In this assignment, you need to build a Bayesian Knowledge Tracing model for data file Asgn4-dataset.csv. This data set is a subset of the data set used in

Baker, R.S.J.d., Corbett, A.T., Roll, I., Koedinger, K.R. (2008) Developing a Generalizable Detector of When Students Game the System. User Modeling and User-Adapted Interaction, 18, 3, 287-314.

This paper can be found at http://www.columbia.edu/~rsb2162/USER475.pdf

This data set's variables are:

· ID – a unique ID for every student action in the Cognitive Tutor used

· Lesson – the tutor lesson the action comes from

· Student – a deidentified ID for the student

· KC – the knowledge component (skill) involved

· Item – the problem step in the learning system

· Right – is the student action right (1) or not right (0)

· Firstattempt – is this the student's first attempt at the problem step (1)?

· Time – how long did the student attempt take?

You should complete questions 1-9 of this assignment in Microsoft Excel, or a similar spreadsheet program. Question 10 should be completed using Java and BKT-BF, available at

http://www.columbia.edu/~rsb2162/BKT-BruteForce.zip

WEEK 4 CTAT ACTIVITY (EXTERNAL RESOURCE) (1.0 points possible)