Direct automated feedback delivery for student submissions based on LLMs

MAXIMILIAN SÖLCH, Technical University of Munich, Germany

FELIX T.J. DIETRICH, Technical University of Munich, Germany

STEPHAN KRUSCHE, Technical University of Munich, Germany

Receiving timely and personalized feedback is crucial for students' learning progress and motivation. However, providing such feedback poses a significant challenge in education, particularly as student numbers have steadily increased in recent years. This growth has made it difficult for tutors and professors to deliver individualized feedback to each student, resulting in a time-consuming, repetitive, and often manual task that contributes to a heavy workload for educators.

This paper presents DAFeeD, a large language model (LLM)-based approach for providing automated formative feedback on student submissions. The exercise-independent approach can be applied to various domains, such as programming, text, or modeling exercises. By incorporating exercise-specific information, such as the problem statement and grading instructions, into the prompt, the feedback is tailored to the exercise context.

We implemented this approach in an open-source reference implementation named Athena, which is integrated with the learning platform Artemis. To evaluate the effectiveness and efficiency of the approach, we conducted a controlled study with students. The results show ...

CCS Concepts: \bullet Social and professional topics \rightarrow Student assessment; \bullet Applied computing \rightarrow Education.

Additional Key Words and Phrases: Do, Not, Us, This, Code, Put, the, Correct, Terms, for, Your, Paper

ACM Reference Format:

1 INTRODUCTION

In the current educational landscape, providing timely and effective feedback to students remains a significant challenge. Traditionally, students must wait for course tutors or professors to review their submissions and provide feedback. This process can be time-consuming, often requiring students to arrange meetings and wait for available time slots, which are not always convenient or immediate. Similar it is timecosuming and tedious for professors and tutors to provide asynchronous feedback via email or other communication channels. The inherent delays and scheduling difficulties make this approach not scalable, especially in courses with a large number of students.

These limitations hinder students' learning progress and motivation. The waiting period for feedback interrupts the learning flow, causing students to lose momentum and potentially disengage from the subject matter. Additionally, the limited availability of tutors and professors means that not all students receive the individualized attention they need to improve their understanding and skills. This situation underscores the necessity for a more efficient and scalable feedback system that can provide continuous support to students without the constraints of traditional methods.

Permission to make digital or hard copies of all or part of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. Copyrights for components of this work owned by others than the author(s) must be honored. Abstracting with credit is permitted. To copy otherwise, or republish, to post on servers or to redistribute to lists, requires prior specific permission and/or a fee. Request permissions from permissions@acm.org.

 $\, @ \,$ 2024 Copyright held by the owner/author(s). Publication rights licensed to ACM.

Manuscript submitted to ACM

In this paper, we present an approach for generating automated feedback on student submissions using large language models (LLMs) to address these challenges. The approach is independent of the exercise type and can be applied to various domains, such as programming, text, or modeling exercises. We implemented the approach in an open-source reference implementation called Athena, connected to the learning platform Artemis through which students submit their solutions and receive feedback. To validate the effectiveness and efficiency of the approach, we tested it in a controlled environment. We collected quantitative and qualitative data to evaluate students' perceptions of the approach and the overall performance of the reference implementation. The results show

The subsequent sections of this paper are organized to provide a comprehensive understanding of the research. Section 2 provides an overview of related work. Section 3 details the concept and methodology of Direct Automated Feedback Delivery (DAFeeD). Section 4 describes the reference implementation of DAFeeD, called Athena, including a general overview, details on the used prompts, and the system architecture. Section 5 presents the evaluation results, Finally, Section 6 concludes with a summary of findings and discusses future research directions to enhance automated feedback systems.

2 RELATED WORK

todo [1]

3 APPROACH: DIRECT AUTOMATED FEEDBACK DELIVERY (DAFEED)

DAFeeD employs large language models to deliver automated feedback on student submissions, designed to complement traditional teaching methods and provide additional support. Figure 1 illustrates the continuous feedback workflow that DAFeeD facilitates, enabling students to receive feedback at any time, thereby eliminating the need to wait for responses from human tutors or course professors.

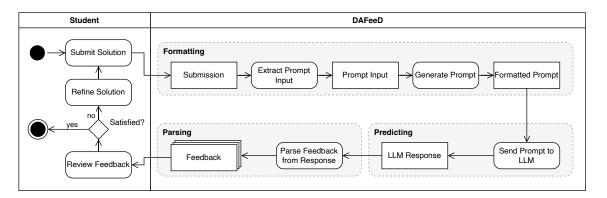


Fig. 1. Workflow of direct automated feedback delivery for students' submissions (UML Activity Diagram)

DAFeeD can provide feedback on various aspects, such as the correctness of the code, the quality of the code, and the performance of the student. Once the student submits their solution, DAFeeD initiates a three-stage process to generate natural language feedback.

The first stage, called *Formatting*, takes the student's submission and extracts the submission content, problem statement including learning objectives, and any possible grading instructions the instructor defines. This extracted information represents the prompt input. During the prompt generation step, a predefined prompt template is filled with the prompt input data, resulting in a formatted prompt.

In the second stage, called *Predicting*, the formatted prompt is sent to a large language model (LLM), which generates a response that includes detailed feedback for the student.

