- **Content Control**

- Question Reading Comprehension Skills [Ghanem et al., 2022]
- Question Explicitness [Leite et al., 2023]
- Question Bloom's Taxonomy [Elkins et al., 2024] [Hwang et al., 2024]
- **Question Narrative Elements** [Zhao et al., 2022] [Li and Zhang, 2024]

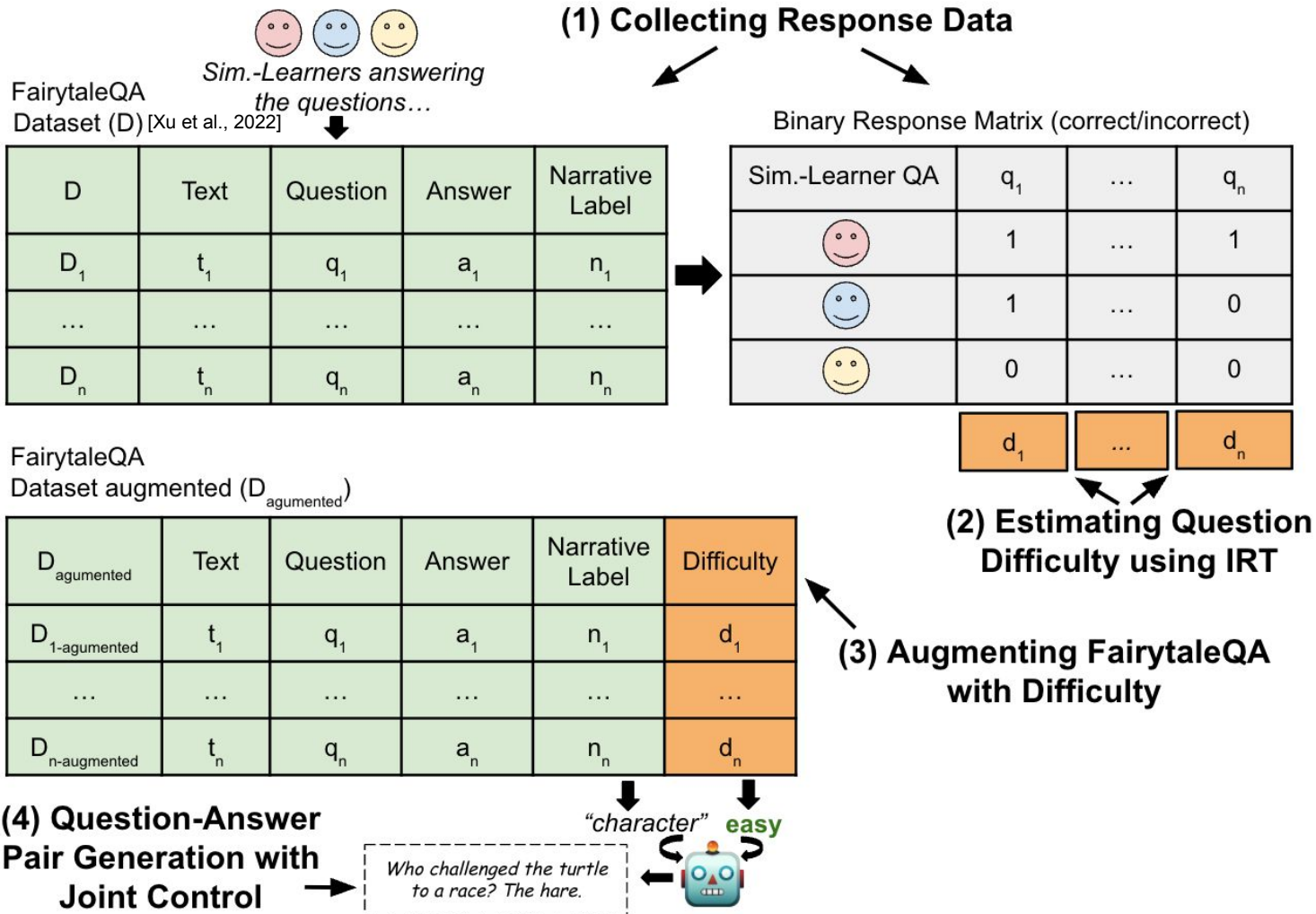
- **Difficulty Control**

- QA Systems Performance [Gao et al., 2019]
- Named Entity Popularity [Kumar et al., 2019]
- Number of Inference Steps [Cheng et al., 2021]
- **Item Response Theory** [Uto et al., 2023]

