

INTRODUCTION

ENGAGEMENT AND LEARNING

- Engagement is an important predictor of learning and is a multidimensional construct.
- Capturing engagement in digital learning environments** is important for designing more effective and efficient learning experience.
- Model a **particular subset of student's off-task behaviors** in a vocabulary system use.

KEY RESEARCH QUESTIONS

- Identifying important **predictive features of specific class of off-task behaviors** in a vocabulary learning system's log data.
- Evaluating different modeling methods** that can more accurately predict off-task behaviors.
- Suggesting effective adaptive strategies** for vocabulary learning systems that will help to sustain student's engagement and thus improve their learning outcomes and experience.

AUTOMATED ASSESSMENT

- The current study uses **DSCoVAR [2], an intelligent tutoring system for vocabulary learning.**
- DSCoVAR includes automated assessment of performance, using free-response data from a meaning-generation task [3-4].

CURRENT STUDY

PARTICIPANTS

- Native English speakers (**4th-6th grade**, 16 boys) from Falk Laboratory School [5,6].

TASK

- Students provided **Familiarity Ratings** for 60 SAT level words (ratings: 53%, 23%, and 26%).
- Familiarity Ratings were followed by the **Meaning-Generation task** (Fig 2).

OUTCOME MEASURE

- Two **human raters** labeled "off-task" responses (inter-rater agreement was $Kappa = 0.695$).
- Instructions** (based on Baker et al. [1]):
 - "The response seems less serious or less relevant for a given target word"
 - "The response was part of repetitive responses over different question items"
 - "The response was part of repetitive false submissions"

FEATURES

- Real-time variables (RTV)** : Features obtained from a single response.
- Context-based variables (CTV)** : Features from historical responses and other students.
- Using stepwise algorithm to select features.

ANALYSIS & RESULTS

Off-task Behavior Model (■ = RTV / ■ = CTV / ■ = Random Variables)

RTV model (AUC: 0.918)

$$1 + (\text{RT_Making} + \text{Resp.Length} + \text{Ort.Similarity}) + (1 | \text{Target}) + (1 | \text{Subject})$$

RTV + CTV model (AUC:0.970)

$$1 + (\text{Resp.Length} + \text{OrtographicSimilarity}) + (\text{SemanticSimilarity.p3} + \text{OrthoSimilarity.p7}) + (1 + \text{Familiarity} | \text{Target}) + (1 | \text{Subject})$$

FIXED EFFECT RESULTS

Real-time variables (RTVs)

- RT_Making**: Shorter response time for typing in more likely to be an off-task behavior.
- RespLength**: Shorter responses were more likely to be an off-task behavior.
- OrthoOverlap**: Responses that were orthographically similar to the target word were more likely to be labeled as an off-task behavior.
- SpellErr**: # of spelling errors.
- FormErr**: # of response format errors.
- RT_Start**: Time spent before initiating the response.

Context-based variables (CTVs)

- SemanticDistance_prev.3**: Responses that were semantically similar with previous 3 responses were less likely to be an off-task behavior.
- OrthoRepetition_prev.7**: Responses that were orthographically similar with previous 7 responses were less likely to be an off-task behavior.
- pFlag_prev.X**: Proportion of off-task responses in previous.
- TargFlags_prev.X**: Average proportion of off-task responses for previous X trials from other students.
- TargetFlags**: Proportion of off-task responses for the target word from other students.

RANDOM EFFECT RESULTS

- Familiarity**: Words rated as **unknown** were more likely to elicit **off-task responses**.
- Variability across items & students**: highlights the importance of models that capture multiple sources of variance, including random as well as fixed effects.

Table 3. Fixed Effects (GLMM: RTV+CTV).

Variables	Model 1 (RTV)			Model 2 (RTV + CTV)		
	Coeff	SE	z	Coeff	SE	z
(Intercept)	3.45**	1.21	2.84	0.50	0.62	0.82
RT_Making	-0.54***	0.15	-3.64			
Resp.Length	-0.21***	0.05	-4.47	-0.22***	0.05	-4.10
Ort.Similarity	-8.28***	1.74	-4.78	-5.98***	1.79	-3.34
Sem.Similarity.p3				0.11***	0.03	4.35
Ort.Similarity.p7				11.45***	1.81	6.33

*p-value significance codes: *** 0.001; ** 0.01; * 0.05; . 0.1

Table 4. Random Effects (GLMM).

