In this assignment, your goal is to find sequential patterns of interest in asgn6-spm-data-v1.csv

This data set has the following variables:

· anonid – which student it is
· obsnum – how many observations have been conducted for this student
· behavior-ontask – in this observation, the student was coded as on task (solitary)
· behavior-ontaskconv -- in this observation, the student was coded as on task (conversation)
· behavior-offtask-- in this observation, the student was coded as off task
· affect-frustrated – in this observation, the student was coded as frustrated
· affect-concentrating – in this observation, the student was coded as being in engaged concentration
· affect-confused -- in this observation, the student was coded as being confused
· affect-bored -- in this observation, the student was coded as being bored

This data set was previously published in

Baker, R.S.J.d., Moore, G., Wagner, A., Kalka, J., Karabinos, M., Ashe, C., Yaron, D. (2011) The Dynamics

Between Student Affect and Behavior Occuring Outside of Educational Software. Proceedings of the 4th bi-annual International Conference on Affective Computing and Intelligent Interaction.

The goal of this assignment is to find sequential patterns in the data, which are unlikely to simply be due to chance. I recommend you use RapidMiner 5.3 to complete this assignment, as other packages will be likely to produce slightly different results.