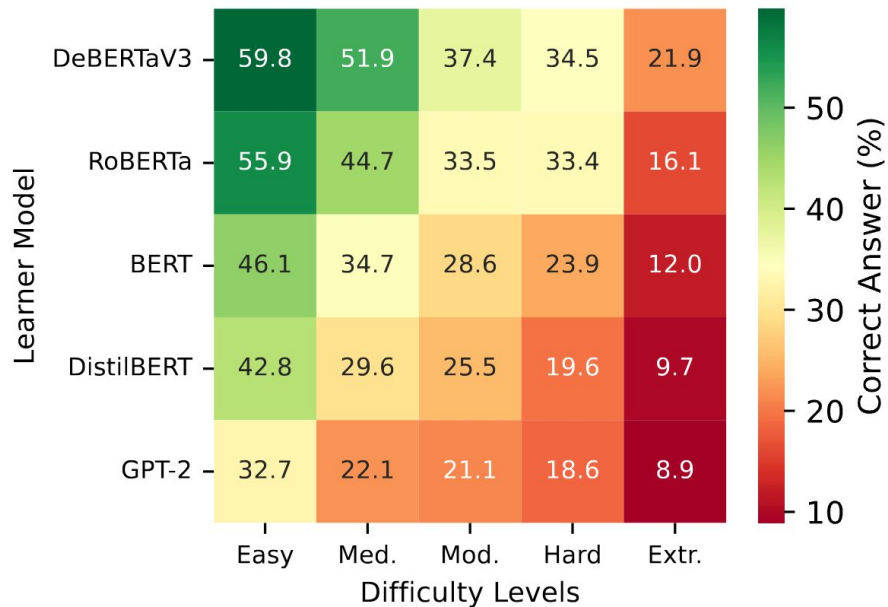
Relation Between Question Difficulty and Learner Ability