The final stage, *Parsing*, takes the LLM response, which comes in the JSON format, and parses feedback items from it. In addition to the feedback text, the feedback object also contains reference information indicating the part of the submission it pertains to. For programming exercises, this includes the file name and line number of the relevant code snippet to which the feedback refers. For text exercises, the reference information includes only the sentence or word range the feedback refers to.

All of the feedback is then returned to the student for review. If the student is satisfied with the feedback, the process concludes. Otherwise, the student can refine their solution and resubmit it, initiating the DAFeeD process anew.

This iterative process is designed to motivate students to continuously learn and experiment with their solutions, resulting in improved performance.

4 REFERENCE IMPLEMENTATION: ATHENA

We incorporated DAFeeD into a reference implementation named Athena, which is seamlessly integrated with the learning platform Artemis. Through Artemis, students can submit their solution and review the feedback.

When submitting their solutions on Artemis, students have the option to request direct automated feedback by clicking a newly added button. This feedback request is then sent to Athena, provided the student has not reached their feedback request limit for the exercise. Course instructors can customize the number of allowed feedback requests per exercise according to their preference. A status visualization informs students about their feedback request state. Once Athena generates the feedback and sends it back to Artemis, the student can review it in a modal window on Artemis, as depicted in Figure 2.

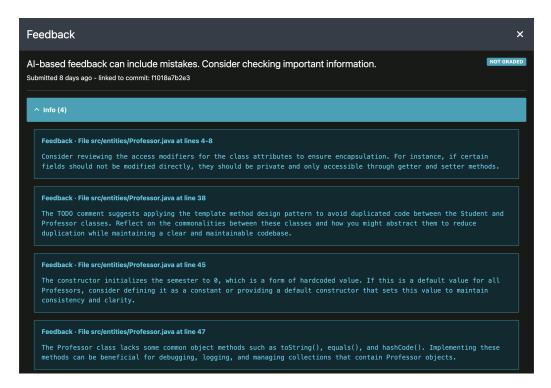


Fig. 2. Visualization of the feedback how students see it in Artemis.

4.1 Prompts

4.2 Feedback Generation

4.3 Architecture

Athena is deployed in production alongside the learning platform Artemis, which serves up to more than 2000 students per course. Consequently, the reference implementation must satisfy additional non-functional requirements such as performance, scalability, maintainability, and usability. To meet these requirements and to support feedback generation for multiple exercise types while allowing for future extensibility, we adopted a modular architecture, as illustrated in Figure 3.

The *module_manager* handles all incoming requests, verifies authorization, and forwards them to the appropriate modules. The *programming_llm* module manages programming exercises and executes the three-stage DAFeeD process,

279

280

286

287

288 289

290

299

303

304



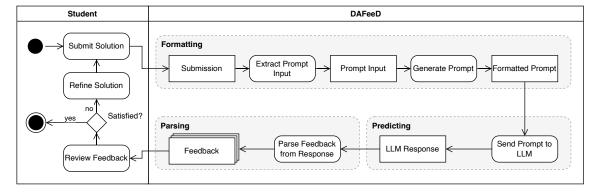


Fig. 3. Top Level Archietecture of the reference implementation Athena (UML Deployment Diagram)

which includes formatting, predicting, and parsing. Similarly, the text_llm module is optimized for text exercises and follows the same process.

Athena's system design is independent of any specific learning management system (LMS) as it provides a REST API, documented using the OpenAPI standard¹. This independence allows Athena to be integrated with various LMS platforms, such as Moodle².

Athena currently connects to OpenAI models hosted in a private Azure cloud to ensure that student data is not used for training models, maintaining privacy. Additionally, the system can be configured to use open-source models like Llama³ or Mistral⁴, either self-hosted or cloud-based.

To meet performance and scalability requirements, Athena and its modules are deployed within a Kubernetes cluster⁵. Kubernetes, in conjunction with Athena's modular architecture, allows the system to scale each module independently. For example, additional instances of the programming module can be instantiated when a new programming exercise is released. Furthermore, Kubernetes provides out-of-the-box load balancing and self-healing capabilities, ensuring that if a module crashes, it is automatically restarted.

EVALUATION

- **Research Questions**
- Study Design
- 5.3 Results
- Limitations
- Discussion 5.5

CONCLUSION & FUTURE WORK

Future work includes enhancing the visualization of feedback, such as grouping and color coding the feedback items to make it easier to differentiate between critical feedback items, suggestions for improvement, and positive feedback.

¹https://www.openapis.org

²https://moodle.org

³https://llama.meta.com ⁴https://mistral.ai

⁵https://kubernetes.io

A high priority will be on further improving the overall quality of the feedback provided. We also aim to extend the implementation to support direct automated feedback for the remaining exercise types of Artemis. Another crucial step is to test direct automated feedback in a real-world setting by utilizing this feature in an actual course. This will allow us to collect comprehensive data to thoroughly evaluate the impact on student performance and motivation.

REFERENCES

 Marcelo Guerra Hahn, Silvia Margarita Baldiris Navarro, Luis De La Fuente Valentin, and Daniel Burgos. 2021. A Systematic Review of the Effects of Automatic Scoring and Automatic Feedback in Educational Settings. IEEE Access 9 (2021), 108190-108198. https://doi.org/10.1109/ACCESS.2021.