**MODULES:**

There are three modules can be divided here for this project they are listed as below

* Session Model
* Motivational Model
* Non Motivational Model
* Graphical Model

From the above three modules, project is implemented. Bag of discriminative words are achieved

**MODULES:**

1. **Session Model**

The session model is processing the user select the examination and tutorial sessions is providing the various exam sets in the students for coverts the message and non motivational messages is send to the exam points of view in students for the various students is associating the sessions.

1. **Motivational model.**

The content in our motivational messages is based on

strategies recommended in existing literature and attribution

theory. Attribution theory implies that motivating students’ by messages which attribute the failure to external factors (such as math, the difficulty of the question) will motivate them to set a new goal. We request feedback from a student after detecting frustration and displaying feedback messages to show empathy for students’ affective state. Using the recommendation from , our motivational messages are displayed using the agents who communicate empathy in their messages.

1. **Non Motivational Message**

To determine the impact of the motivational messages,

we use the within-groups research design (repeated measures) that is comparing the results of our approach to responding to frustration against a control condition. The experimental condition is that students receive motivational messages based on our proposed model and schools were chosen to represent different cities in India have minimum 100 class 6 students. The theoretical model to detect frustration was developed using data from class six students, hence we collected the data of class six student from three schools

1. **Graphical Representations**

The number of frustration instances in 188 sessions are

visually represented using the box plot in . The frustration instances without and with motivational messages. As seen in the box plots, the number of frustration instances after implementing motivational messages is reduced. The circle indicates outliers; this means that the number of frustration instances per session being equal to six is only two after implementing motivational messages to mitigate frustration.