Multi-attribute Control

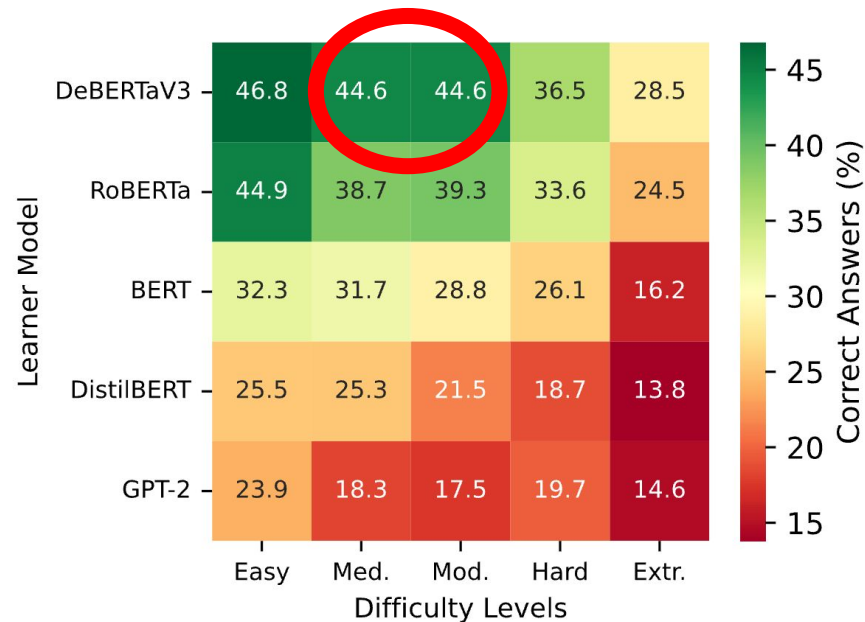
Overall Methodology for Joint Control



Results for Difficulty Control

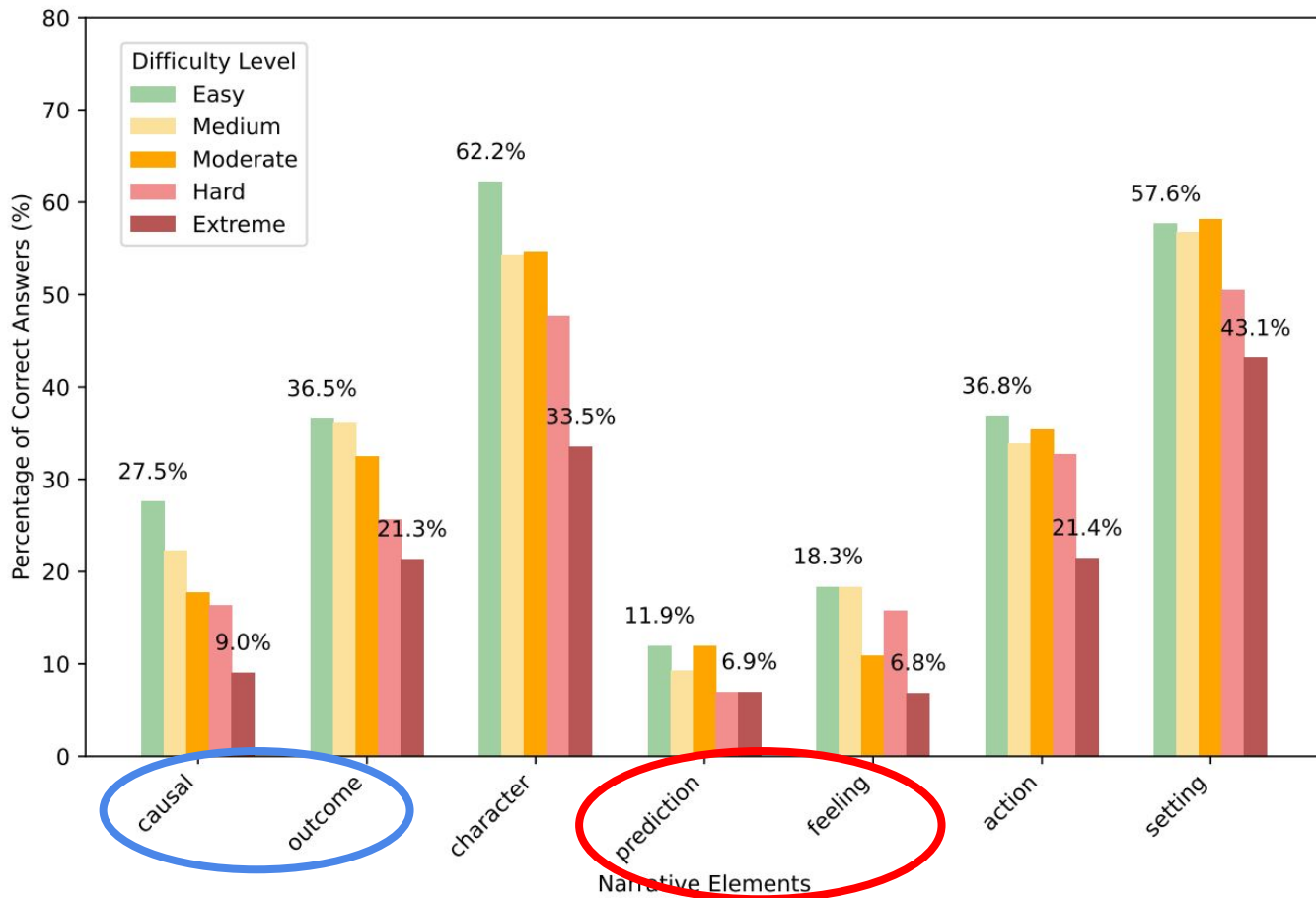


Dif + Text → QA

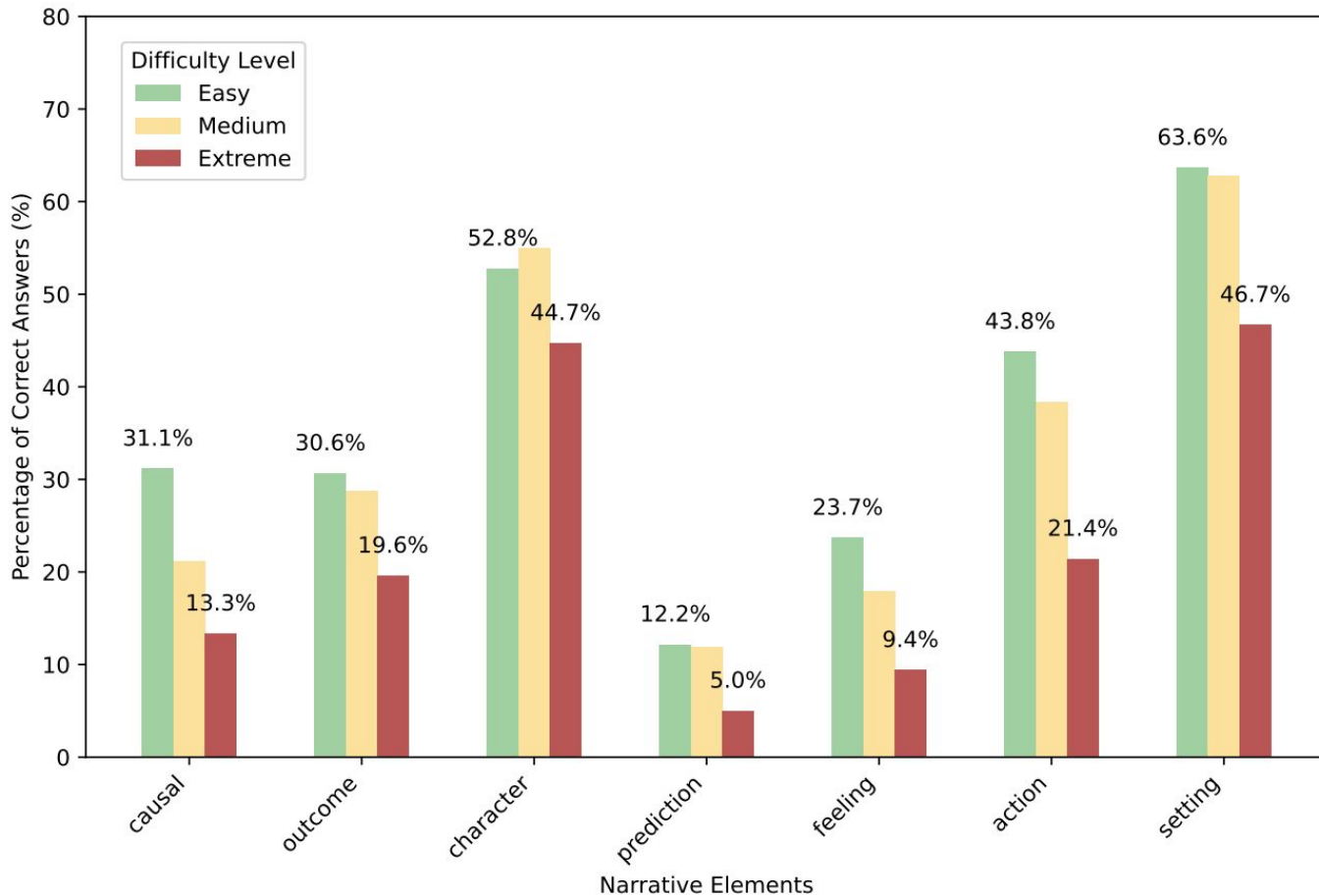


Nar + Dif + Text → QA

Results for Joint Narrative and Difficulty Control



Results for Joint Narrative and Difficulty Control



Additional Findings

- Harder Questions are More Diverse
- Error Analysis
 - Hallucinated Content (14%)
 - Nonsensical QA pairs (10%)
- Repeated QA Pairs using Beam Search

Key Takeaways

- Joint Control for Question Generation can be feasible
- More Datasets, More Attributes, More Control
- Controlled Question Generation with Real Students

