Adaptive Practice of Facts in Domains with Varied Prior Knowledge

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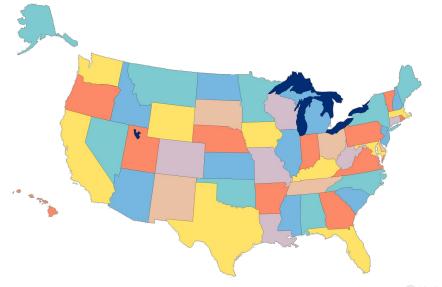


Presentation overview

- Context of facts learning
- Case study Geography facts system
- Evaluation of the system



Example of facts





... Practice of Facts ...

Adaptive **Practice of Facts** in Domains with Varied Prior Knowledge

- How to learn a lot of facts?
- e.g. vocabulary, countries, human bones
- retrieval practice



Adaptive ...

Adaptive Practice of Facts in Domains with Varied Prior Knowledge

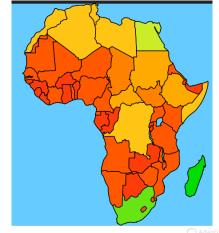
- Which items need to be practiced?
- flashcard software



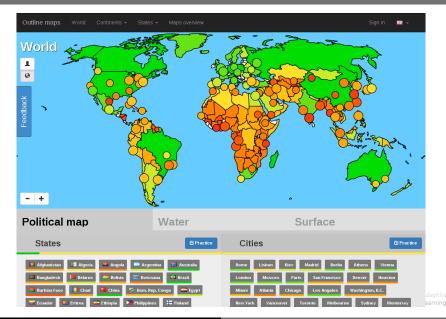
... Domains with Varied Prior Knowledge

Adaptive Practice of Facts in **Domains with Varied Prior Knowledge**

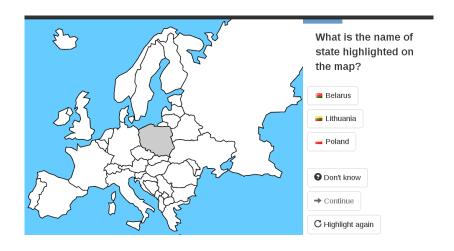
- Where is **Egypt**?
- Where is **Burkina Faso**?



Case Study - Geography facts system



Practice



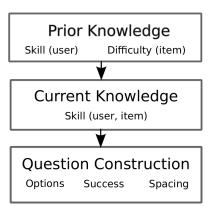


Elo rating system in chess

- Each player has a number (how good they are)
- Result of a match can be predicted
- Changing after each match

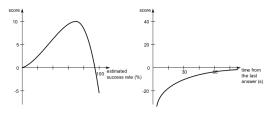


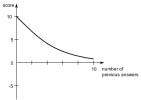
Question Construction Steps





Item Selection – Scoring Functions







Are adaptive questions better then random?



What should we measure?

- Time in the system?
- User impression?
- Success rate increase?

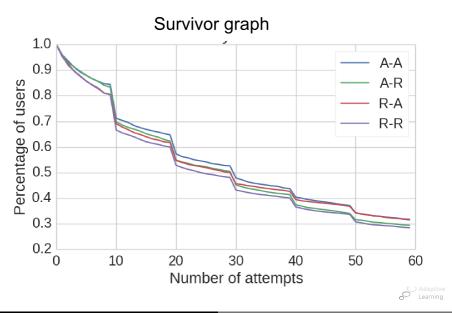


Are adaptive questions better then random?

Condition	Item selection	Options selection
A-A	Adaptive	Adaptive
A-R	Adaptive	Random
R-A	Random	Adaptive
R-R	Random	Random



Results - survivor graph

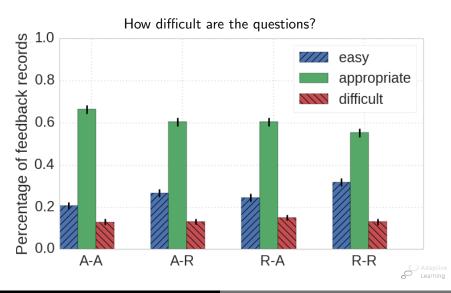


Results - return rate

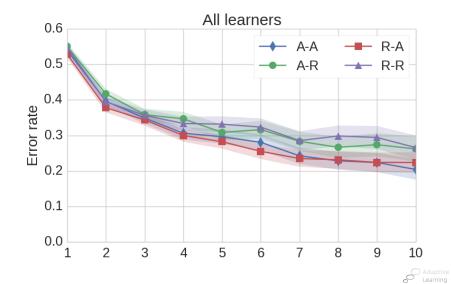
Return rate
15.1%
13.9%
14.3%
13.1%



Results - explicit feedback



Results - learning curve



Conclusion

- Adaptive system for practicing facts
- Prior and current knowledge estimation
- Adaptivity has positive effects on user motivation to stay
- Effects on learning are difficult to measure
- Try it out at http://slepemapy.cz

