

Evaluation Methods for Learning Environments

EXCERCISE

Examples to Evaluate

- ◆ Situation 1: I-Help Style system (Greer et al, 2000)
 - AI used so that your agent negotiates with other peoples agents to find someone you can help with a programming assignment
- ◆ Situation 2: Cognitive type tutor for teaching Java
 - Model and Knowledge tracing used to design sequence of problems, detect bugs and offer specific remediation
- ◆ Situation 3: Simulation environment
 - Free discovery environment that allows learners to construct models of physical phenomena and then run experiments on them.
- ◆ Situation 4: Ambient Wood style experience (Rogers et al, 2002)
 - Collaborating child explore a rainforest using PDAs, moisture and light probes and a sound horn, with an occasional showers of rain.

Your mission

- ◆ Goal
 - To evaluate whether these systems and situations enhance the learning experiences of their intended population
- ◆ Assumptions
 - Fully working research prototypes. Bug Free!
 - Successfully formatively evaluated

Systems

Specific Evaluation Goals

Specific Evaluation Goals