	Model1 (RTV)		Model2 (RTV + CTV)		Corr.
	Var	StDev	Var	StDev	
Target (Intercept)	0.48	0.69	1.05	1.02	
Familiar – Unknown:Known			2.47	1.57	-1.00
Familiar – Unknown:Familiar			23.00	4.80	-1.00
Subject(Intercept)	4.97	2.23	3.67	1.92	

Figure 2. An example of the meaning-generation task with incorrectly spelled response (left). All responses are recorded and provided to human judges to label off-task responses within the student (middle) and across students in a similar time frame (right).

defiant

Please enter ONE word that has the same meaning as the word.

rebellious

Did you mean rebellious?

Next

j1	j2	Student	Seq #	Trial	Targ	Response
*		S1	25	1	nostalgia	ocean
*		S1	39	1	turmoil	maybe
*	*	S1	47	1	assimilate	One
*	*	S1	51	1	caustic	Two

j1	j2	Student	Seq #	Trial	Targ	Response
		S14	11	1	reticent	receive
		S7	12	1	perturbed	clean
*	*	S26	13	1	tenable	rain
*	*	S22	14	1	vie	Rain

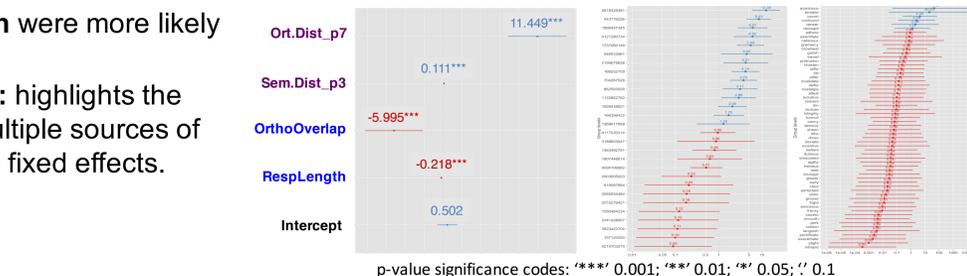


Figure 3. Coefficients for Fixed Effects (left) and Random Effect intercepts showing variation across students and target words (right; also see Fig. 1).

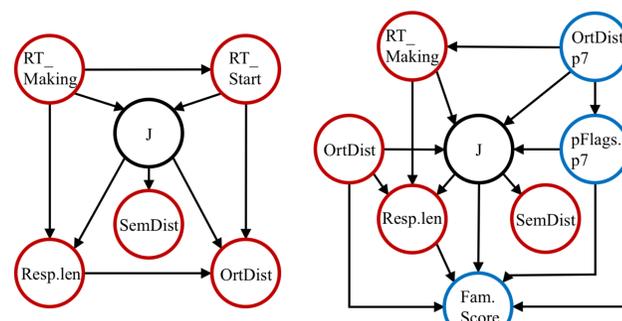


Figure 4. Suggested interaction structure of RTV and R+CTV models from the Hill-climbing algorithm (Off-task label: black node (J), RTVs: red nodes, CTVs: blue nodes).

CONTRIBUTION

METHODS FOR EXTRACTING FEATURES

- Methods for **extracting meaningful information** from log data.
- RTV + CTV** with mixed effect model:
 - CTVs** improve the model performance.
 - CTVs** can **substitute traditional off-task predictive features**, such as # of error messages and response time.

IDENTIFYING OFF-TASK STATUS AT THE ITEM LEVEL

- Letting the learning system know **when to intervene** with students to retain engagement.
- Manage student **engagement** systematically.

MORE ACCURATE PREDICTION ON THE STUDENT'S VOCABULARY KNOWLEDGE

- Distinguishing between accidentally erroneous responses and intentionally missed responses.

FUTURE WORK

DEVELOP AN ADAPTIVE VOCABULARY LEARNING SYSTEM

- Adaptive system that can **minimize the off-task behaviors** during the learning task.
- Find **desirable difficulty** level for each student.
- Identify behavioral log features** related with **perceived difficulty**.

LABELING FROM NON-EXPERTS

- Fragmentary job for **anonymous workers**.
- Require more careful design instructions.

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