Advancing Question Generation with Joint Narrative and Difficulty Control

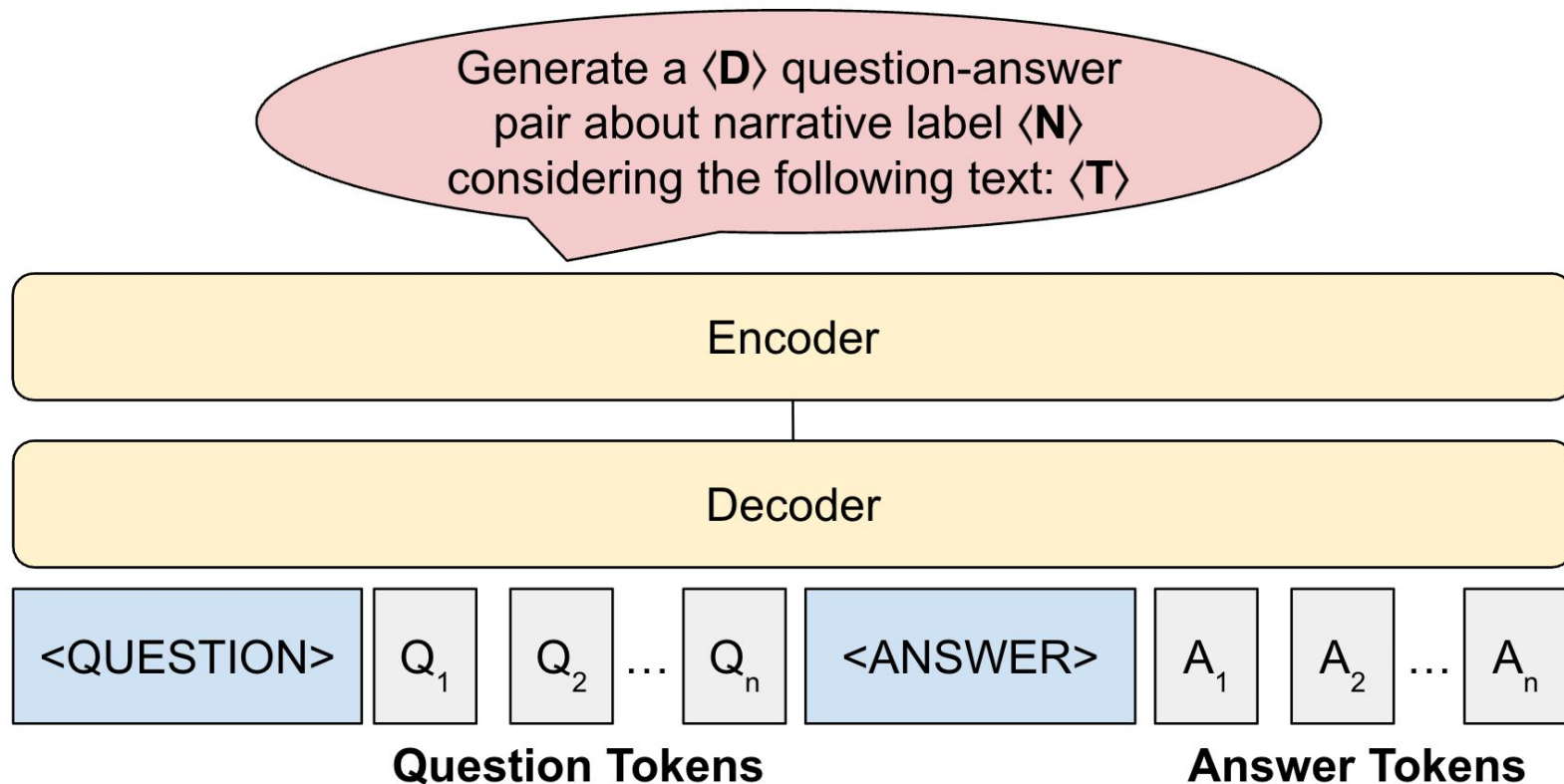
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Supplementary Information

Question-Answer Pair Generation Model



Simulated-Learners Estimated Ability

Sim.-Learner QA	Ability (θ)
DeBERTaV3 (large)	0.43
RoBERTa (base)	0
BERT (base)	-0.66
DistilBERT (base)	-1.25
GPT-2	-1.60

Data Distribution

Nar.	Easy	Med.	Mod.	Hard	Extr.
Action	773	362	375	435	749
Causal	316	200	245	316	1291
Char.	497	133	101	116	115
Feeling	55	79	62	89	539
Out.	126	114	138	165	268
Pred.	22	21	23	50	250
Setting	276	70	60	54	63

Results for Narrative Control

Data Setup	Char.	Setting	Action	Feeling	Causal	Out.	Pred.
Text \rightarrow QA	.227	.269	.287	.281	.271	.227	.251
Nar + Text \rightarrow QA	.304	.537	.427	.527	.412	.458	.348
Nar + Dif + Text \rightarrow QA	.305	.530	.412	.529	.405	.425	.365

Lexical similarity ($ROUGE_L$ -F1) between generated and ground-truth questions

Data Setup	Char.	Setting	Action	Feeling	Causal	Out.	Pred.
Text \rightarrow QA	.332	.332	.353	.370	.360	.346	.358
Nar + Text \rightarrow QA	.379	.504	.422	.491	.418	.444	.409
Nar + Dif + Text \rightarrow QA	.378	.482	.413	.499	.417	.422	.401

Semantic similarity (BLEURT) between generated and ground-truth questions

Linguistic Features Influenced By Control

The degree of **lexical novelty** between the generated question-answer pairs and the source text plays a key role.

Data Setup		Easy	Medium	Extreme
Dif + Text → QA	Q	55.60	60.23	63.94
	A	9.88	23.17	48.69
Nar + Dif + Text → QA	Q	57.34	60.72	65.57
	A	22.02	26.00	41.14

PINC (Chen and Dolan, 2011) values